

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

COMBAT

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

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

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

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SPECIAL ATTACKS	SPECIAL QUALITIES
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CHA	<input type="checkbox"/>	_____	_____

COMBAT

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

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_____ / / / / ()	Ref: _____
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_____ / / / / ()	SR: _____
_____ / / / / ()	

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT



BARD SPELLS

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

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



CLERIC/FAVORED SOUL SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□□

<input type="checkbox"/>	Animate Dead	[Evil]	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies	PHB198
<input type="checkbox"/>	Bestow Curse		Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 to rolls; or 50% lose act.	PHB205
<input type="checkbox"/>	Blindness/Deafness		Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB206
<input type="checkbox"/>	Cloak of Bravery	[Mind-Affecting]	Ab	VS	1 act	60 ft	10 min/lev	Will n.	Y	You and allies gain a bonus on saves vs. fear	CW117
<input type="checkbox"/>	Close Wounds	[Healing]	Co	V	Swift	Close	Instantaneous	Will 1/2	Y	Cure 2d4 damage, even on another's turn	MH854
<input type="checkbox"/>	Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB215
<input type="checkbox"/>	Continual Flame	[Light]	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent heatless torch	PHB215
<input type="checkbox"/>	Conviction, Legion's		Ab	VSM	1 act	Medium	1 min/lev	Will n.	Y	Allies gain +2 or higher save bonus	MH854
<input type="checkbox"/>	Create Food and Water		Co	VS	10 min	Close	24 hrs	-	N	Feeds 3 humans or 1 horse/level	PHB215
<input type="checkbox"/>	Cure Serious Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
<input type="checkbox"/>	Curse of Petty Failing		Ne	VSD	1 act	Close	1 min/lev	-	Y	Subject takes -2 on attack rolls and saves	MH855
<input type="checkbox"/>	Daylight	[Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PHB216
<input type="checkbox"/>	Deeper Darkness	[Darkness]	Ev	VD	1 act	Touch	1 day/lev (D)	-	N	Object sheds shadow in 60-ft radius	PHB217
<input type="checkbox"/>	Delay Death		Ne	VSD	1 act	Touch	1 round/lev	Will n.	Y	Losing hit points doesn't kill subject	MH855
<input type="checkbox"/>	Dispel Magic		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancel spells and magical effects	PHB225
<input type="checkbox"/>	Glyph of Warding		Ab	VSM	10 min	Touch	Until disch.	Special	Sp	Inscription harms those who pass it	PHB256
<input type="checkbox"/>	Helping Hand		Ev	VSD	1 act	5 miles	1 hour/lev	-	N	Ghostly hand leads subject to you	PHB259
<input type="checkbox"/>	Inflict Serious Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 3d8 damage +1/lev (max +15)	PHB244
<input type="checkbox"/>	Invisibility Purge		Ev	VS	1 act	Personal	1 min/lev (D)	-	N	Dispels invisibility within 5 ft/level	PHB245
<input type="checkbox"/>	Locate Object		Di	VSD	1 act	Long	1 min/lev	-	N	Senses direction towards object	PHB249
<input type="checkbox"/>	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
<input type="checkbox"/>	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
<input type="checkbox"/>	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
<input type="checkbox"/>	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
<input type="checkbox"/>	Magic Vestment		Tr	VSD	1 act	Touch	1 hour/lev	Will n.	Y	Armor or shield gains +1/4 levels	PHB251
<input type="checkbox"/>	Meld into Stone	[Earth]	Tr	VSD	1 act	Personal	10 min/lev	-	N	You and your gear merge with stone	PHB252
<input type="checkbox"/>	Obscure Object		Ab	VSD	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258
<input type="checkbox"/>	Prayer	[Mind-Affecting]	En	VSD	1 act	40 ft	1 round/lev	-	Y	Allies gain +1 on most rolls, enemies -1	PHB264
<input type="checkbox"/>	Protection from Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 points/lev damage from energy	PHB266
<input type="checkbox"/>	Remove Blindness/Deafness	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB270
<input type="checkbox"/>	Remove Curse		Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
<input type="checkbox"/>	Remove Disease	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
<input type="checkbox"/>	Ring of Blades		Co	VSM	1 act	Personal	1 min/lev	-	N	Blades deal 1d6 +1/lev (max +10) dmg	MH858
<input type="checkbox"/>	Searing Light		Ev	VS	1 act	Medium	Instantaneous	-	Y	Ray deals 1d8/2 lev, more if undead	PHB275
<input type="checkbox"/>	Slashing Darkness		Ev	VS	1 act	Medium	Instantaneous	-	Y	Ray deals 1d8/2 lev damage, heals undead	MH859
<input type="checkbox"/>	Speak with Dead	[Language-Dependent]	Ne	VSD	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels	PHB281
<input type="checkbox"/>	Stone Shape	[Earth]	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PHB284
<input type="checkbox"/>	Summon Monster III		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5rd, 1d5 2nd or 1d4+1 1st)	PHB286
<input type="checkbox"/>	Water Breathing		Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subjects can breathe underwater	PHB300
<input type="checkbox"/>	Water Walk	[Water]	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid	PHB300
<input type="checkbox"/>	Wind Wall	[Air]	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures and gases	PHB302

Dom.
Dom.

4TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□□

<input type="checkbox"/>	Aid, Legion's	[Mind-Affecting]	En	VSD	1 act	Medium	1 min/lev	-	Y	+1 to hit and save vs. fear, +1d8 temp. hp +1/lev	MH853
<input type="checkbox"/>	Air Walk	[Air]	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Subject treads on air as if solid (45 deg. climb)	PHB196
<input type="checkbox"/>	Align Weapon, Legion's		Tr	VSD	1 act	Medium	1 min/lev	Will n.	Y	Allies' weapons becomes aligned	MH853
<input type="checkbox"/>	Control Water	[Water]	Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PHB214
<input type="checkbox"/>	Cure Critical Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
<input type="checkbox"/>	Death Ward		Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
<input type="checkbox"/>	Dimensional Anchor		Ab	VS	1 act	Medium	1 min/lev	-	Y	Bars extradimensional movement	PHB221
<input type="checkbox"/>	Discern Lies		Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehood	PHB221
<input type="checkbox"/>	Dismissal		Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB222
<input type="checkbox"/>	Divination		Di	VSM	10 min	Personal	Instantaneous	-	N	Provides advice for specific proposed actions	PHB224
<input type="checkbox"/>	Divine Power		Ev	VSD	1 act	Personal	1 round/lev	-	N	You gain attack bonus, +6 Str and 1 hp/level	PHB224
<input type="checkbox"/>	Freedom of Movement		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB253
<input type="checkbox"/>	Giant Vermin		Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin	PHB255
<input type="checkbox"/>	Imbue with Spell Ability		Ev	VSD	10 min	Touch	Until disch. (D)	Will n.	Y	Transfers spells to subject	PHB245
<input type="checkbox"/>	Inflict Critical Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 4d8 damage +1/lev (max +20)	PHB244
<input type="checkbox"/>	Magic Weapon, Greater		Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 lev (max +5)	PHB251
<input type="checkbox"/>	Neutralize Poison	[Healing]	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
<input type="checkbox"/>	Panacea	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Removes most afflictions	MH857
<input type="checkbox"/>	Planar Ally, Lesser		Co	VSDX	10 min	Close	Instantaneous	-	N	Exchange services with 6-HD extraplanar	PHB261
<input type="checkbox"/>	Poison		Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min.	PHB262
<input type="checkbox"/>	Repel Vermin		Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
<input type="checkbox"/>	Restoration	[Healing]	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains	PHB272
<input type="checkbox"/>	Sending		Ev	VSD	10 min	Special	1 round	-	N	Instantly delivers short messages anywhere	PHB275
<input type="checkbox"/>	Shield of Faith, Legion's		Ab	VSM	1 act	Medium	1 min/lev	Will n.	Y	Allies gain +5 or higher AC bonus	MH859
<input type="checkbox"/>	Spell Immunity		Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject is immune to 1 spell/4 levels	PHB282
<input type="checkbox"/>	Summon Monster IV		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d5 3rd or 1d4+1 2nd)	PHB286
<input type="checkbox"/>	Tongues		Di	VD	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB294

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

DRUID SPELLS

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

0-LEVEL SPELLS

Spells: + = Save DC:

<u> </u>	<u> </u>	Create Water	<i>[Water]</i>	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons/lev of pure water	PHB215
<u> </u>	<u> </u>	Cure Minor Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1 point of damage	PHB216
<u> </u>	<u> </u>	Detect Magic		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft	PHB219
<u> </u>	<u> </u>	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
<u> </u>	<u> </u>	Flare	<i>[Light]</i>	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attacks)	PHB252
<u> </u>	<u> </u>	Guidance		Di	VS	1 act	Touch	1 min	Will n.	Y	+1 on one attack roll, check or save	PHB238
<u> </u>	<u> </u>	Know Direction		Di	VS	1 act	Personal	Instantaneous	-	N	You discern north	PHB246
<u> </u>	<u> </u>	Light	<i>[Light]</i>	Ev	VD	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch	PHB248
<u> </u>	<u> </u>	Mending		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB253
<u> </u>	<u> </u>	Purify Food and Drink		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water	PHB267
<u> </u>	<u> </u>	Read Magic		Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269
<u> </u>	<u> </u>	Resistance		Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 bonus on saving throws	PHB272
<u> </u>	<u> </u>	Virtue		Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hp	PHB298

1st-LEVEL SPELLS

Spells: + = Save DC:

<u> </u>	<u> </u>	Calm Animals	<i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 +1/level HD of animals	PHB207
<u> </u>	<u> </u>	Charm Animal	<i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend	PHB208
<u> </u>	<u> </u>	Cure Light Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/level (max +5)	PHB215
<u> </u>	<u> </u>	Detect Animals or Plants		Di	VS	1 act	Long	10 min/lev (D)	-	N	Detects kinds of animals or plants	PHB218
<u> </u>	<u> </u>	Detect Snares and Pits		Di	VS	1 act	60 ft	10 min/lev (D)	-	N	Reveals natural or primitive traps	PHB220
<u> </u>	<u> </u>	Endure Elements		Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
<u> </u>	<u> </u>	Entangle		Tr	VSD	1 act	Long	1 min/lev (D)	Ref part.	N	Plants entangle everyone in 40-ft radius	PHB227
<u> </u>	<u> </u>	Faerie Fire	<i>[Light]</i>	Ev	VSD	1 act	Long	1 min/lev (D)	-	Y	Outlines subjects with light	PHB229
<u> </u>	<u> </u>	Goodberry		Tr	VSD	1 act	Touch	1 day/lev	-	Y	2d4 berries cure 1 hp each (max 8 hp/24 hrs)	PHB237
<u> </u>	<u> </u>	Hide from Animals		Ab	SD	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't perceive 1 subject/lev	PHB241
<u> </u>	<u> </u>	Jump		Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
<u> </u>	<u> </u>	Longstrider		Tr	VSM	1 act	Personal	1 hour/lev (D)	-	N	Your speed increases by 10 ft	PHB249
<u> </u>	<u> </u>	Magic Fang		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB250
<u> </u>	<u> </u>	Magic Stone		Tr	VSD	1 act	Touch	30 min	Will n.	Y	3 stones are +1 to attack and deal 1d6+1 damage	PHB251
<u> </u>	<u> </u>	Obscuring Mist		Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
<u> </u>	<u> </u>	Pass without Trace		Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PHB259
<u> </u>	<u> </u>	Produce Flame	<i>[Fire]</i>	Ev	VS	1 act	0 ft	1 min/lev (D)	-	Y	1d6 damage +1/lev, touch or thrown	PHB265
<u> </u>	<u> </u>	Shillelagh		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Cudgel becomes +1 weapon for 1d10 damage	PHB278
<u> </u>	<u> </u>	Snake's Swiftmess		Tr	VSD	1 act	Close	Instantaneous	Will n.	Y	Subject immediately makes one attack	MHB329
<u> </u>	<u> </u>	Speak with Animals		Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals	PHB281
<u> </u>	<u> </u>	Summon Nature's Ally I		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animal to fight for you (1st-level)	PHB288

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Animal Messenger	[Mind-Affecting]	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place	PHB198
Animal Trance	[Mind-Affecting, Sonic]	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PHB198
Barkskin		Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher natural armor bonus	PHB205
Bear's Endurance		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Con for 1 min/lev	PHB205
Bull's Strength		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Str for 1 min/lev	PHB207
Cat's Grace		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Dex for 1 min/lev	PHB208
Chill Metal	[Cold]	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Cold metal damages those who touch it	PHB209
Delay Poison		Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
Fire Trap	[Fire]	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/level of damage	PHB251
Flame Blade	[Fire]	Ev	VSD	1 act	0 ft	1 min/lev (D)	-	Y	Touch attack deals 1d8 +1/2 levels of damage	PHB251
Flaming Sphere	[Fire]	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire deals 2d6 damage	PHB252
Fog Cloud		Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB252
Gust of Wind	[Air]	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB258
Heat Metal	[Fire]	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Hot metal damages those who touch it	PHB259
Hold Animal	[Mind-Affecting]	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
Owl's Wisdom		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
Reduce Animal		Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PHB269
Resist Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272
Snake's Swiftmess, Legion's		Tr	VSD	1 act	Medium	Instantaneous	Will n.	Y	Allies each immediately make one attack	MH359
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	Subject's ability to walk on walls and ceilings	PHB285
Summon Nature's Ally II		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 2nd or 1d5 1st level)	PHB288
Summon Swarm		Co	VSD	1 round	Close	Conc. +2 rds	-	N	Summon swarm of bats, rats, or spiders	PHB289
Tiger's Tooth		Tr	V	Swift	Personal	1 round	-	N	Natural weapon gets +1/4 lev to hit and dmg	MH440
Tree Shape		Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PHB296
Warp Wood		Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Bends wood	PHB300
Wood Shape		Tr	VSD	1 act	Touch	Instantaneous	Will n.	Y	Rearrange wooden objects to suit you	PHB305

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Align Fang		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Natural weapon becomes aligned	MH353
Call Lightning	[Electricity]	Ev	VS	1 round	Medium	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (3d6 per bolt)	PHB207
Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB213
Cure Moderate Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
Daylight	[Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PHB216
Diminish Plants		Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of plants	PHB221
Dominate Animal	[Mind-Affecting]	En	VS	1 round	Close	1 round/lev	Will n.	Y	Subject animal obeys silent mental commands	PHB224
Fly, Swift		Tr	V	Swift	Personal	1 round	-	N	You fly for 1 round	MH356
Lion's Charge		Tr	V	Swift	Personal	1 round	-	N	You can make a full attack on a charge	MH357
Magic Fang, Greater		Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	Natural weap. +1 to hit/dmg per 3 lev (max +5)	PHB250
Meld into Stone	[Earth]	Tr	VSD	1 act	Personal	10 min/lev	-	N	You and your gear merge with stone	PHB252
Neutralize Poison		Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
Plant Growth		Tr	VSD	1 act	Special	Instantaneous	-	N	Grows vegetation and improves crops	PHB262
Poison		Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min	PHB262
Protection from Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/level from one energy	PHB266
Quench		Tr	VSD	1 act	Medium	Instantaneous	-/Will n.	Sp.	Extinguish nonmagical fires or 1 magic item	PHB267
Remove Disease		Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
Sleet Storm	[Cold]	Co	VSD	1 act	Long	1 round/lev	-	N	Hampers vision and movement	PHB280
Snare		Tr	VSD	3 rds	Touch	Until triggered	-	N	Creates a magical booby trap	PHB280
Speak with Plants		Di	VS	1 act	Personal	1 min/lev	-	N	Talk to normal plants and plant creatures	PHB282
Spike Growth		Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d4 damage and may be slowed	PHB285
Stone Shape	[Earth]	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PHB284
Summon Nature's Ally III		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 3rd/1d5 2nd/1d4+1 1st)	PHB288
Water Breathing		Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PHB300
Wind Wall	[Air]	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, gases	PHB302

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

4TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

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

5TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Align Fang, Legion's		Tr	VSD	1 act	Medium	1 min/lev	Will n.	Y	Allies' natural weapons become aligned	MHB55
Animal Growth		Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 levels doubles in size	PHB198
Atonement		Ab	VSM	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject	PHB201
Awaken		Tr	VSM	1 day	Touch	Instantaneous	Will n.	Y	Animal or tree gains human intellect	PHB202
Baleful Polymorph		Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PHB202
Call Lightning Storm	[Electricity]	Ev	VS	1 round	Long	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (5d6 per bolt)	PHB207
Commune with Nature		Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/level	PHB211
Control Winds	[Air]	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed	PHB214
Cure Critical Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
Death Ward		Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
Hallow	[Good]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as holy	PHB258
Insect Plague		Co	VSD	1 round	Long	1 min/lev	-	N	Locust swarms attack creatures	PHB244
Panacea	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Removes most afflictions	MHB57
Stoneskin		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PHB284
Summon Nature's Ally V		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 5th/1d5 4th/1d4+1 3rd)	PHB289
Transmute Mud to Rock	[Earth]	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB295
Transmute Rock to Mud	[Earth]	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB295
Tree Stride		Co	VSD	1 act	Personal	1 hour/lev	-	N	Step from one tree to another far away	PHB296
Unhallow	[Evil]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy	PHB297
Wall of Fire	[Fire]	Ev	VSD	1 act	Medium	Conc. +1 r/lev	-	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	PHB298
Wall of Thorns		Co	VS	1 act	Medium	10 min/lev (D)	-	N	Thorns damage who tries to pass	PHB300

6TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Antilife Shell		Ab	VSD	1 round	10 ft	10 min/lev (D)	-	Y	10-ft field hedges out living creatures	PHB199
Bear's Endurance, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Con	PHB205
Bull's Strength, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Str	PHB207
Cat's Grace, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Dex	PHB208
Cure Light Wounds, Mass		Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/lev for many creatures	PHB216
Dispel Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magic effects, +20 on check	PHB225
Find the Path		Di	VSD	3 rds	Touch	10 min/lev	-/Will n.	Sp.	Shows most direct way to a location	PHB250
Fire Seeds	[Fire]	Co	VSM	1 act	Touch	10 min/lev	-/Ref 1/2	N	Acorns and berries become grenades	PHB250
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	-	Y	Digs trenches and builds hills	PHB257
Owl's Wisdom, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Wis	PHB259
Repel Wood		Tr	VS	1 act	60 ft	1 min/lev (D)	-	N	Pushes away wooden objects	PHB271
Spellstaff		Tr	VSD	10 min	Touch	Until discharg.	Will n.	Y	Stores one spell in wooden quarterstaff	PHB282
Stone Tell		Di	VSD	10 min	Personal	1 min/lev	-	N	Talk to natural or worked stone	PHB284
Summon Nature's Ally VI		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 6th/1d5 5th/1d4+1 4th)	PHB289
Transport via Plants		Co	VS	1 act	Unlimit.	1 round	-	N	Move from one plant to another	PHB295
Wall of Stone	[Earth]	Co	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB299

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

7TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Animate Plants	Tr	V	1 act	Close	Special	-	N	One or more plants animate and fight	PH8199
Changestaff	Tr	VSF	1 round	Touch	1 hour/lev (D)	-	N	Your staff becomes a treant on command	PH8208
Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	-	N	Changes weather in local area	PH8214
Creeping Doom	Co	VS	1 round	Close	1 min/lev	-	N	Swarms of centipedes attack at your command	PH8215
Cure Moderate Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures	PH8216
Fire Storm	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 fire damage/level	PH8251
Heal	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	Cures 10 damage/lev, disease, and conditions	PH8239
Screaming, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As <i>screaming</i> , but faster and longer	PH8275
Summon Nature's Ally VII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (17th/1d5 6th/1d4+1 5th)	PH8289
Sunbeam	Ev	VSD	1 act	60 ft	1 round/lev	Special	Y	Beam blinds and deals 4d6 damage	PH8289
Transmute Metal to Wood	Tr	VSD	1 act	Long	Instantaneous	-	Y	Metal within 40 ft becomes wood	PH8294
True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PH8296
Wind Walk	Tr	VSD	1 act	Touch	1 hour/lev (D)	-/Will n.	Sp.	You and allies turn vaporous and travel fast	PH8302

8TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

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

9TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

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

HEALER POWERS

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

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

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

HEALER SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT		
0-LEVEL SPELLS											
Spells: ___ + ___ = ___ Save DC: ___											
	Create Water	[Water]	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons/lev of pure water	PH8215
	Cure Minor Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1 point of damage	PH8216
	Deathwatch	[Evil]	Ne	VS	1 act	30 ft	10 min/lev	-	N	Reveals how near death subjects are in 50-ft	PH8217
	Detect Magic		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft	PH8219
	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PH8219
	Light	[Light]	Ev	VD	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch	PH8248
	Mending		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PH8255
	Purify Food and Drink		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water	PH8267
	Read Magic		Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PH8269

1st-LEVEL SPELLS											
Spells: ___ + ___ = ___ Save DC: ___											
	Bless Water	[Good]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PH8205
	Cure Light Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PH8215
	Goodberry		Tr	VSD	1 act	Touch	1 day/lev	-	Y	2d4 berries cure 1 hp each (max 8 hp/24 hrs)	PH8257
	Protection from Evil	[Good]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PH8266
	Remove Fear		Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on saves vs. fear for 1 subject +1/4 lev	PH8271
	Remove Paralysis	[Healing]	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow	PH8271
	Sanctuary		Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack	PH8274
	Speak with Animals		Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals	PH8281

2nd-LEVEL SPELLS											
Spells: ___ + ___ = ___ Save DC: ___											
	Calm Emotions	[Mind-Affecting]	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects	PH8207
	Cure Moderate Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PH8216
	Delay Poison	[Healing]	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PH8217
	Gentle Repose		Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PH8255
	Remove Blindness/Deafness	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PH8270
	Remove Disease	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PH8271
	Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PH8272

3rd-LEVEL SPELLS											
Spells: ___ + ___ = ___ Save DC: ___											
	Close Wounds	[Healing]	Co	V	Swift	Close	Instantaneous	Will 1/2	Y	Cure 2d4 damage, even on another's turn	MH854
	Create Food and Water		Co	VS	10 min	Close	24 hrs	-	N	Feeds 5 humans or 1 horse/level	PH8215
	Cure Serious Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev (max +15)	PH8216
	Neutralize Poison	[Healing]	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PH8257
	Remove Curse		Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PH8270
	Restoration	[Healing]	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains	PH8272
	Status		Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Monitors condition and position of allies	PH8284

PALADIN POWERS

Casting Level: Lev/2

TURNING HEAD

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

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

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

PALADIN SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT		
1st-LEVEL SPELLS											
Spells: ____ + ____ = ____ Save DC: ____											
	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
	Bless Weapon, Swift		Tr	V	Swift	Touch	1 round	-	N	Weapon strikes true against evil foes	MHB54
	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 1/2	Y	Cures 1d8 damage +1/level (max +5)	PHB215
	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
	Detect Undead		Di	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	You gain +1 to hit and damage per 3 levels	PHB224
	Endure Elements		Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
	Lionheart	[Mind-Affecting]	Ab	VSM	1 act	Touch	1 round/lev	Will n.	Y	Subject gains immunity to fear	MHB57
	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
	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
	Virtue		Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hp	PHB298

2nd-LEVEL SPELLS											
Spells: ____ + ____ = ____ Save DC: ____											
	Bull's Strength		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
	Cloak of Bravery	[Mind-Affecting]	Ab	VS	1 act	60 ft	10 min/lev	Will n.	Y	You and allies gain a bonus on saves vs. fear	CW117
	Delay Poison		Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
	Divine Protection	[Mind-Affecting]	En	VSD	1 act	Medium	1 min/lev	Will n.	Y	Allies gain +1 to Ac and saves	MHB55
	Eagle's Splendor		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
	Holy Spurs		Tr	V	Swift	Close	1 round	Will n.	Y	Special mount's speed increases by 40 ft	MHB56
	Owl's Wisdom		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
	Quick March		Tr	VSD	1 act	Medium	1 round	Will n.	Y	Allies' speed increases by 30 ft for 1 round	MHB57
	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
	Righteous Fury	[Good]	Ev	VS	1 act	Touch	1 round/lev	Will n.	Y	Subject deals double damage on charges	MHB58
	Shield Other		Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage	PHB278
	Undetectable Alignment		Ab	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hrs	PHB297
	Zone of Truth	[Mind-Affecting]	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PHB305

3rd-LEVEL SPELLS											
Spells: ____ + ____ = ____ Save DC: ____											
	Angelskin	[Good]	Ab	VSD	1 act	Touch	1 round/lev	Will n.	Y	Lawful good creature gets DR 10/silver and evil	MHB55
	Cure Moderate Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
	Daylight	[Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PHB216
	Discern Lies		Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehoods	PHB221
	Dispel Magic		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects	PHB223
	Heal Mount		Co	VS	1 act	Touch	Instantaneous	Will n.	Y	As heal on warhorse or special mount	PHB259
	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
	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

RANGER POWERS

Casting Level: Lev/2

Wild Empathy: Lev + CHA + =

Combat Style: Archery
 Two-Weapon Combat

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

FAVORED ENEMIES

_____ Bonus: + _____
 _____ Bonus: + _____
 _____ Bonus: + _____
 _____ Bonus: + _____

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

RANGER SPELLS

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

1ST-LEVEL SPELLS

Spells: + = Save DC:

Alarm	Ab	VSD	1 act	Close	2 hrs/lev (D)	-	N	Wards an area for 2 hrs/lev	PHB197
Animal Messenger	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place	PHB198
Calm Animals	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 HD + 1 HD/lev of animals	PHB207
Charm Animal	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend	PHB208
Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	-	N	Detects kinds of animals or plants	PHB218
Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	-	N	Reveals natural or primitive traps	PHB220
Endure Elements	Ab	VS	1 act	Touch	24 hours	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
Entangle	Tr	VSD	1 act	Long	1 min/lev (D)	Ref part.	N	Plants entangle everyone in 40-ft rad. circle	PHB227
Guided Arrow	Di	V	Swift	Personal	1 round	-	N	Ranged attack targets don't get cover	MHB36
Hide from Animals	Ab	SD	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't perceive one subject/lev	PHB241
Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
Lightfoot	Tr	V	Swift	Personal	1 round	-	N	Your move does not provoke attacks of opp.	MHB57
Longstrider	Tr	VSM	1 act	Personal	1 hour/lev (D)	-	N	Increases your speed	PHB249
Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB250
Pass without Trace	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PHB259
Read Magic	Di	VSD	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269
Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
Speak with Animals	Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals	PHB281
Summon Nature's Ally I	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight for you (1 1st-level)	PHB288

2ND-LEVEL SPELLS

Spells: + = Save DC:

Barkskin	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher to natural armor	PHB205
Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205
Blades of Fire	Co	V	Swift	Touch	1 round	-	N	Your melee weapons deal +1d6 fire damage	MHB54
Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
Curse of Impending Blades	Ne	VSD	1 act	Medium	1 min/lev	-	Y	Subject takes -2 penalty to AC	MHB54
Haste, Swift	Tr	V	Swift	Personal	1 round	-	N	You are <i>hasted</i> for 1 round	MHB36
Hold Animal	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 dmg/lev from one kind of energy	PHB266
Snare	Tr	VSD	3 rds	Touch	Until triggered	-	N	Creates a magical booby trap	PHB280
Speak with Plants	Di	VS	1 act	Personal	1 min/lev	-	N	You can talk to plants and plant creatures	PHB282
Spike Growth	Tr	VSD	1 act	Medium	1 hours/lev (D)	Ref part.	Y	Creatures in area take 1d4 damage, <i>slow</i>	PHB283
Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB288
Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PHB302

RANGER SPELLS

PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	___	Command Plants	Tr	V	1 act	Close	1 day/lev	Will n.	Y	Sway the actions of 1 or more plant creatures	PHB211
___	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1 per level (max +10)	PHB216
___	___	Curse of Impending Blades, Legion's	Ne	VSD	1 act	Medium	1 min/lev	-	Y	Subjects take -2 penalty to AC	MHB35
___	___	Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PHB216
___	___	Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of norm. plants	PHB221
___	___	Magic Fang, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	1 nat. weapon +1 to hit/dmg per 3 lev (max +5)	PHB250
___	___	Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
___	___	Plant Growth	Tr	VSD	1 act	Special	Instantaneous	-	N	Grows vegetation and improves crops	PHB262
___	___	Reduce Animal	Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PHB269
___	___	Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
___	___	Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
___	___	Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 5rd/1d5 2nd/1d4+1 1st)	PHB288
___	___	Tree Shape	Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PHB296
___	___	Water Walk <i>[Water]</i>	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: ___

___	___	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size	PHB198
___	___	Commune with Nature	Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/lev	PHB211
___	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev (max +15)	PHB216
___	___	Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB255
___	___	Lion's Charge	Tr	V	Swift	Personal	1 round	-	N	You can make a full attack on a charge	MHB57
___	___	Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying	PHB257
___	___	Summon Nature's Ally IV	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 4th/1d3 3rd/1d4+1 2nd)	PHB288
___	___	Tree Stride	Tr	VSD	1 act	Personal	1 hour/lev	-	N	Step from one tree to another far away	PHB296

WIZARD SCHOOLS OF MAGIC

Access to Schools: Abjuration Divination Evocation Necromancy Universal
 Conjuraction Enchantment Illusion Transmutation

Specialization School: _____

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
0-LEVEL SPELLS										
Spells: ___ + ___ = ___ Cast: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Save DC: ___ Max. known: ___ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>										
<input type="checkbox"/>	Acid Splash	[Acid]	Co	VS	1 act	Close	Instantaneous	-	N	Orb deals 1d5 acid damage PH8196
<input type="checkbox"/>	Arcane Mark		Un	VS	1 act	0 ft	Permanent	-	N	Inscribe a personal rune (visible or invisible) PH8201
<input type="checkbox"/>	Dancing Lights	[Light]	Ev	VS	1 act	Medium	1 min (D)	-	N	Creates torches or other lights PH8216
<input type="checkbox"/>	Daze	[Mind-Affecting]	En	VSM	1 act	Close	1 round	Will n.	Y	Humanoid creat. up to 4 HD loses next action PH8217
<input type="checkbox"/>	Detect Magic		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft PH8219
<input type="checkbox"/>	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or small object PH8219
<input type="checkbox"/>	Disrupt Undead		Ne	VS	1 act	Close	Instantaneous	-	Y	Deals 1d6 damage to one undead PH8225
<input type="checkbox"/>	Flare	[Light]	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack rolls) PH8252
<input type="checkbox"/>	Ghost Sound		Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Fignents sound PH8255
<input type="checkbox"/>	Light	[Light]	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch PH8248
<input type="checkbox"/>	Mage Hand		Tr	VS	1 act	Close	Concentration	-	N	5-pound telekinesis PH8249
<input type="checkbox"/>	Mending		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object PH8253
<input type="checkbox"/>	Message	[Language-Dependent]	Tr	VSF	1 act	Medium	10 min/lev	-	N	Whispered conversation at distance PH8255
<input type="checkbox"/>	Open/Close		Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things PH8258
<input type="checkbox"/>	Prestidigitation		Un	VS	1 act	10 ft	1 hour	Special	N	Performs minor tricks PH8264
<input type="checkbox"/>	Ray of Frost	[Cold]	Ev	VS	1 act	Close	Instantaneous	-	Y	Ray deals 1d5 cold damage PH8269
<input type="checkbox"/>	Read Magic		Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks PH8269
<input type="checkbox"/>	Repair Minor Damage		Tr	VS	1 act	Touch	Instantaneous	-	Y	"Cures" 1 point of damage to a construct MH858
<input type="checkbox"/>	Resistance		Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws PH8272
<input type="checkbox"/>	Touch of Fatigue		Ne	VSM	1 act	Touch	1 round/lev	For n.	Y	Touch attack fatigues target PH8294
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										



SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

181-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□

<input type="checkbox"/>	Acid Orb, Lesser	[Acid]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MHB55
<input type="checkbox"/>	Alarm		Ab	VSF	1 act	Close	2 hours/lev (D)	-	N	Wards an area, for 2 hours/lev	PHB197
<input type="checkbox"/>	Animate Rope		Tr	VS	1 act	Medium	1 round/lev	-	N	Makes a rope move at your command	PHB199
<input type="checkbox"/>	Benign Transposition		Co	V	1 act	Close	Instantaneous	-	N	Two willing subject switch places	MHB54
<input type="checkbox"/>	Burning Hands	[Fire]	Ev	VS	1 act	15 ft	Instantaneous	Ref 1/2	Y	1d4 fire damage/lev (max 5d4)	PHB207
<input type="checkbox"/>	Cause Fear	[Fear, Mind-Affecting]	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees	PHB208
<input type="checkbox"/>	Charm Person	[Mind-Affecting]	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend	PHB209
<input type="checkbox"/>	Chill Touch		Ne	VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PHB209
<input type="checkbox"/>	Cold Orb, Lesser	[Cold]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MHB54
<input type="checkbox"/>	Color Spray	[Mind-Affecting]	Il	VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat.	PHB210
<input type="checkbox"/>	Comprehend Languages		Di	VSM	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB212
<input type="checkbox"/>	Detect Secret Doors		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft	PHB220
<input type="checkbox"/>	Detect Undead		Di	VSM	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft	PHB220
<input type="checkbox"/>	Disguise Self		Il	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance	PHB222
<input type="checkbox"/>	Electric Orb, Lesser	[Electricity]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MHB55
<input type="checkbox"/>	Endure Elements		Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
<input type="checkbox"/>	Enlarge Person		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature doubles in size	PHB226
<input type="checkbox"/>	Erase		Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB227
<input type="checkbox"/>	Expeditious Retreat		Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Your speed increases by 30 ft	PHB228
<input type="checkbox"/>	Feather Fall		Tr	V	Swift	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB229
<input type="checkbox"/>	Fire Orb, Lesser	[Fire]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MHB56
<input type="checkbox"/>	Grease		Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB237
<input type="checkbox"/>	Guiding Light	[Light]	Ev	VS	1 act	Long	1 min/lev (D)	-	Y	+1 on ranged attacks vs. creatures in the light	MHB56
<input type="checkbox"/>	Hold Portal		Ab	V	1 act	Medium	1 min/lev (D)	-	N	Holds door shut	PHB241
<input type="checkbox"/>	Hypnotism	[Mind-Affecting]	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB242
<input type="checkbox"/>	Identify		Di	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item	PHB243
<input type="checkbox"/>	Incite	[Mind-Affecting]	En	VS	1 act	Close	1 min/lev	Will n.	Y	Subject can't ready actions or delay	MHB56
<input type="checkbox"/>	Inhibit	[Mind-Affecting]	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject delays until next round	MHB56
<input type="checkbox"/>	Jump		Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
<input type="checkbox"/>	Mage Armor	[Force]	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus	PHB249
<input type="checkbox"/>	Magic Missile	[Force]	Ev	VS	1 act	Medium	Instantaneous	-	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB251
<input type="checkbox"/>	Magic Weapon		Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
<input type="checkbox"/>	Mount		Co	VSM	1 round	Close	2 hours/lev	-	N	Summons riding horse for 2 hours/lev	PHB256
<input type="checkbox"/>	Mordenkainen's Buzzing Bee		Co	VSM	1 act	Medium	1 min/lev (D)	-	N	-10 to Concentration and Move Silently	MHB57
<input type="checkbox"/>	Nystul's Magic Aura		Il	VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura	PHB257
<input type="checkbox"/>	Obscuring Mist		Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
<input type="checkbox"/>	Protection from Chaos	[Lawful]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Protection from Evil	[Good]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Protection from Good	[Evil]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Protection from Law	[Chaotic]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Ray of Enfeeblement		Ne	VS	1 act	Close	1 min/lev	-	Y	Ray deals 1d6 +1/2 lev Str damage	PHB269
<input type="checkbox"/>	Reduce Person		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size	PHB269
<input type="checkbox"/>	Repair Light Damage		Tr	VS	1 act	Touch	Instantaneous	-	Y	"Cures" 1d8 +1/lev (max +5) dmg to construct	MHB58
<input type="checkbox"/>	Shield	[Force]	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gives +4 AC, blocks magic missiles	PHB278
<input type="checkbox"/>	Shocking Grasp	[Electricity]	Ev	VS	1 act	Touch	Instantaneous	-	Y	Touch deals 1d6/lev electricity (max 5d6)	PHB279
<input type="checkbox"/>	Silent Image		Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design	PHB279
<input type="checkbox"/>	Sleep	[Mind-Affecting]	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber	PHB280
<input type="checkbox"/>	Slide		Tr	V	1 act	Close	Instantaneous	Will n.	Y	Move subject 5 feet	MHB59
<input type="checkbox"/>	Sonic Orb, Lesser	[Sonic]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MHB59
<input type="checkbox"/>	Summon Monster I		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature to fight (1 1st-lev)	PHB285
<input type="checkbox"/>	Tenser's Floating Disk	[Force]	Ev	VSM	1 act	Close	1 hour/lev	-	N	3-ft diam. disk that holds 100 lbs/lev	PHB294
<input type="checkbox"/>	True Strike		Di	VF	1 act	Personal	Special	-	N	+20 on your next attack roll	PHB296
<input type="checkbox"/>	Unseen Servant		Co	VSM	1 act	Close	1 hour/lev	-	N	Invisible force obeys your commands	PHB297
<input type="checkbox"/>	Ventriloquism		Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB298

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□

<input type="checkbox"/>	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	Assume form of a similar creature	PHB197	
<input type="checkbox"/>	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	-	N	Magically locks a portal or chest	PHB200	
<input type="checkbox"/>	Augment Familiar	Tr	VS	1 act	Close	Conc.+1 rd/lev	For n.	Y	Your familiar becomes more powerful	CW116	
<input type="checkbox"/>	Baleful Transposition	Co	V	1 act	Close	Instantaneous	Will n.	Y	Two subject switch places	MHB54	
<input type="checkbox"/>	Bear's Endurance	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205	
<input type="checkbox"/>	Bigby's Slapping Hand	[Force]	Ev	VSF	1 act	Medium	Instantaneous	-	Hand makes creature provoke att. of opp.	MHB54	
<input type="checkbox"/>	Blades of Fire	[Fire]	Co	V	Swift	Touch	1 round	-	Your melee weapons deal +1d6 fire damage	MHB54	
<input type="checkbox"/>	Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB206	
<input type="checkbox"/>	Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time	PHB206	
<input type="checkbox"/>	Bull's Strength	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207	
<input type="checkbox"/>	Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208	
<input type="checkbox"/>	Command Undead	Ne	VSM	1 act	Close	1 day/lev	Will n.	Y	Undead creature obeys your commands	PHB211	
<input type="checkbox"/>	Continual Flame	[Light]	Ev	VSM	1 act	Touch	Permanent	-	Makes a permanent, heatless torch	PHB215	
<input type="checkbox"/>	Curse of Impending Blades	Ne	VSM	1 act	Medium	1 min/lev	-	Y	Subject takes -2 penalty to AC	MHB54	
<input type="checkbox"/>	Darkness	[Darkness]	Ev	VM	1 act	Touch	10 min/lev (D)	-	20-ft radius of supernatural shadow	PHB216	
<input type="checkbox"/>	Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PHB216	
<input type="checkbox"/>	Daze Monster	[Mind-Affecting]	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action	PHB217
<input type="checkbox"/>	Detect Thoughts	[Mind-Affecting]	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB220
<input type="checkbox"/>	Eagle's Splendor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225	
<input type="checkbox"/>	False Life	Ne	VSM	1 act	Personal	1 hour/lev	-	Y	Subject gains 1d10+1/lev (max +10) temp. hp	PHB229	
<input type="checkbox"/>	Fireburst	[Fire]	Ev	VSM	1 act	5 ft	Instantaneous	Ref 1/2	Y	Adjacent subjects take 1d8/lev (max 5d8) dmg	MHB56
<input type="checkbox"/>	Flaming Sphere	[Fire]	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	PHB232
<input type="checkbox"/>	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB232	
<input type="checkbox"/>	Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB235	
<input type="checkbox"/>	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench	PHB235	
<input type="checkbox"/>	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB236	
<input type="checkbox"/>	Gust of Wind	[Air]	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB238
<input type="checkbox"/>	Hypnotic Pattern	[Mind-Affecting]	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures	PHB242
<input type="checkbox"/>	Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject invisible for 1 min/lev or until attacks	PHB245	
<input type="checkbox"/>	Knock	Tr	V	1 act	Medium	Instantaneous	-	N	Opens locked or magically sealed doors	PHB246	
<input type="checkbox"/>	Leomund's Trap	Il	VSM	1 act	Touch	Permanent (D)	-	N	Makes item seem trapped	PHB247	
<input type="checkbox"/>	Levitate	Tr	VSF	1 act	Close	1 min/lev (D)	-	N	Subject moves up and down at your direction	PHB248	
<input type="checkbox"/>	Locate Object	Di	VSF	1 act	Long	1 min/lev	-	N	Senses direction towards object	PHB249	
<input type="checkbox"/>	Magic Mouth	Il	VSM	1 act	Close	Until discharg.	Will n.	Y	Speaks once when triggered	PHB251	
<input type="checkbox"/>	Melf's Acid Arrow	[Acid]	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	-	N	Ranged touch attack, 2d4 for 1 round +1/5 lev	PHB253
<input type="checkbox"/>	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHB254	
<input type="checkbox"/>	Mirror Image	Il	VS	1 act	Personal	1 min/lev (D)	-	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHB254	
<input type="checkbox"/>	Misdirection	Il	VS	1 act	Close	1 hour/lev	-/Will n.	N	Misleads divinations for a creature or object	PHB254	
<input type="checkbox"/>	Obscure Object	Ab	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258	
<input type="checkbox"/>	Owl's Wisdom	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259	
<input type="checkbox"/>	Protection from Arrows	Ab	VSF	1 act	Touch	1 hour/lev	Will n.	Y	Subject immune to most ranged attacks	PHB266	
<input type="checkbox"/>	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp.	Turns fire into blinding light or smoke	PHB267	
<input type="checkbox"/>	Repair Moderate Damage	Tr	VS	1 act	Touch	Instantaneous	-	Y	"Cures" construct for 2d8 +1/lev (max +10) hp	MHB58	
<input type="checkbox"/>	Resist Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272	
<input type="checkbox"/>	Rope Trick	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Up to 8 creat. hide in extradimensional space	PHB273	
<input type="checkbox"/>	Scare	[Fear, Mind-Affecting]	Ne	VSM	1 act	Medium	Special	Will part.	Y	Panics creatures of less than 6 HD	PHB274
<input type="checkbox"/>	Scorching Ray	[Fire]	Ev	VS	1 act	Close	Instantaneous	-	Y	Ray deals 4d6 damage, +1 ray/4 lev (max 3)	PHB274
<input type="checkbox"/>	See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	-	N	Reveals invisible creatures or objects	PHB275	
<input type="checkbox"/>	Shatter	[Sonic]	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB278
<input type="checkbox"/>	Slide, Greater	Tr	V	1 act	Medium	Instantaneous	Will n.	Y	Move subject 20 feet	MHB59	
<input type="checkbox"/>	Snake's Swiftess	Tr	VSD	1 act	Close	Instantaneous	Will n.	Y	Subject immediately makes one attack	MHB59	
<input type="checkbox"/>	Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	-	N	Disembodied hand delivers touch attacks	PHB282	
<input type="checkbox"/>	Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings	PHB285	
<input type="checkbox"/>	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar to fight (1 2nd or 1d3 1st)	PHB286	
<input type="checkbox"/>	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	-	N	Summons swarm of bats, rats, or spiders	PHB289	
<input type="checkbox"/>	Tasha's Hideous Laughter	[Mind-Aff]	En	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses actions for 1 round/lev	PHB292
<input type="checkbox"/>	Touch of Idiocy	[Mind-Affecting]	En	VS	1 act	Touch	10 min/lev	-	Y	Subject takes 1d6 points of Int, Wis, Cha	PHB294
<input type="checkbox"/>	Undefinable Gravity	Tr	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creature loses flying ability	MHB40	
<input type="checkbox"/>	Veil of Shadow	[Darkness]	Ev	VS	1 act	Personal	1 min/lev	-	N	Darkness grants you concealment	MHB40
<input type="checkbox"/>	Web	Co	VSM	1 act	Medium	10 min/lev (D)	Ref n.	N	Fills 20-ft radius with sticky spider webs	PHB501	
<input type="checkbox"/>	Whispering Wind	[Air]	Tr	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev	PHB501

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

4TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□

<input type="checkbox"/>	Animate Dead	[Evil]	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies	PHB198
<input type="checkbox"/>	Arcane Eye		Di	VSM	10 min	Unlimit.	1 min/lev (D)	-	N	Invisible floating eye moves 30 ft/round	PHB200
<input type="checkbox"/>	Bestow Curse		Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 on rolls; or 50% losing action	PHB205
<input type="checkbox"/>	Blast of Flame	[Fire]	Co	VSM	1 act	60 ft	Instantaneous	Ref 1/2	N	Cone of fire deals 1d6/lev dmg (max 10d6)	MHB54
<input type="checkbox"/>	Charm Monster	[Mind-Affecting]	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally	PHB209
<input type="checkbox"/>	Confusion	[Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behaves oddly for 1 round/lev	PHB212
<input type="checkbox"/>	Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB215
<input type="checkbox"/>	Crushing Despair	[Mind-Affecting]	En	VSM	1 act	30 ft	1 min/lev	Will n.	Y	Subjects get -2 to attack, damage, saves, checks	PHB215
<input type="checkbox"/>	Detect Scrying		Di	VSM	1 act	40 ft	24 hours	-	N	Alerts you of magical eavesdropping	PHB219
<input type="checkbox"/>	Dimension Door		Co	V	1 act	Long	Instantaneous	-/Will n.	Sp.	Teleports you short distance	PHB221
<input type="checkbox"/>	Dimensional Anchor		Ab	VS	1 act	Medium	1 min/lev	-	Y	Bars extradimensional movement	PHB221
<input type="checkbox"/>	Enervation		Ne	VS	1 act	Close	Instantaneous	-	Y	Subject gains 1d4 negative levels	PHB226
<input type="checkbox"/>	Enlarge Person, Mass		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Enlarges several creatures	PHB227
<input type="checkbox"/>	Evard's Black Tentacles		Co	VSM	1 act	Medium	1 round/lev (D)	-	N	Tentacles grapple all within 15 ft	PHB228
<input type="checkbox"/>	Fear	[Fear, Mind-Affecting]	Ne	VSM	1 act	30 ft	Special	Will part.	Y	Subjects within cone flee for 1 round/lev	PHB229
<input type="checkbox"/>	Fire Shield	[Fire/Cold]	Ev	VSM	1 act	Personal	1 round/lev (D)	-	N	Attackers take dmg; protected from heat/cold	PHB230
<input type="checkbox"/>	Fire Trap	[Fire]	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/lev damage	PHB231
<input type="checkbox"/>	Geas, Lesser	[Language-Dep., Mind-Affecting]	En	V	1 round	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less	PHB235
<input type="checkbox"/>	Globe of Invulnerability, Lesser		Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 3rd-level spell effects	PHB236
<input type="checkbox"/>	Hallucinatory Terrain		Il	VSM	10 min	Long	2 hours/lev (D)	Will dis.	N	Makes one type of terrain appear like another	PHB238
<input type="checkbox"/>	Ice Storm	[Cold]	Ev	VSM	1 act	Long	1 round	-	Y	Hail deals 5d6 damage in cylinder 40 ft across	PHB243
<input type="checkbox"/>	Illusory Wall		Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is illusory	PHB245
<input type="checkbox"/>	Invisibility, Greater		Il	VS	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject is invisible even if it attacks	PHB245
<input type="checkbox"/>	Leomund's Secure Shelter		Co	VSMF	10 min	Close	2 hours/lev (D)	-	N	Creates sturdy cottage	PHB247
<input type="checkbox"/>	Locate Creature		Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature	PHB249
<input type="checkbox"/>	Minor Creation		Co	VSM	1 min	0 ft	1 hour/lev (D)	-	N	Creates one cloth or wood object	PHB255
<input type="checkbox"/>	Otiluke's Resilient Sphere	[Force]	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Force globe protects but traps one subject	PHB258
<input type="checkbox"/>	Phantasmal Killer	[Fear, Mind-Affecting]	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subject or deals 3d6 damage	PHB260
<input type="checkbox"/>	Polymorph		Tr	VSM	1 act	Touch	1 min/lev (D)	-	N	Gives one willing subject a new form	PHB265
<input type="checkbox"/>	Rainbow Pattern	[Mind-Affecting]	Il	SMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures	PHB268
<input type="checkbox"/>	Rary's Mnemonic Enhancer	[Wizard]	Tr	VSMF	10 min	Personal	Instantaneous	-	N	Prepares extra spells or retains one just cast	PHB268
<input type="checkbox"/>	Reduce Person, Mass		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Reduces several creatures	PHB269
<input type="checkbox"/>	Remove Curse		Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
<input type="checkbox"/>	Repair Critical Damage		Tr	VS	1 act	Touch	Instantaneous	-	Y	"Cures" construct for 4d8 +1/lev (max +20) hp	MHB38
<input type="checkbox"/>	Scrying		Di	VSMF	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB274
<input type="checkbox"/>	Shadow Conjuration		Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th level, 20% real	PHB276
<input type="checkbox"/>	Shout	[Sonic]	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage	PHB279
<input type="checkbox"/>	Solid Fog		Co	VSM	1 act	Medium	1 min/lev	-	N	Blocks vision, slows movement	PHB281
<input type="checkbox"/>	Stone Shape	[Earth]	Tr	VSM	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PHB284
<input type="checkbox"/>	Stoneskin		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PHB284
<input type="checkbox"/>	Summon Monster IV		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d5 3rd or 1d4+1 2nd)	PHB285
<input type="checkbox"/>	Undeniable Gravity, Legion's		Tr	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creatures lose flying ability	MHB40
<input type="checkbox"/>	Wall of Fire	[Fire]	Ev	VSM	1 act	Medium	Conc. + 1 r/lev	-	Y	2d4 dmg (10 ft), 1d4 (20), 2d6+1/lev passing	PHB298
<input type="checkbox"/>	Wall of Ice	[Cold]	Ev	VSM	1 act	Medium	1 min/lev	Ref n.	Y	Creates wall with 15 hp+1/lev or hemisphere	PHB299



SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

5TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□

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

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

7TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

<input type="checkbox"/>	Arcane Sight, Greater	Di	VS	1 act	Personal	1 min/lev (D)	-	N	Magical auras and effects become visible	PH8201
<input type="checkbox"/>	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PH8205
<input type="checkbox"/>	Bigby's Grasping Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes, or grapples	PH8204
<input type="checkbox"/>	Control Undead	Ne	VSM	1 act	Close	1 min/lev	Will n.	Y	Undead don't attack you while under effect	PH8214
<input type="checkbox"/>	Control Weather	Tr	VS	10 min	2 miles	4d12 hours	-	N	Changes weather in local area	PH8214
<input type="checkbox"/>	Delayed Blast Fireball	Ev	VSM	1 act	Long	Up to 5 rounds	Ref 1/2	Y	1d6 damage/lev, delay up to 5 rounds	PH8217
<input type="checkbox"/>	Drawmij's Instant Summons	Co	VSM	1 act	Special	Until discharg.	-	N	Prepared object appears in your hand	PH8225
<input type="checkbox"/>	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You become ethereal for 1 round/lev	PH8227
<input type="checkbox"/>	Finger of Death	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject	PH8230
<input type="checkbox"/>	Forcecage	Ev	VSM	1 act	Close	2 hours/lev (D)	-	N	Cube or cage of force imprisons those inside	PH8235
<input type="checkbox"/>	Hold Person, Mass	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes all humanoid within 30 ft	PH8241
<input type="checkbox"/>	Insanity	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject suffers continuous confusion	PH8244
<input type="checkbox"/>	Invisibility, Mass	Il	VSM	1 act	Long	1 min/lev (D)	Will n.	Y	All subjects in range invisible until they attack	PH8245
<input type="checkbox"/>	Limited Wish	Un	VXS	1 act	Special	Special	-	Y	Alters reality within spell limits	PH8248
<input type="checkbox"/>	Mordenkainen's Magnificent Mansion	Co	VSF	1 act	Close	2 hours/lev (D)	-	N	Door leads to extradimensional mansion	PH8256
<input type="checkbox"/>	Mordenkainen's Sword	Ev	VSF	1 act	Close	1 round/lev (D)	-	Y	Floating magic blade strikes opponents	PH8256
<input type="checkbox"/>	Phase Door	Co	V	1 act	0 ft	1 usage/2 lev	-	N	Invisible passage through wood or stone	PH8261
<input type="checkbox"/>	Plane Shift	Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PH8262
<input type="checkbox"/>	Power Word Blind	En	V	1 act	Close	Special	-	Y	Blinds creature with 200 hp or less	PH8265
<input type="checkbox"/>	Prismatic Spray	Ev	VS	1 act	60 ft	Instantaneous	Special	Y	Rays hit subjects with variety of effects	PH8264
<input type="checkbox"/>	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	Y	Illusory double can talk and cast spells	PH8265
<input type="checkbox"/>	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	-	N	Objects and creatures fall upwards	PH8275
<input type="checkbox"/>	Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer	PH8275
<input type="checkbox"/>	Sequester	Ab	VSM	1 act	Touch	1 day/lev (D)	-/Will n.	Sp.	Subject is invisible to sight and scrying	PH8276
<input type="checkbox"/>	Shadow Conjuration, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 6th level, 60% real	PH8276
<input type="checkbox"/>	Simulacrum	Il	VSMX	12 hrs	0 ft	Instantaneous	-	N	Creates partially real double of a creature	PH8279
<input type="checkbox"/>	Spell Turning	Ab	VSM	1 act	Personal	10 min/lev	-	N	Reflects 1d4+6 spell levels back at caster	PH8282
<input type="checkbox"/>	Statue	Tr	VSM	1 round	Touch	1 hour/lev (D)	Will n.	Y	Subject can become a statue at will	PH8284
<input type="checkbox"/>	Summon Monster VII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (17th, 1d5 6th or 1d4+1 5th)	PH8287
<input type="checkbox"/>	Symbol of Stunning	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune stuns nearby creatures	PH8291
<input type="checkbox"/>	Symbol of Weakness	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune weakens nearby creatures	PH8291
<input type="checkbox"/>	Teleport, Greater	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	As teleport, no range limit and always precise	PH8295
<input type="checkbox"/>	Teleport Object	Co	V	1 act	Touch	Instantaneous	Will n.	Y	As teleport, but affects a touched object	PH8295
<input type="checkbox"/>	Vision	Di	VSMX	1 act	Personal	Special	-	N	Learn tales about a person, place, or thing	PH8298
<input type="checkbox"/>	Waves of Exhaustion	Ne	VS	1 act	60 ft	Instantaneous	-	Y	Several targets become exhausted	PH8301

8TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

<input type="checkbox"/>	Antipathy	En	VSM	1 hour	Close	2 hours/lev	Will part.	Y	Object or location repels certain creatures	PH8200
<input type="checkbox"/>	Bigby's Clenched Fist	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Large hand provides cover, attacks your foes	PH8205
<input type="checkbox"/>	Binding	En	VSM	1 min	Close	Special	Will n.	Y	Array of techniques to imprison a creature	PH8204
<input type="checkbox"/>	Charm Monster, Mass	En	V	1 act	Close	1 day/lev	Will n.	Y	Make monsters in 30 ft believe they're friends	PH8209
<input type="checkbox"/>	Clone	Ne	VSMF	10 min	0 ft	Instantaneous	-	N	Duplicate awakens when original dies	PH8210
<input type="checkbox"/>	Create Greater Undead	Ne	VSM	1 hour	Close	Instantaneous	-	N	Create shadows, wraiths, spectres, devourers	PH8215
<input type="checkbox"/>	Demand	En	VSM	10 min	Special	1 round	Will part.	Y	Delivers short message/suggestion anywhere	PH8217
<input type="checkbox"/>	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	-	Y	Blocks teleport/dimensional travel	PH8221
<input type="checkbox"/>	Discern Location	Di	VS	10 min	Unlimit.	Instantaneous	-	N	Reveals exact location of creature or object	PH8222
<input type="checkbox"/>	Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For 1/2	Y	Deals 1d6 damage/level within 30 ft	PH8242
<input type="checkbox"/>	Incendiary Cloud	Co	VS	1 act	Medium	1 round/lev	Ref 1/2	N	Cloud deals 4d6 fire damage/round	PH8244
<input type="checkbox"/>	Iron Body	Tr	VSM	1 act	Personal	1 min/lev (D)	-	N	Body becomes iron	PH8245
<input type="checkbox"/>	Maze	Co	VS	1 act	Close	Special	-	Y	Traps subject in extradimensional maze	PH8252
<input type="checkbox"/>	Mind Blank	Ab	VS	1 act	Close	24 hours	Will n.	Y	Subject is immune to mental magic/scrying	PH8255
<input type="checkbox"/>	Moment of Prescience	Di	VS	1 act	Personal	1 hour/lev	-	N	Gain bonus on single attack, save, or check	PH8255
<input type="checkbox"/>	Otiluke's Telekinetic Sphere	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Movable force globe protects one subject	PH8259
<input type="checkbox"/>	Otto's Irresistible Dance	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance	PH8259
<input type="checkbox"/>	Planar Binding, Greater	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Traps extraplanar up to 18 HD to perform a task	PH8261
<input type="checkbox"/>	Polar Ray	Ev	VSF	1 act	Close	Instantaneous	-	Y	Ranged touch attack deals 1d6/lev cold damage	PH8262
<input type="checkbox"/>	Polymorph Any Object	Tr	VSM	1 act	Close	Special	For n.	Y	Changes any subject into anything else	PH8265
<input type="checkbox"/>	Power Word Stun	En	V	1 act	Close	Special	-	Y	Stuns creature with 150 hp or less	PH8265
<input type="checkbox"/>	Prismatic Wall	Ab	VS	1 act	Close	10 min/lev (D)	Special	Sp.	Wall's colors have array of effects	PH8264
<input type="checkbox"/>	Protection from Spells	Ab	VSMF	1 act	Touch	10 min/lev	Will n.	Y	Confers a +8 resistance bonus	PH8266
<input type="checkbox"/>	Prying Eyes, Greater	Di	VSM	1 min	1 mile	1 hour/lev (D)	-	N	As prying eyes, but eyes have true seeing	PH8267
<input type="checkbox"/>	Scintillating Pattern	Il	VSM	1 act	Close	Conc. +2 rds	-	Y	Twisting colors confuse, stun, render uncons.	PH8274
<input type="checkbox"/>	Screen	Il	VS	10 min	Close	24 hours	-/Will dis.	N	Illusion hides area from vision and scrying	PH8274
<input type="checkbox"/>	Shadow Evocation, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation up to 7th level, 60% real	PH8277
<input type="checkbox"/>	Shout, Greater	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 dmg, stuns, damages objects	PH8279
<input type="checkbox"/>	Summon Monster VIII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (18th, 1d3 7th or 1d4+1 6th)	PH8287
<input type="checkbox"/>	Sunburst	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds all within 10 ft, deals 6d6 damage	PH8289
<input type="checkbox"/>	Symbol of Death	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures	PH8289
<input type="checkbox"/>	Symbol of Insanity	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders creatures insane	PH8290
<input type="checkbox"/>	Sympathy	En	VSM	1 hour	Close	2 hours/lev (D)	Will n.	Y	Object or location attracts certain creatures	PH8292
<input type="checkbox"/>	Temporal Stasis	Tr	VSM	1 act	Touch	Permanent	For n.	Y	Puts subject into suspended animation	PH8295
<input type="checkbox"/>	Trap the Soul	Co	VSMF	Special	Close	Permanent	Special	Y	Imprisons subject within gem	PH8295

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

9TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

<input type="checkbox"/>	Astral Projection	Ne	VSM	30 min	Touch	Special	-	Y	Projects you and companions onto Astral Pl.	PH8201
<input type="checkbox"/>	Bigby's Crushing Hand <i>[Force]</i>	Ev	VSMF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes/crushes foes	PH8205
<input type="checkbox"/>	Dominate Monster <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls monster telepathically	PH8224
<input type="checkbox"/>	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels	PH8226
<input type="checkbox"/>	Etherealness	Tr	VS	1 act	Touch	1 minn/lev (D)	-	Y	Travel to Ethereal Plane with companions	PH8228
<input type="checkbox"/>	Foresight	Di	VSM	1 act	Touch	10 min/lev	-/Will n.	Sp.	"Sixth sense" warns of impending danger	PH8253
<input type="checkbox"/>	Freedom	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Releases creature from imprisonment	PH8235
<input type="checkbox"/>	Gate	Co	VXS	1 act	Medium	Special	-	N	Connects two planes to travel or summon	PH8234
<input type="checkbox"/>	Hold Monster, Mass <i>[Mind-Affecting]</i>	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes creatures within 30 ft	PH8241
<input type="checkbox"/>	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Entombs creature beneath the earth	PH8244
<input type="checkbox"/>	Meteor Swarm <i>[Fire]</i>	Ev	VS	1 act	Long	Instantaneous	-/Ref 1/2	Y	4 spheres deal 6d6 fire damage	PH8253
<input type="checkbox"/>	Mordenkainen's Disjunction	Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchants magic items	PH8255
<input type="checkbox"/>	Power Word Kill <i>[Death, Mind-Affecting]</i>	En	V	1 act	Close	Instantaneous	-	Y	Kills one creature with up to 100 hp	PH8265
<input type="checkbox"/>	Prismatic Sphere	Ab	V	1 act	10 ft	10 min/lev (D)	Special	Sp.	Sphere's colors have array of effects	PH8264
<input type="checkbox"/>	Refuge	Co	VSM	1 act	Touch	Until discharg.	-	N	Alters item to transport its possessor to you	PH8269
<input type="checkbox"/>	Shades	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 8th level, 80% real	PH8276
<input type="checkbox"/>	Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	-	N	Change into any creature once/round	PH8277
<input type="checkbox"/>	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent resurrection	PH8281
<input type="checkbox"/>	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 9th, 1d5 8th or 1d4+1 7th)	PH8288
<input type="checkbox"/>	Teleportation Circle	Co	VM	10 min	0 ft	10 min/lev (D)	-	Y	Circle teleports creatures inside to place	PH8295
<input type="checkbox"/>	Time Stop	Tr	V	1 act	Personal	1d4+1 rounds	-	N	You act freely for 1d4+1 rounds	PH8294
<input type="checkbox"/>	Wail of the Banshee <i>[Death, Sonic]</i>	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level	PH8298
<input type="checkbox"/>	Weird <i>[Fear, Mind-Affecting]</i>	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subjects within 30 ft, or deals 3d6	PH8301
<input type="checkbox"/>	Wish	Un	VX	1 act	Special	Special	Special	Y	Alters reality	PH8302
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										





WARMAGE SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
5TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___											
<input checked="" type="checkbox"/>		Arc of Lightning	[Electricity]	Co	VSM	1 act	Close	Instantaneous	Ref 1/2	N	Line of electricity between 2 creat. (1d6/lev) MHB35
<input checked="" type="checkbox"/>		Cloudkill		Co	VS	1 act	Medium	1 min/lev	For part.	N	Up to 3 HD die, 4-6 HD save or die, 6+ dmg PHB210
<input checked="" type="checkbox"/>		Cone of Cold	[Cold]	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y	1d6 cold damage/level PHB212
<input checked="" type="checkbox"/>		Fire Shield, Legion's	[Fire/Cold]	Ev	VSM	1 act	Medium	1 round/lev (D)	-	N	Attackers take dmg; protected from heat/cold MHB56
<input checked="" type="checkbox"/>		Fireburst, Greater	[Fire]	Ev	VSM	1 act	5 ft	Instantaneous	Ref 1/2	Y	Subjects in 10 ft take 1d8/lev (max 5d8) dmg MHB56
<input checked="" type="checkbox"/>		Flame Strike	[Fire]	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level) PHB251
<input type="checkbox"/>											
<input type="checkbox"/>											
6TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___											
<input checked="" type="checkbox"/>		Acid Fog	[Acid]	Co	VSM	1 act	Medium	1 round/lev	-	N	Fog deals acid damage PHB196
<input checked="" type="checkbox"/>		Blade Barrier	[Force]	Ev	VS	1 act	Medium	1 min/lev (D)	Special	Y	Wall of blades deal 1d6 damage/level PHB205
<input checked="" type="checkbox"/>		Chain Lightning	[Electricity]	Ev	VSF	1 act	Long	Instantaneous	Ref 1/2	Y	1d6 dmg/lev, secondary bolts half damage PHB208
<input checked="" type="checkbox"/>		Circle of Death	[Death]	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD of creatures per level PHB209
<input checked="" type="checkbox"/>		Disintegrate		Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Makes one creature or object vanish PHB222
<input checked="" type="checkbox"/>		Fire Seeds	[Fire]	Co	VSM	1 act	Touch	10 min/lev	-/Ref 1/2	N	Acorns and berries become grenades PHB230
<input checked="" type="checkbox"/>		Otiluke's Freezing Sphere	[Cold]	Ev	VSF	1 act	Long	Special	Ref 1/2	Y	Freezes water or deals cold damage PHB258
<input checked="" type="checkbox"/>		Tenser's Transformation		Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain combat bonuses PHB294
<input type="checkbox"/>											
<input type="checkbox"/>											
7TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___											
<input checked="" type="checkbox"/>		Delayed Blast Fireball	[Fire]	Ev	VSM	1 act	Long	Up to 5 rounds	Ref 1/2	Y	1d6 damage/lev, delay up to 5 rounds PHB217
<input checked="" type="checkbox"/>		Earthquake	[Earth]	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius PHB225
<input checked="" type="checkbox"/>		Finger of Death	[Death]	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject PHB250
<input checked="" type="checkbox"/>		Fire Storm	[Fire]	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 fire damage/level PHB251
<input checked="" type="checkbox"/>		Mordenkainen's Sword	[Force]	Ev	VSF	1 act	Close	1 round/lev (D)	-	Y	Floating magic blade strikes opponents PHB256
<input checked="" type="checkbox"/>		Prismatic Spray		Ev	VS	1 act	60 ft	Instantaneous	Special	Y	Rays hit subjects with variety of effects PHB264
<input checked="" type="checkbox"/>		Sunbeam	[Light]	Ev	VSD	1 act	60 ft	1 round/lev	Special	Y	Beam blinds and deals 4d6 damage PHB289
<input checked="" type="checkbox"/>		Waves of Exhaustion		Ne	VS	1 act	60 ft	Instantaneous	-	Y	Several targets become exhausted PHB501
<input type="checkbox"/>											
<input type="checkbox"/>											
8TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___											
<input checked="" type="checkbox"/>		Horrid Wilting		Ne	VSM	1 act	Long	Instantaneous	For 1/2	Y	Deals 1d6 damage/level within 30 ft PHB242
<input checked="" type="checkbox"/>		Incendiary Cloud	[Fire]	Co	VS	1 act	Medium	1 round/lev	Ref 1/2	N	Cloud deals 4d6 fire damage/round PHB244
<input checked="" type="checkbox"/>		Polar Ray	[Cold]	Ev	VSF	1 act	Close	Instantaneous	-	Y	Ranged touch attack deals 1d6/lev cold damage PHB262
<input checked="" type="checkbox"/>		Prismatic Wall		Ab	VS	1 act	Close	10 min/lev (D)	Special	Sp	Wall's colors have array of effects PHB264
<input checked="" type="checkbox"/>		Scintillating Pattern	[Mind-Affecting]	Il	VSM	1 act	Close	Conc. +2 rds	-	Y	Twisting colors confuse, stun, render uncons. PHB274
<input checked="" type="checkbox"/>		Shout, Greater	[Sonic]	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 dmg, stuns, damages objects PHB279
<input checked="" type="checkbox"/>		Summon Monster VIII		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (18th, 1d5 7th or 1d4+1 6th) PHB287
<input checked="" type="checkbox"/>		Sunburst	[Light]	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds all within 10 ft, deals 6d6 damage PHB289
<input type="checkbox"/>											
<input type="checkbox"/>											
9TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___											
<input checked="" type="checkbox"/>		Elemental Swarm		Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons multiple elementals PHB226
<input checked="" type="checkbox"/>		Implosion		Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y	Kills one creature/round PHB245
<input checked="" type="checkbox"/>		Meteor Swarm	[Fire]	Ev	VS	1 act	Long	Instantaneous	-/Ref 1/2	Y	4 spheres deal 6d6 fire damage PHB255
<input checked="" type="checkbox"/>		Prismatic Sphere		Ab	V	1 act	10 ft	10 min/lev (D)	Special	Sp	Sphere's colors have array of effects PHB264
<input checked="" type="checkbox"/>		Wail of the Banshee	[Death, Sonic]	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level PHB298
<input checked="" type="checkbox"/>		Weird	[Fear, Mind-Affecting]	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subjects within 30 ft, or deals 3d6 PHB501









