

## PERSONAL INFO

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

## CLASSES

<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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BBN	BRD	CLR	DRD	FTR	MNK	PAL	RGR	ROG	SOR	WIZ	_____			Total			
HD:12 BSP:2	HD:6 BSP:4	HD:8 BSP:2	HD:8 BSP:2	HD:10 BSP:2	HD:8 BSP:4	HD:10 BSP:2	HD:10 BSP:4	HD:6 BSP:8	HD:4 BSP:2	HD:4 BSP:2	Prestige Class						
Experience: _____				XP Penalty: _____				Next Level: _____									

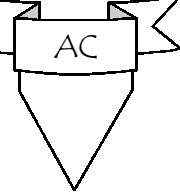
## Abilities

	ABILITY	MODIFIER	TEMP	MODIFIER
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

## Hit Points

Notes: \_\_\_\_\_

## ARMOR



Base	10	+
Dexterity	_____	+
_____	_____	+
_____	_____	+
_____	_____	+
_____	_____	+

Flat-footed: \_\_\_\_\_ vs. Touch Attacks: \_\_\_\_\_

Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
Total:	_____	_____	_____	_____

Notes: \_\_\_\_\_

## COMBAT

Ab. MISC SIZE			BASE MNK			TOTAL			Ab. MISC SIZE			BASE MNK			TOTAL			Sz. M. Ab. BASE TOTAL								
MELEE									RANGED									GRAPPLE								
$\left\{ \begin{array}{l} \frac{1st}{2nd} / \frac{1st}{2nd} = \frac{\quad}{\quad} \\ \frac{2nd}{3rd} / \frac{2nd}{3rd} = \frac{\quad}{\quad} \\ \frac{3rd}{4th} / \frac{3rd}{4th} = \frac{\quad}{\quad} \\ \frac{4th}{5th} = \frac{\quad}{\quad} \end{array} \right.$									$\left\{ \begin{array}{l} \frac{1st}{2nd} = \frac{\quad}{\quad} \\ \frac{2nd}{3rd} = \frac{\quad}{\quad} \\ \frac{3rd}{4th} = \frac{\quad}{\quad} \\ \frac{4th}{5th} = \frac{\quad}{\quad} \end{array} \right.$									$\left\{ \begin{array}{l} \frac{1st}{2nd} = \frac{\quad}{\quad} \\ \frac{2nd}{3rd} = \frac{\quad}{\quad} \\ \frac{3rd}{4th} = \frac{\quad}{\quad} \\ \frac{4th}{5th} = \frac{\quad}{\quad} \end{array} \right.$								
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2-Hand Attack: $\frac{\quad}{\quad} / \frac{\quad}{\quad}$									Speed: $\frac{\quad}{\quad}$																	
Notes: $\frac{\quad}{\quad}$																										

## WEAPONS

NAME	MODIFIED ATTACKS	HAND	FEAT	MISC	DAMAGE	CRITICAL	RANGE	Sz/Type
Unarmed Strike	/ / / / /							
	/ / / / /							
	/ / / / /							
	/ / / / /							
	/ / / / /							
	/ / / / /							
	/ / / / /							
	/ / / / /							
Notes:	/ / / / /							

Ammunition:



## EMA'S CHARACTER RECORD SHEET 2.3

## SKILLS

SKILL NAME	TOTAL	RANK	ABILITY	MISC
Alchemy	(C) _____	=	+ <u>INT</u> +	_____
Animal Empathy	(C) _____	=	+ <u>CHA</u> +	_____
◆ Appraise	(C) _____	=	+ <u>INT</u> +	_____
◆ Balance	(C) _____	=	+ <u>DEX</u> +	*
◆ Bluff	(C) _____	=	+ <u>CHA</u> +	_____
◆ Climb	(C) _____	=	+ <u>STR</u> +	*
◆ Concentration	(C) _____	=	+ <u>CON</u> +	_____
◆ Craft ( _____ )	(C) _____	=	+ <u>INT</u> +	_____
( _____ )	(C) _____	=	+ <u>INT</u> +	_____
Decipher Script	(C) _____	=	+ <u>INT</u> +	_____
◆ Diplomacy	(C) _____	=	+ <u>CHA</u> +	_____
Disable Device	(C) _____	=	+ <u>INT</u> +	_____
◆ Disguise	(C) _____	=	+ <u>CHA</u> +	_____
◆ Escape Artist	(C) _____	=	+ <u>DEX</u> +	*
◆ Forgery	(C) _____	=	+ <u>INT</u> +	_____
◆ Gather Information	(C) _____	=	+ <u>CHA</u> +	_____
Handle Animal	(C) _____	=	+ <u>CHA</u> +	_____
◆ Heal	(C) _____	=	+ <u>WIS</u> +	_____
◆ Hide	(C) _____	=	+ <u>DEX</u> +	*
Innuendo	(C) _____	=	+ <u>WIS</u> +	_____
◆ Intimidate	(C) _____	=	+ <u>CHA</u> +	_____
Intuit Direction	(C) _____	=	+ <u>WIS</u> +	_____
◆ Jump	(C) _____	=	+ <u>STR</u> +	*
Knowledge ( _____ )	(C) _____	=	+ <u>INT</u> +	_____
( _____ )	(C) _____	=	+ <u>INT</u> +	_____
( _____ )	(C) _____	=	+ <u>INT</u> +	_____
( _____ )	(C) _____	=	+ <u>INT</u> +	_____
◆ Listen	(C) _____	=	+ <u>WIS</u> +	_____
◆ Move Silently	(C) _____	=	+ <u>DEX</u> +	*
Open Lock	(C) _____	=	+ <u>DEX</u> +	_____
◆ Perform	(C) _____	=	+ <u>CHA</u> +	_____
<hr/>				
Pick Pocket	(C) _____	=	+ <u>DEX</u> +	*
Profession ( _____ )	(C) _____	=	+ <u>WIS</u> +	_____
( _____ )	(C) _____	=	+ <u>WIS</u> +	_____
Read Lips	(C) _____	=	+ <u>INT</u> +	_____
◆ Ride	(C) _____	=	+ <u>DEX</u> +	_____
◆ Scry	(C) _____	=	+ <u>INT</u> +	_____
◆ Search	(C) _____	=	+ <u>INT</u> +	_____
◆ Sense Motive	(C) _____	=	+ <u>WIS</u> +	_____
Spellcraft	(C) _____	=	+ <u>INT</u> +	_____
◆ Spot	(C) _____	=	+ <u>WIS</u> +	_____
◆ Swim (-1 every 5 lbs.)	(C) _____	=	+ <u>STR</u> +	_____
Tumble	(C) _____	=	+ <u>DEX</u> +	*
Use Magic Device	(C) _____	=	+ <u>CHA</u> +	_____
◆ Use Rope	(C) _____	=	+ <u>DEX</u> +	_____
◆ Wilderness Lore	(C) _____	=	+ <u>WIS</u> +	_____
_____	(C) _____	=	+ _____ +	_____
_____	(C) _____	=	+ _____ +	_____
_____	(C) _____	=	+ _____ +	_____

Max. Rank: \_\_\_\_ / \_\_\_\_

(C) Class Skill

◆ Untrained Skill  
\* Armor Penalty

## SAVING THROWS

	TOTAL	BASE	ABILITY	MISC	TEMP
Fortitude	_____	=	_____	+ CON	+ _____
Reflexes	_____	=	_____	+ DEX	+ _____
Will	_____	=	_____	+ WIS	+ _____
Spell Resistance: _____					
Notes: _____					
_____					
_____					

## FEATS

Feat Name		Feat Name	
<b>GENERAL FEATS</b>		<input type="checkbox"/> Skill Focus	_____
<input type="checkbox"/> Alertness	_____	<input type="checkbox"/> Spell Focus	_____
<input type="checkbox"/> Ambidexterity*	_____	<input type="checkbox"/> Spell Penetration	_____
<input type="checkbox"/> Armor Prof., Light	_____	<input type="checkbox"/> Toughness (□□□□□)	_____
<input type="checkbox"/> Armor Prof., Medium	_____	<input type="checkbox"/> Track	_____
<input type="checkbox"/> Armor Prof., Heavy	_____	<input type="checkbox"/> Two-Weapons Fighting*	_____
<input type="checkbox"/> Blind-Fight*	_____	<input type="checkbox"/> Impr. Two-Weap. Fight.*	_____
<input type="checkbox"/> Combat Casting	_____	<input type="checkbox"/> Weapon Finesse*	_____
<input type="checkbox"/> Combat Reflexes*	_____	<input type="checkbox"/> Weapon Focus*	_____
<input type="checkbox"/> Dodge*	_____	_____	_____
<input type="checkbox"/> Mobility*	_____	<input type="checkbox"/> Expertise*	_____
<input type="checkbox"/> Spring Attack*	_____	<input type="checkbox"/> Improved Disarm*	_____
<input type="checkbox"/> Endurance	_____	<input type="checkbox"/> Improved Trip*	_____
<input type="checkbox"/> Exotic Weapon Proficiency*	_____	<input type="checkbox"/> Whirlwind Attack*	_____
_____	_____	<input type="checkbox"/> Great Fortitude	_____
<input type="checkbox"/> Expertise*	_____	<input type="checkbox"/> Improved Critical*	_____
<input type="checkbox"/> Improved Disarm*	_____	_____	_____
<input type="checkbox"/> Improved Trip*	_____	<input type="checkbox"/> Improved Initiative*	_____
<input type="checkbox"/> Whirlwind Attack*	_____	<input type="checkbox"/> Improved Unarmed Strike*	_____
<input type="checkbox"/> Great Fortitude	_____	<input type="checkbox"/> Deflect Arrows*	_____
<input type="checkbox"/> Improved Critical*	_____	<input type="checkbox"/> Stunning Fist*	_____
_____	_____	<input type="checkbox"/> Iron Will	_____
<input type="checkbox"/> Improved Initiative*	_____	<input type="checkbox"/> Leadership	_____
<input type="checkbox"/> Improved Unarmed Strike*	_____	<input type="checkbox"/> Lightning Reflexes	_____
<input type="checkbox"/> Deflect Arrows*	_____	<input type="checkbox"/> Martial Weapon Proficiency	_____
<input type="checkbox"/> Stunning Fist*	_____	_____	_____
<input type="checkbox"/> Iron Will	_____	_____	_____
<input type="checkbox"/> Leadership	_____	<input type="checkbox"/> Mounted Combat*	_____
<input type="checkbox"/> Lightning Reflexes	_____	<input type="checkbox"/> Mounted Archery*	_____
<input type="checkbox"/> Martial Weapon Proficiency	_____	<input type="checkbox"/> Trample*	_____
_____	_____	<input type="checkbox"/> Ride-By Attack*	_____
<input type="checkbox"/> Mounted Combat*	_____	<input type="checkbox"/> Spirited Charge*	_____
<input type="checkbox"/> Mounted Archery*	_____	<input type="checkbox"/> Point Blank Shot*	_____
<input type="checkbox"/> Trample*	_____	<input type="checkbox"/> Far Shot*	_____
<input type="checkbox"/> Ride-By Attack*	_____	<input type="checkbox"/> Precise Shot*	_____
<input type="checkbox"/> Spirited Charge*	_____	<input type="checkbox"/> Rapid Shot*	_____
<input type="checkbox"/> Point Blank Shot*	_____	<input type="checkbox"/> Shot on the Run*	_____
<input type="checkbox"/> Far Shot*	_____	<input type="checkbox"/> Power Attack*	_____
<input type="checkbox"/> Precise Shot*	_____	<input type="checkbox"/> Cleave*	_____
<input type="checkbox"/> Rapid Shot*	_____	<input type="checkbox"/> Great Cleave*	_____
<input type="checkbox"/> Shot on the Run*	_____	<input type="checkbox"/> Improved Bull Rush*	_____
<input type="checkbox"/> Power Attack*	_____	<input type="checkbox"/> Sunder*	_____
<input type="checkbox"/> Cleave*	_____	<input type="checkbox"/> Quick Draw*	_____
<input type="checkbox"/> Great Cleave*	_____	<input type="checkbox"/> Run	_____
<input type="checkbox"/> Improved Bull Rush*	_____	<input type="checkbox"/> Shield Proficiency	_____
<input type="checkbox"/> Sunder*	_____	<input type="checkbox"/> Simple Weapon Proficiency	_____
<input type="checkbox"/> Quick Draw*	_____		_____
<input type="checkbox"/> Run	_____	<input type="checkbox"/> Weapon Specialization*	_____
<input type="checkbox"/> Shield Proficiency	_____	_____	_____
<input type="checkbox"/> Simple Weapon Proficiency	_____	_____	_____

<b>ITEM CREATION FEATS</b>	
<input type="checkbox"/> Brew Potion	_____
<input type="checkbox"/> Craft Mag. Arms & Armor	_____
<input type="checkbox"/> Craft Rod	_____
<input type="checkbox"/> Craft Staff	_____
<input type="checkbox"/> Craft Wand	_____
<input type="checkbox"/> Craft Wondrous Item	_____
<input type="checkbox"/> Forge Ring	_____
<input type="checkbox"/> Scribe Scroll	_____
<b>METAMAGIC FEATS</b>	
<input type="checkbox"/> Empower Spell	_____
<input type="checkbox"/> Enlarge Spell	_____
<input type="checkbox"/> Extend Spell	_____
<input type="checkbox"/> Heighten Spell	_____
<input type="checkbox"/> Maximize Spell	_____
<input type="checkbox"/> Quicken Spell	_____
<input type="checkbox"/> Silent Spell	_____
<input type="checkbox"/> Still Spell	_____
<b>SPECIAL FEATS</b>	
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> Extra Turning (□□□□□)	_____
<input type="checkbox"/> Spell Mastery	_____
_____	_____
<input type="checkbox"/> Weapon Specialization*	_____
_____	_____
_____	_____

## WEALTH

PP: \_\_\_\_\_ GP: \_\_\_\_\_ SP: \_\_\_\_\_ CP: \_\_\_\_\_

Gems/Jewels: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Other: \_\_\_\_\_

\_\_\_\_\_

## LANGUAGES

Literacy ☐

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## RACE TRAITS

[illegible]

## CLASS FEATURES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is a small dark mark at the top center, possibly a staple or hole punch. The paper appears to be part of a notebook or binder.

## Portrait / Symbol

100

## EQUIPMENT

[illegible]

## CARRYING CAPACITY / MOVEMENT†

Load: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

Over Head	_____	Current Speed	_____
Off Ground	_____	Run (x _____)	_____
Push/Drag	_____	Alternate Move:	_____
Current Load	_____		_____
Max. Dex B.	_____		_____
Check Penalty	_____		_____

## HENCHMEN / ANIMALS / FAMILIARS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	AL	ATTACKS	DAMAGE	FACE/REACH
Notes:										

## BARD POWERS

Bardic Knowledge: INT + Lev = \_\_\_\_\_

Inspire Courage: ☐

Countersong: ☐

Fascinate: ☐

Inspire Competence: ☐

Suggestion: ☐

Inspire Greatness: ☐

## BARD SPELLS

Kn.

Scroll

Spell Name

Sch.

Comp.

Cast Time

Range

Duration

Save

SR

Effect

0-LEVEL SPELLS

Spells:  +  =

Cast:

Save DC:

Max. known:

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Domain: \_\_\_\_\_

Domain: \_\_\_\_\_

Granted Power:

Granted Power:

## TURN/REBUKE UNDEAD

Turning Check:

Times per Day:  $3 + \frac{\text{CHA}}{\text{CHA}} + =$

Turning Damage:  $2d6 + \frac{CHA}{2} + \frac{Lev}{2} =$

Notes:

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

## CLERIC SPELLS

[illegible]

### 18<sup>th</sup>-LEVEL SPELLS

Spells:            +        =

Save DC:

Bane	En	VSD	1 act	50 ft	1 min/lev	Will n.	Y	Enemies suffer -1 to hit and saves vs. fear
Bless	En	VSD	1 act	50 ft	1 min/lev	-	Y	Fills allies with courage: +1 hit, +1 ST vs. fear
Bless Water <i>[Good]</i>	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Turn 1 pint of water into holy water
Cause Fear	Ne	VS	1 act	Close	1d4 rounds	Will n.	Y	One creature flees for 1d4 rounds
Command	En	V	1 act	Close	1 round	Will n.	Y	One subject obeys one-word command for 1 round
Comprehend Languages	Di	VSD	1 act	Personal	10 min/lev	-	-	Understand all spoken and written languages
Cure Light Wounds <i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 hp +1 per level (up to +5)
Curse Water <i>[Evil]</i>	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes 1 pint of unholy water
Deathwatch	Ne	VS	1 act	Close	10 min/lev	-	N	Sees how wounded subjects within 30 ft are
Detect Chaos	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects
Detect Evil	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects
Detect Good	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects
Detect Law	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects
Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	-	N	Detects undead, amount of info depends on duration
Divine Favor	Ev	VSD	1 act	Personal	1 min	-	-	+1 to hit and damage per 3 levels (up to +6)
Doom	En	VSD	1 act	Medium	1 min/lev	Will n.	Y	One subject suffers -2 to hit, damage, checks and saves
Endure Elements	Ab	VS	1 act	Touch	24 hrs	-	-	Absorbs the first 5 damage per round vs. an element
Entropic Shield	Ab	VS	1 act	Personal	1 min/lev	-	-	Ranged attacks against you have 20% miss chance
Inflict Light Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Inflicts 1d8 +1/lev damage (max +5)
Invisibility to Undead	Ab	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Undead can't perceive one subject/level
Magic Stone	Tr	VSD	1 act	Touch	30 min	Will n.	Y	Three stones gain +1 to hit and inflict 1d6+1 damage
Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Gives a +1 to hit and damage, weapon blessed if good
Obscuring Mist	Co	VSD	1 act	30 ft	1 min/lev	-	N	Fog surrounds you
Protection from Chaos <i>[Lawful]</i>	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. appropriate force; no possession
Protection from Evil <i>[Good]</i>	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. appropriate force; no possession
Protection from Good <i>[Evil]</i>	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. appropriate force; no possession
Protection from Law <i>[Chaotic]</i>	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. appropriate force; no possession
Random Action	En	VSD	1 act	Close	1 round	Will n.	Y	One creature acts randomly for 1 round
Remove Fear	Ab	VS	1 act	Close	10 min	Will n.	Y	+1 on saves vs. fear, +1/four levels
Sanctuary	Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack
Shield of Faith	Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus
Summon Monster I	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level outsider to fight for you

Domain Spells:

\_\_\_\_\_

\_\_\_\_\_

[illegible][illegible]

## PREP. SCROLL

**SPELL NAME**

## SCH.

COMP.

## CAST TIME

## RANGE

### DURATION

**SAVE**

## SR

## EFFECT

Spells: \_\_\_\_ + \_\_\_\_ = \_\_\_\_

Save DC: \_\_\_\_\_

Air Walk	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Subject treads on air as if solid (45 deg. climb)
Control Water	Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raises, lowers, or parts bodies of water
Cure Critical Wounds [Healing]	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 +1/lev damage (max +20)
Death Ward	Ne	VSD	1 act	Touch	10 min/lev	-	Y	Grants immunity to death spells and effects
Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	-	Y	Bars extradimensional movement
Discern Lies	Di	VSD	1 act	Close	Up to 1 r/lev	Will n.	N	Reveals deliberate falsehood
Dismissal	Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane
Divination	Di	VSM	10 min	Personal	Instantaneous	-	-	Provides useful advice for specific proposed actions
Divine Power	Ev	VSD	1 act	Personal	1 round/lev	-	-	You gain attack bonus, 18 Str and 1 hp/level
Freedom of Movement	Ab	VSPMD	1 act	P./Touch	10 min/lev	-	Y/N	Subject moves normally despite impediments
Giant Vermin	Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin
Greater Magic Weapon	Tr	VSD	1 act	Close	1 hr/lev	Will n.	Y	+1 bonus/3 levels (up to +5)
Imbue with Spell Ability	Ev	VSD	10 min	Touch	Until disch.	Will n.	Y	Transfers spells to subject
InFLICT Critical Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Inflicts 4d8 +1/lev damage (max +20)
Lesser Planar Ally	Co	VSD	10 min	Close	Instantaneous	-	N	Exchange services with a 8 HD outsider
Neutralize Poison [Healing]	Co	VSD	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject
Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 minute
Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev	Special	Y	Insects stay 10 ft away
Restoration [Healing]	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains
Sending	Ev	VSD	10 min	Unlimit.	1 round	-	N	Instantly delivers short messages anywhere
Spell Immunity	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject is immune to 1 spell/4 levels
Status	Di	VS	1 act	Touch	1 hr/lev	Will n.	Y	Monitors condition and position of allies
Summon Monster IV	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls outsiders to fight (1 4th, 1d3 3rd or 1d4+1 2nd)
Tongues	Di	VD	1 act	Touch	10 min/lev	-	N	Speak any language

Domain Spells:

[illegible]

Spells:        +        =       

Save DC:

Atonement	Ab	VSMFDPX	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject
Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects
Circle of Doom	Ne	VS	1 act	20 ft	Instantaneous	For 1/2	Y	Deals 1d8 +1/level (max +20) damage in all directions
Commune	Di	VSMFDPX	10 min	Personal	1 round/lev	-	-	Deity answers one yes-or-no question/level
Dispel Chaos <i>[Lawful]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures
Dispel Evil <i>[Good]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures
Dispel Good <i>[Evil]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures
Dispel Law <i>[Chaotic]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures
Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	-	-	You become ethereal for 1 round/level
Flame Strike	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with divine fire (1d6/level, max 15d6)
Greater Command	En	V	1 act	Close	1 round	Will n.	Y	One subject/level obeys 1-word command for 1 round
Hallow <i>[Good]</i>	Ev	VSM D	1 day	Touch	Instantaneous	-	Sp.	Designates location as holy
Healing Circle <i>[Healing]</i>	Co	VS	1 act	20 ft	Instantaneous	For 1/2	Y	Cures 1d8 +1/level (max +20) damage in all directions
Insect Plague	Co	VSD	1 round	Long	1 min/lev	Special	N	Insect horde limits vision, deals damage and weaks flee
Mark of Justice	Tr	VSD	10 min	Touch	Permanent	-	Y	Designate action that will trigger <i>curse</i> on subject
Plane Shift	Tr	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane
Raise Dead <i>[Healing]</i>	Co	VSM D	1 min	Touch	Instantaneous	-	Y	Restores life to subject dead for up to 1 day/level
Righteous Might	Tr	VSD	1 act	Personal	1 round/lev	-	-	Your size increases, and you gain +4 Str
Scrying	Di	VSF D	1 hour	Unlimit.	1 min/lev	-	N	Spies on subject from a distance
Slay Living	Ne	VS	1 act	Touch	Instantaneous	For p.	Y	Touch attack kills subject (or 3d6 +1/level if saves)
Spell Resistance	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +12 +1/level SR
Summon Monster V	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls outsiders to fight (1 5th, 1d3 4th or 1d4+1 3rd)
True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are
Unhallow <i>[Evil]</i>	Ev	VSD	1 day	Touch	Instantaneous	-	Sp.	Designates location as unholy
Wall of Stone	Co	VSD	1 act	Medium	Instantaneous	-	N	Creates a wall of stone, 20 hp/4 levels, can be shaped

Domain Spells:

[illegible]

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
<b>6th-Level Spells</b>		Spells: ____ + ____ = ____	Save DC: ____							
___	___	Animate Objects	Tr	VS	1 act	Medium	1 round/lev	-	N	Objects attack your foes
___	___	Antilife Shell	Ab	VSD	1 round	10 ft	10 min/lev (D)	-	Y	10-ft field hedges out living creatures
___	___	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev extraplanar creatures
___	___	Blade Barrier	Ev	VS	1 round	Medium	10 min/lev	Ref n.	Y	Blades encircling you deal 1d6 damage/level (max 20d6)
___	___	Create Undead <i>[Evil]</i>	Ne	VSM	1 hour	Close	Instantaneous	-	N	Ghouls, shadows, ghosts, wights, or wraiths
___	___	Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	-	Y	Travel to Ethereal Plane with 1 companion/3 levels
___	___	Find the Path	Di	VSF	3 rds	P./Touch	10 min/lev	-/Will n.	Y/N	Shows most direct way to a location
___	___	Forbiddance	Ab	VSM	6 rds	Medium	Permanent	Special	Y	Denies area to creatures of another alignment
___	___	Geas/Quest	En	V	1 act	Close	1 day/lev (D)	-	Y	Places a magical command on a creature
___	___	Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magic spells and effects, +20 on check
___	___	Greater Glyph of Warding	Ab	VSM	10 min	Touch	Until disch.	Special	Y	Inscription harms those who pass it (max 10d8 or 6th-l)
___	___	Harm	Ne	VS	1 act	Touch	Instantaneous	-	Y	Subject loses all but 1d4 hp
___	___	Heal <i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	-	Y	Cures all damage, diseases, and mental conditions
___	___	Heroes' Feast	Ev	VSD	10 min	Close	1 hr +12 hrs	-	Y	Food for 1 creat./lev cures 1d4+4 and <i>blesses</i> for 12 hrs
___	___	Planar Ally	Co	VSD	10 min	Close	Instantaneous	-	N	Exchange service with a 16 HD outsider
___	___	Summon Monster VI	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls outsiders to fight (1 6th, 1d3 5th or 1d4+1 4th)
___	___	Wind Walk	Tr	VSD	1 act	Touch	1 hr/lev (D)	Will n.	Y/N	You and your allies turn vaporous and travel fast
___	___	Word of Recall	Tr	V	1 act	Unlimit.	Instantaneous	Will n.	Y/N	Teleports you back and willing subj. to designated place
___	___									
___	___									
Domain Spells:										
<input type="checkbox"/>										
<input type="checkbox"/>										
<b>7th-Level Spells</b>		Spells: ____ + ____ = ____	Save DC: ____							
___	___	Blasphemy <i>[Evil]</i>	Ev	V	1 act	30 ft	Instantaneous	-	Y	Kills, paralyzes, weakens or dazes nonevil subjects
___	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	-	N	Changes weather in local area
___	___	Destruction	Ne	VSF	1 act	Close	Instantaneous	For p.	Y	Kills subject and destroys remains (or 10d6 if saves)
___	___	Dictum <i>[Lawful]</i>	Ev	V	1 act	30 ft	Instantaneous	-	Y	Kills, paralyzes, weakens or dazes nonlawful subjects
___	___	Greater Restoration	Ne	VSX	10 min	Touch	Instantaneous	Will n.	Y	Restores all drained levels and ability scores
___	___	Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	-	N	Spies on subject from a distance
___	___	Holy Word <i>[Good]</i>	Ev	V	1 act	30 ft	Instantaneous	-	Y	Kills, paralyzes, weakens or dazes nongood subjects
___	___	Refuge	Tr	VSM	1 act	Touch	Perm. until dis.	-	N	Alters item to transport its possessor to you
___	___	Regenerate <i>[Healing]</i>	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y	Subject's severed limbs grow back
___	___	Repulsion	Ab	VSD	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you
___	___	Resurrection <i>[Healing]</i>	Co	VSM	10 min	Touch	Instantaneous	-	Y	Fully restores dead subjects
___	___	Summon Monster VII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls outsiders to fight (1 7th, 1d3 6th or 1d4+1 5th)
___	___	Word of Chaos <i>[Chaotic]</i>	Ev	V	1 act	30 ft	Instantaneous	-	Y	Kills, paralyzes, weakens or dazes nonchaotic subjects
___	___									
___	___									
Domain Spells:										
<input type="checkbox"/>										
<input type="checkbox"/>										
<b>8th-Level Spells</b>		Spells: ____ + ____ = ____	Save DC: ____							
___	___	Antimagic Field	Ab	VSD	1 act	10 ft	10 min/lev	-	Y/N	Negates magic within 10 ft



## DRUID POWERS

Nature Sense:	<input checked="" type="checkbox"/>	Resist Nature's Lure:	<input type="checkbox"/>	Wild Shape:	<input type="checkbox"/>	_____ times/day
Animal Companion:	<input checked="" type="checkbox"/>	Venom Immunity:	<input type="checkbox"/>	Tiny	<input type="checkbox"/>	
Woodland Stride:	<input type="checkbox"/>	A Thousand Faces:	<input type="checkbox"/>	Small	<input type="checkbox"/>	
Trackless Step:	<input type="checkbox"/>	Timeless Body:	<input type="checkbox"/>	Medium	<input type="checkbox"/>	
				Large	<input type="checkbox"/>	
				Huge	<input type="checkbox"/>	
				Dire	<input type="checkbox"/>	
				Elemental	<input type="checkbox"/>	_____ times/day

## DRUID SPELLS

[illegible]

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD-LEVEL SPELLS

Spells: \_\_\_ + \_\_\_ = \_\_\_

Save DC: \_\_\_

Call Lightning

Ev

VS

10 min

Long

10 min/lev

Ref 1/2

Y

Directs lightning bolts (1d10/level) during storm

Contagion

Ne

VS

1 act

Touch

Instantaneous

For n.

Y

Infects subject with chosen disease

Cure Moderate Wounds

Co

VS

1 act

Touch

Instantaneous

Will 1/2

Y

Cures 2d8+1/lev (up to +10)

Diminish Plants

Tr

VSD

1 act

Special

Instantaneous

-

N

Reduces size or blights growth of normal plants

Dominate Animal

En

VS

1 act

Medium

1 round/lev

Will n.

Y

Subject animal obeys silent mental commands

Greater Magic Fang

Tr

VSD

1 act

Close

1 hr/lev

Will n.

Y

1 natural weapon has +1 to hit/ dmg per 3 lev (max +5)

Meld into Stone

Tr

VSD

1 act

Personal

10 min/lev

-

-

You and your gear merge with stone

Neutralize Poison

Co

VSD

1 act

Touch

Instantaneous

Will n.

Y

Detoxifies venom in or on subject

Plant Growth

Tr

VSD

1 act

Special

Instantaneous

-

N

Grows vegetation and improves crops

Poison

Ne

VSD

1 act

Touch

Instantaneous

For n.

Y

Touch deals 1d10 Con damage, repeat in 1 minute

Protection from Elements

Ab

VSD

1 act

Touch

10 min/lev

-

Y

Absorbs 12 damage/level from one kind of energy

Remove Disease

Co

VS

1 act

Touch

Instantaneous

For n.

Y

Cures all diseases affecting subject

Snare

Tr

VSD

3 rds

Touch

Until triggered

-

N

Creates a magical booby trap

Speak with Plants

Di

VS

1 act

Personal

1 min/lev

-

-

You can talk to normal plants and plant creatures

Spike Growth

Tr

VSD

1 act

Medium

1 hr/lev (D)

Ref p.

Y

Creatures in area take 1d4 damage and may be slowed

Stone Shape

Tr

VSD

1 act

Touch

Instantaneous

-

N

Sculpts stone into any form

Summon Nature's Ally III

Co

VSD

1 round

Close

1 round/lev (D)

-

N

Calls animals to fight for you (1 3rd/1d3 2nd/1d4+1 1st)

Water Breathing

Tr

VSD

1 act

Touch

2 hrs/lev

Will n.

Y

Subject can breathe underwater

4TH-LEVEL SPELLS

Spells: \_\_\_ + \_\_\_ = \_\_\_

Save DC: \_\_\_

Antiplant Shell

Ab

VSD

1 act

10 ft

10 min/lev (D)

-

Y

Keeps animated plants at bay

Control Plants

Tr

VSD

1 act

Close

1 min/lev

Will n.

N

Talk to and control plants and fungi

Cure Serious Wounds

Co

VS

1 act

Touch

Instantaneous

Will 1/2

Y

Cures 3d8+1/lev (up to +15)

Dispel Magic

Ab

VS

1 act

Medium

Instantaneous

-

N

Cancels magic spells and effects

Flame Strike

Ev

VSD

1 act

Medium

Instantaneous

Ref 1/2

Y

Smites foes with divine fire (1d6/level, max 15d6)

Freedom of Movement

Ab

VSM/P

1 act

P./Touch

10 min/lev

-

Y/N

Subject moves normally despite impediments

Giant Vermin

Tr

VSD

1 act

Close

1 min/lev

-

Y

Turns insects into giant vermin

Quench

Tr

VSD

1 act

Medium

Instantaneous

-/Will n.

Y/N

Extinguishes normal fires or one magic item

Reincarnate

Tr

VSD

10 min

Touch

Instantaneous

-

Y

Brings dead subject back in random body

Repel Vermin

Ab

VSD

1 act

10 ft

10 min/lev

Special

Y

Insects stay 10 ft away

Rusting Grasp

Tr

VSD

1 act

Touch

Special

-

N

Your touch corrodes iron and alloys

Scrying

Di

VSP/D

1 hour

Unlimit.

1 min/lev

-

N

Spies on subject from a distance

Sleet Storm

Co

VSD

1 act

Long

1 round/lev

Ref p.

N

Hampers vision and movement

Spike Stones

Tr

VSD

1 act

Medium

1 hr/lev (D)

Ref p.

Y

Creatures in area take 1d8 damage and may be slowed

Summon Nature's Ally IV

Co

VSD

1 round

Close

1 round/lev (D)

-

N

Calls animals to fight for you (1 4th/1d3 3rd/1d4+1 2nd)

5TH-LEVEL SPELLS

Spells: \_\_\_ + \_\_\_ = \_\_\_

Save DC: \_\_\_

Animal Growth

Tr

VS

1 act

Medium

1 min/lev

-

Y

One animal/2 levels doubles in size and HD

Atonement

Ab

VSM/FPX

1 hour

Touch

Instantaneous

-

Y

Removes burden of misdeeds from subject

Awaken

Tr

VSPX

1 day

Touch

Instantaneous

Will n.

Y

Animal or tree gains human intellect

Commune with Nature

Di

VS

10 min

Personal

Instantaneous

-

-

Learn about terrain for 1 mile/level

Control Winds

Tr

VS

1 act

40 ft/lev

10 min/lev

For n.

N

Change wind direction and speed

Cure Critical Wounds

Co

VS

1 act

Touch

Instantaneous

Will 1/2

Y

Cures 4d8 +1/lev damage (max +20)

Death Ward

Ne

VSD

1 act

Touch

10 min/lev

-

Y

Grants immunity to death spells and effects

Hallow [Good]

Ev

VSM/P

1 day

Touch

Instantaneous

-

Sp.

Designates location as holy

Ice Storm

Ev

VSD

1 act

Long

Instantaneous

-

Y

Hail deals 5d6 damage in cylinder 40 ft across

Insect Plague

Co

VSD

1 round

Long

1 min/lev

Special

N

Insect horde limits vision, deals damage and weaks flee

Summon Nature's Ally V

Co

VSD

1 round

Close

1 round/lev (D)

-

N

Calls animals to fight for you (1 5th/1d3 4th/1d4+1 3rd)

Transmute Mud to Rock

Tr

VSD

1 act

Medium

Permanent

Special

N

Transforms two 10-ft cubes/level

Transmute Rock to Mud

Tr

VSD

1 act

Medium

Permanent

Special

N

Transforms two 10-ft cubes/level

Tree Stride

Tr

VSD

1 act

Personal

1 hr/lev

-

-

Step from one tree to another far away

Unhallow [Evil]

Ev

VSM/P

1 day

Touch

Instantaneous

-

Sp.

Designates location as unholy

Wall of Fire

Ev

VSD

1 act

Medium

Conc. +1 r/lev

Special

Y

Deals 2d4 (10 ft) or 1d4 (20 ft). Passing is 2d6 +1/level

Wall of Thorns

Co

VS

1 act

Medium

10 min/lev (D)

-

N

Thorns damage anyone who tries to pass (25+AC/rd.)

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

Find the Path

Di

VSP

3 rds

P./Touch

10 min/lev

-/Will n.

Y/N

Shows most direct way to a location

Fire Seeds

Co

VSM

1 act/seed

Touch

10 min/lev

Ref 1/2

Y

Acorns do 1d8/lev (max 20d8), berries 1d8 +1/level

Greater Dispelling

Ab

VS

1 act

Medium

Instantaneous

-

N

Cancels magic spells and effects, +20 on check

Healing Circle

Co

VS

1 act

20 ft

Instantaneous

For 1/2

Y

Cures 1d8 +1/level (max +20) damage in all directions

Ironwood

Tr

VSM

1 min/lb

0 ft

1 day/lev (D)

-

N

Magical wood is strong as steel

Liveoak

Tr

VS

10 min

Touch

1 day/lev (D)

-

N

Oak becomes treant guardian

Repel Wood

Tr

VS

1 act

Medium

1 min/lev

-

N

Pushes away wooden objects

Spellstaff

Tr

VSP

10 min

Touch

Perm. until dis.

Will n.

Y

Stores one spell in wooden quarterstaff

Stone Tell

Di

VSD

10 min

Personal

1 min/lev

-

-

Talk to natural or worked stone

Summon Nature's Ally VI

Co

VSD

1 round

Close

1 round/lev (D)

-

N

Calls animals to fight for you (1 6th/1d3 5th/1d4+1 4th)

Transport via Plants

Tr

VS

1 act

Unlimit.

1 round

-

-

Move from one plant to another (same species)

Wall of Stone

Co

VSD

1 act

Medium

Instantaneous

-

N

Creates a wall of stone, 20 hp/4 levels, can be shaped

## PREP. SCROLL

[illegible]

[illegible]

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

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

Animal Friendship

En

VSM

1 act

Close

Instantaneous

Will n.

Y

Gains permanent animal companions

Delay Poison

Co

VSD

1 act

Touch

1 hr/lev

For n.

Y

Stops poison effect for 1 hr/lev

Detect Animals or Plants

Di

VS

1 act

Long

10 min/lev (D)

-

N

Detects species of animal or plant

Detect Snares and Pits

Di

VS

1 act

60 ft

10 min/lev (D)

-

N

Reveals natural or primitive traps

Entangle

Tr

VSD

1 act

Long

1 min/lev

Ref 1/2

N

Plants entangle everyone in 40-ft radius circle

Magic Fang

Tr

VSD

1 act

Touch

1 min/lev

Will n.

Y

One natural weapon gets +1 to hit and damage

Pass without Trace

Tr

VSD

1 act

Touch

10 min/lev

Will n.

Y

One subject/level leaves no tracks

Read Magic

Vn

VSF

1 act

Personal

10 min/lev

-

-

Allows to read magical inscriptions

Resist Elements

Ab

VSD

1 act

Touch

1 min/lev

-

Y

Ignores 12 damage/round from one energy type

Speak with Animals

Di

VS

1 act

Personal

1 min/lev

-

-

You can communicate with natural animals

Summon Nature's Ally I

Co

VSD

1 round

Close

1 round/lev (D)

-

N

Calls animals to fight for you (one 1st-level)

2nd-LEVEL SPELLS

Spells:  +  =

Save DC:

Animal Messenger

En

VSM

1 act

Close

1 day/lev

-

Y

Sends a Tiny animal to a specific place

Cure Light Wounds

Co

VS

1 act

Touch

Instantaneous

Will 1/2

Y

Cures 1d8 hp +1 per level (up to +5)

Detect Chaos

Di

VSD

1 act

60 ft

10 min/lev (D)

-

N

Reveals creatures, spells or objects

Detect Evil

Di

VSD

1 act

60 ft

10 min/lev (D)

-

N

Reveals creatures, spells or objects

Detect Good

Di

VSD

1 act

60 ft

10 min/lev (D)

-

N

Reveals creatures, spells or objects

Detect Law

Di

VSD

1 act

60 ft

10 min/lev (D)

-

N

Reveals creatures, spells or objects

Hold Animal

En

VSD

1 act

Medium

1 round/lev (D)

Will n.

Y

Holds one animal helpless for 1 round/level

Protection from Elements

Ab

VSD

1 act

Touch

10 min/lev

-

Y

Absorbs 12 damage/level from one kind of energy

Sleep

En

VSD

1 act

Medium

1 min/lev

Will n.

Y

Puts 2d4 HD of creatures into comatose slumber

Snare

Tr

VSD

3 rds

Touch

Until triggered

-

N

Creates a magical booby trap

Speak with Plants

Di

VS

1 act

Personal

1 min/lev

-

-

You can talk to normal plants and plant creatures

Summon Nature's Ally II

Co

VSD

1 round

Close

1 round/lev (D)

-

N

Calls animals to fight for you (1 2nd or 1d3 1st level)

3rd-LEVEL SPELLS

Spells:  +  =

Save DC:

Control Plants

Tr

VSD

1 act

Close

1 min/lev

Will n.

N

Talk to and control plants and fungi

Cure Moderate Wounds

Co

VS

1 act

Touch

Instantaneous

Will 1/2

Y

Cures 2d8 hp +1 per level (up to +10)

Diminish Plants

Tr

VSD

1 act

Special

Instantaneous

-

N

Reduces size or blights growth of normal plants

Greater Magic Fang

Tr

VSD

1 act

Close

1 hr/lev

Will n.

Y

1 natural weapon has+1 to hit/ dmg per 3 lev (max +5)

Neutralize Poison

Co

VSD

1 act

Touch

Instantaneous

Will n.

Y

Detoxifies venom in or on subject

Plant Growth

Tr

VSD

1 act

Special

Instantaneous

-

N

Grows vegetation and improves crops

Remove Disease

Co

VS

1 act

Touch

Instantaneous

For n.

Y

Cures all diseases affecting subject

Summon Nature's Ally III

Co

VSD

1 round

Close

1 round/lev (D)

-

N

Calls animals to fight for you (1 3rd/1d3 2nd/1d4+1 1st)

Tree Shape

Tr

VSD

1 act

Personal

1 hr/lev (D)

-

-

You look like a tree for 1 hr/lev

Water Walk

Tr

VSD

1 act

Touch

10 min/lev

Will n.

Y

Subject treads on water as if solid

4th-LEVEL SPELLS

Spells:  +  =

Save DC:

Cure Serious Wounds

Co

VS

1 act

Touch

Instantaneous

Will 1/2

Y

Cures 3d8+1/lev (up to +15)

Freedom of Movement

Ab

VSPM

1 act

P./Touch

10 min/lev

-

Y/N

Subject moves normally despite impediments

Nondetection

Ab

VSM

1 act

Touch

1 hr/lev

Will n.

Y

Hides subject from divination and scrying

Polymorph Self

Tr

V

1 act

Personal

1 hr/lev (D)

-

-

You assume a new form

Summon Nature's Ally IV

Co

VSD

1 round

Close

1 round/lev (D)

-

N

Calls animals to fight for you (1 4th/1d3 3rd/1d4+1 2nd)

Tree Stride

Tr

VSD

1 act

Personal

1 hr/lev

-

-

Step from one tree to another far away

Wind Wall

Ev

VSD

1 act

Medium

1 round/lev

-

Y

Deflects arrows, smaller creatures and gases

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
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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)	—	—	Drastically changes your appearance; +10 to Disguise
<input type="checkbox"/>	—	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	—	N	Magically locks a portal or chest; adds +10 to DC
<input type="checkbox"/>	—	Blindness/Deafness	Tr.	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blind or deaf
<input type="checkbox"/>	—	Blur	Il	V	1 act	Touch	1 min/lev	Will n.	Y	Attacks miss subject 20% of the time
<input type="checkbox"/>	—	Bull's Strength	Tr.	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Str for 1 hr/lev
<input type="checkbox"/>	—	Cat's Grace	Tr.	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Dex for 1 hr/lev
<input type="checkbox"/>	—	Continual Flame	Ev.	VSM	1 act	0 ft	Permanent	—	N	Makes a permanent, heatless torch
<input type="checkbox"/>	—	Darkness	Ev.	VM	1 act	Touch	10 min/lev (D)	—	N	20-ft radius of supernatural darkness
<input type="checkbox"/>	—	Darkvision	Tr.	VSM	1 act	Touch	1 hr/lev	—	Y	See 60 ft in total non-magical darkness
<input type="checkbox"/>	—	Daylight	Ev.	VS	1 act	Touch	10 min/lev	—	N	60-ft radius of bright light
<input type="checkbox"/>	—	Detect Thoughts	Di.	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts
<input type="checkbox"/>	—	Endurance	Tr.	VS	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Con for 1 hr/lev
<input type="checkbox"/>	—	Flaming Sphere	Ev.	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 damage, lasts 1 round/lev
<input type="checkbox"/>	—	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	—	N	Fog obscures vision beyond 5 feet
<input type="checkbox"/>	—	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench nearby
<input type="checkbox"/>	—	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	Y	Blinds creatures, outlines invisible creatures
<input type="checkbox"/>	—	Hypnotic Pattern	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev (max +10) of creatures
<input type="checkbox"/>	—	Invisibility	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Subject is invisible for 10 min/lev or until it attacks
<input type="checkbox"/>	—	Knock	Tr.	V	1 act	Medium	Instantaneous	—	N	Opens locked or magically sealed doors
<input type="checkbox"/>	—	Leomund's Trap	Il	VSM	1 act	Touch	Permanent	—	N	Makes items seem trapped
<input type="checkbox"/>	—	Levitate	Tr.	VSF	1 act	Close	10 min/lev (D)	—	N	Subject moves up and down at your direction, 20 ft/r
<input type="checkbox"/>	—	Locate Object	Di.	VSF	1 act	Long	1 min/lev	—	N	Senses direction towards object (specific or type)
<input type="checkbox"/>	—	Magic Mouth	Il	VSM	1 act	Close	Perm. until dis.	Will n.	Y	Speaks once when triggered
<input type="checkbox"/>	—	Melf's Acid Arrow	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	—	Y	Ranged touch attack, 2d4 for 1 round +1 round/3 lev
<input type="checkbox"/>	—	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion of your design
<input type="checkbox"/>	—	Mirror Image	Il	VS	1 act	Personal	1 min/lev	—	—	Creates 1d4+1/3 lev decoys of you (max 8)
<input type="checkbox"/>	—	Misdirection	Il	VS	1 act	Close	1 hr/lev	Will n.	N	Misleads divinations for one creature or object
<input type="checkbox"/>	—	Obscure Object	Ab	VSM	1 act	Touch	8 hrs	Will n.	Y	Masks object against divination
<input type="checkbox"/>	—	Protection from Arrows	Ab	VSF	1 act	Touch	10 min/lev	Will n.	Y	Damage red. of 10/+1 per 5 lev for 10 hp/lev (max 100)
<input type="checkbox"/>	—	Pyrotechnics	Tr.	VSM	1 act	Long	Special	Special	Y/N	Turns fire into blinding light or choking smoke
<input type="checkbox"/>	—	Resist Elements	Ab	VS	1 act	Touch	1 min/lev	—	Y	Ignores 12 damage/round from one energy type
<input type="checkbox"/>	—	Rope Trick	Tr.	VSM	1 act	Touch	1 hr/lev (D)	—	N	Up to 8 creatures hide in extradimensional space
<input type="checkbox"/>	—	Scare	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Panics all creatures up to 5 HD in a 15-ft radius
<input type="checkbox"/>	—	See Invisibility	Di.	VSM	1 act	Medium	10 min/lev (D)	—	Y	Reveals invisible creatures or objects
<input type="checkbox"/>	—	Shatter	Ev.	VSM	1 act	Close	Instantaneous	Special	N	Sonic vibration damages objects or crystalline creatures
<input type="checkbox"/>	—	Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	—	N	Creates disembodied hand to deliver touch attacks
<input type="checkbox"/>	—	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	—	N	Calls outsiders to fight for you (1 2nd or 1d3 1st)
<input type="checkbox"/>	—	Summon Swarm	Co	VSM	1 round	Close	Conc.+2 rds	—	N	Summons swarm of small crawling or flying creatures
<input type="checkbox"/>	—	Tasha's Hideous Laughter	En	VSM	1 act	Close	1d3 rounds	Will n.	Y	Subject laughs and loses actions for 1d3 rounds
<input type="checkbox"/>	—	Web	Co	VSM	1 act	Medium	10 min/lev	Ref n.	Y	Fills 10-ft cube/lev with sticky spider webs
<input type="checkbox"/>	—	Whispering Wind	Tr.	VS	1 act	1 mile/lev	1 hr/lev	—	N	Sends a short message up to 1 mile/lev
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## SORCERER SPELLS

[illegible]

### 5TH-LEVEL SPELLS

Spells:      +      =     

Cast: □□□□□□□□□□

Save DC: \_\_\_\_\_

Max. known: \_\_\_\_\_ □□□□

Animal Growth	Tr	VS	1 act	Medium	1 min/lev	-	Y	One animal/2 lev doubles in size and HD
Animate Dead	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies (1 HD/lev)
Bigby's Interposing Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides 90% cover against one opponent
Cloudkill	Co	VS	1 act	Medium	1 min/lev	For n.	Y	Kills 3 HD or less, 4-6 HD save or die; damage 1d10/r
Cone of Cold	Ev	VSM	1 act	Close	Instantaneous	Ref 1/2	Y	1d6 cold damage/level (max 15d6)
Contact Other Plane	Di	V	10 min	Personal	Concentration	-	-	Ask questions to extraplanar entity
Dismissal	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane
Dominate Person	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls humanoid telepathically
Dream	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping
Fabricate	Tr	VSM	Special	Close	Instantaneous	-	N	Transforms raw materials into finished items
False Vision	Il	VSM	1 act	Close	1 min/lev	-	N	Fools scrying with an illusion
Feeblemind	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int drops to 1
Greater Shadow Conjuration	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuration up to 4th level, 40% real
Hold Monster	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one creature helpless
Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	-	N	Hides chest on Ethereal Plane, 1 cu. ft/lev, up to 60 days
Lesser Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsider up to 8 HD until it performs a task
Magic Jar	Ne	VSM	1 act	Medium	1 hr/lev	Will n.	Y	Enables possession of another creature
Major Creation	Co	VSM	10 min	Close	Special	-	N	Creates one cloth, wood, stone or metal object
Mind Fog	En	VS	1 act	Medium	30 min + 2d6 r.	Will n.	Y	Subjects in fog get -10 Wis and Will checks
Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lev	Will dis.	N	Terrain and structure appear like another
Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	1 hr/lev (1 r/lev)	-	N	Phantom dog can guard and attack
Nightmare	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue
Passwall	Tr	VSM	1 act	Close	1 hr/lev (D)	-	N	Breaches walls 1 ft thick/lev
Permanency	Un	VXS	1 round	Special	Permanent	-	N	Makes certain spells permanent
Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentrat. needed
Prying Eyes	Di	VSM	1 min	1 mile	1 hr/lev	-	N	1d4 floating eyes +1/lev scout for you
Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev	-	N	Link lets willing allies communicate (min Int 6)
Seeming	Il	VS	1 act	Close	12 hrs	Will dis.	Y/N	Changes appearance of one person/2 lev.
Sending	Ev	VSM	10 min	Unlimit.	1 round	-	N	Instantly delivers short message anywhere
Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real
Stone Shape	Tr	VSM	1 act	Touch	Instantaneous	-	N	Sculpts stone into any form
Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls outsiders to fight (1 5th, 1d3 4th or 1d4+1 3rd)
Telekinesis	Tr	VS	1 act	Long	Conc./Instant.	Will n.	Y	Moves 25 lbs/lev at speed 20 or hurls objects
Teleport	Tr	V	1 act	P./Touch	Instantaneous	Will n.	Y/N	Instantly teleports you and 50 lbs/lev anywhere
Transmute Mud to Rock	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev
Transmute Rock to Mud	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev
Wall of Force	Ev	VSM	1 act	Close	1 min/lev (D)	-	N	Wall is immune to damage and unaffected by spells
Wall of Iron	Co	VSM	1 act	Medium	Instantaneous	Special	N	Wall with 30 hp/4 lev, can topple onto foes
Wall of Stone	Co	VSM	1 act	Medium	Instantaneous	Special	N	Wall with 15 hp/4 lev, can be shaped





KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
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[illegible]

☒ Universal

## EFFECT

				Alarm	Ab	VSF	1 act	Close	2 hrs/lev (D)	-	N	Wards an area, with either a mental or audible alarm
				Animate Rope	Tr	VS	1 act	Medium	1 round/lev	-	N	Makes a rope move at your command
				Burning Hands	Tr	VS	1 act	10 ft	Instantaneous	Ref 1/2	Y	1d4 fire damage/lev (max 5d4)
				Cause Fear	Ne	VS	1 act	Close	1d4 rounds	Will n.	Y	One creat. with less than 6 HD flees and has -2 to rolls
				Change Self	Il	VS	1 act	Personal	10 min/lev (D)	-	-	Changes your appearance, +10 to Disguise checks
				Charm Person	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person your friend
				Chill Touch	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	1 touch/lev deals 1d6 damage and possibly 1 Str damage
				Color Spray	Il	VSM	1 act	Close	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 weak creatures
				Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	-	-	Understands all spoken and written languages
				Detect Secret Doors	Di	VS	1 act	Personal	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft
				Detect Undead	Di	VSM	1 act	Personal	1 min/lev (D)	-	N	Reveals undead within 60 ft
				Endure Elements	Ab	VS	1 act	Touch	24 hrs	-	Y	Ignores 5 damage/round from one energy type
				Enlarge	Tr	VSM	1 act	Close	1 min/lev	For n.	Y	Object or creature grows 10%/lev (max 50%)
				Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes
				Expedition Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	-	-	Doubles your speed and jump distance
				Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly at 60 ft/round
				Grease	Co	VSM	1 act	Close	1 round/lev (D)	Ref part.	N	Makes 10-ft square or 1 object slippery
				Hold Portal	Ab	V	1 act	Medium	1 min/lev	-	N	Holds door shut, adding 5 to the DC for forcing it
				Hypnotism	En	VS	1 act	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures
				Identify	Di	VSM	8 hrs	Touch	Instantaneous	-	N	Determines single feature of magic item
				Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	-	Y	Subject gets +30 on Jump checks
				Mage Armor	Co	VSF	1 act	Touch	1 hr/lev (D)	Will n.	Y	Gives subject +4 armor bonus
				Magic Missile	Ev	VS	1 act	Medium	Instantaneous	-	Y	1d4+1 damage missile, 1/2 lev. above 1st (max 5)
				Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus to hit and damage
				Message	Tr	VSF	1 act	Medium	10 min/lev	-	N	Whispered conversation at distance
				Mount	Co	VSM	1 round	Close	2 hrs/lev	-	N	Summons light horse or pony to serve as mount
				Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev	-	N	Grants object false magic aura; identify gets a Will save
				Nystul's Undetectable Aura	Il	VSF	1 act	Touch	1 day/lev	-	N	Masks magic item's aura; identify grants a Will save
				Obscuring Mist	Co	VS	1 act	30 ft	1 min/lev	-	N	Fog surrounds you, obscuring all sight beyond 5 ft
				Protection from Chaos	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control, hedge out outsiders
				Protection from Evil	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control, hedge out outsiders
				Protection from Good	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control, hedge out outsiders
				Protection from Law	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control, hedge out outsiders
				Ray of Enfeeblement	Ne	VS	1 act	Close	1 min/lev	For n.	Y	Ray reduces Str by 1d6 +1 point/2 lev (max 1d6+5)
				Reduce	Tr	VSM	1 act	Close	1 min/lev	For n.	Y	Object or creatures shrinks 10%/lev (max 50%)
				Shield	Ab	VS	1 act	Personal	1 min/lev (D)	-	-	Invisible disc gives +7 AC, +3 Ref, blocks magic missiles
				Shocking Grasp	Tr	VS	1 act	Touch	Until discharged	-	Y	Touch delivers 1d8+1/lev electricity (max 1d8+20)
				Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates visual only minor illusion of your design
				Sleep	En	VSM	1 act	Medium	1 min/lev	Will n.	Y	Put 2d4 HD of creatures up to 4 HD into slumber
				Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings
				Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level outsider to fight for you
				Tenser's Floating Disk	Ev	VSM	1 act	Close	1 hr/lev	-	N	3-ft diameter horizontal disk that holds 100 lbs/lev
				True Strike	Di	VF	1 act	Personal	Until next r.	-	-	Adds +20 insight bonus to your next attack roll
				Unseen Servant	Co	VSM	1 act	Close	1 hr/lev	-	N	Creates invisible force that obeys your commands
				Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev

KN. PREP.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
2nd-LEVEL SPELLS			Spells: ____ + ____ = ____		Save DC: ____					
<input type="checkbox"/>	<input type="checkbox"/>	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	-	-	Drastically changes your appearance; +10 to Disguise
<input type="checkbox"/>	<input type="checkbox"/>	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	-	N	Magically locks a portal or chest; adds +10 to DC
<input type="checkbox"/>	<input type="checkbox"/>	Blindness/Deafness	Tr	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blind or deaf
<input type="checkbox"/>	<input type="checkbox"/>	Blur	Il	V	1 act	Touch	1 min/lev	Will n.	Y	Attacks miss subject 20% of the time
<input type="checkbox"/>	<input type="checkbox"/>	Bull's Strength	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Str for 1 hr/lev
<input type="checkbox"/>	<input type="checkbox"/>	Cat's Grace	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Dex for 1 hr/lev
<input type="checkbox"/>	<input type="checkbox"/>	Continual Flame	Ev	VSM	1 act	0 ft	Permanent	-	N	Makes a permanent, heatless torch
<input type="checkbox"/>	<input type="checkbox"/>	Darkness	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural darkness
<input type="checkbox"/>	<input type="checkbox"/>	Darkvision	Tr	VSM	1 act	Touch	1 hr/lev	-	Y	See 60 ft in total non-magical darkness
<input type="checkbox"/>	<input type="checkbox"/>	Daylight	Ev	VS	1 act	Touch	10 min/lev	-	N	60-ft radius of bright light
<input type="checkbox"/>	<input type="checkbox"/>	Detect Thoughts	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts
<input type="checkbox"/>	<input type="checkbox"/>	Endurance	Tr	VS	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Con for 1 hr/lev
<input type="checkbox"/>	<input type="checkbox"/>	Flaming Sphere	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 damage, lasts 1 round/lev
<input type="checkbox"/>	<input type="checkbox"/>	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision beyond 5 feet
<input type="checkbox"/>	<input type="checkbox"/>	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench nearby
<input type="checkbox"/>	<input type="checkbox"/>	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	Y	Blinds creatures, outlines invisible creatures
<input type="checkbox"/>	<input type="checkbox"/>	Hypnotic Pattern	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev (max +10) of creatures
<input type="checkbox"/>	<input type="checkbox"/>	Invisibility	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Subject is invisible for 10 min/lev or until it attacks
<input type="checkbox"/>	<input type="checkbox"/>	Knock	Tr	V	1 act	Medium	Instantaneous	-	N	Opens locked or magically sealed doors
<input type="checkbox"/>	<input type="checkbox"/>	Leomund's Trap	Il	VSM	1 act	Touch	Permanent	-	N	Makes items seem trapped
<input type="checkbox"/>	<input type="checkbox"/>	Levitate	Tr	VSF	1 act	Close	10 min/lev (D)	-	N	Subject moves up and down at your direction, 20 ft/r
<input type="checkbox"/>	<input type="checkbox"/>	Locate Object	Di	VSF	1 act	Long	1 min/lev	-	N	Senses direction towards object (specific or type)
<input type="checkbox"/>	<input type="checkbox"/>	Magic Mouth	Il	VSM	1 act	Close	Perm. until dis.	Will n.	Y	Speaks once when triggered
<input type="checkbox"/>	<input type="checkbox"/>	Melf's Acid Arrow	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	-	Y	Ranged touch attack, 2d4 for 1 round +1 round/3 lev
<input type="checkbox"/>	<input type="checkbox"/>	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion of your design
<input type="checkbox"/>	<input type="checkbox"/>	Mirror Image	Il	VS	1 act	Personal	1 min/lev	-	-	Creates 1d4+1/3 lev decoys of you (max 8)
<input type="checkbox"/>	<input type="checkbox"/>	Misdirection	Il	VS	1 act	Close	1 hr/lev	Will n.	N	Misleads divinations for one creature or object
<input type="checkbox"/>	<input type="checkbox"/>	Obscure Object	Ab	VSM	1 act	Touch	8 hrs	Will n.	Y	Masks object against divination
<input type="checkbox"/>	<input type="checkbox"/>	Protection from Arrows	Ab	VSF	1 act	Touch	10 min/lev	Will n.	Y	Damage red. of 10/+1 per 5 lev for 10 hp/lev (max 100)
<input type="checkbox"/>	<input type="checkbox"/>	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Y/N	Turns fire into blinding light or choking smoke
<input type="checkbox"/>	<input type="checkbox"/>	Resist Elements	Ab	VS	1 act	Touch	1 min/lev	-	Y	Ignores 12 damage/round from one energy type
<input type="checkbox"/>	<input type="checkbox"/>	Rope Trick	Tr	VSM	1 act	Touch	1 hr/lev (D)	-	N	Up to 8 creatures hide in extradimensional space
<input type="checkbox"/>	<input type="checkbox"/>	Scare	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Panics all creatures up to 5 HD in a 15-ft radius
<input type="checkbox"/>	<input type="checkbox"/>	See Invisibility	Di	VSM	1 act	Medium	10 min/lev (D)	-	Y	Reveals invisible creatures or objects
<input type="checkbox"/>	<input type="checkbox"/>	Shatter	Ev	VSM	1 act	Close	Instantaneous	Special	N	Sonic vibration damages objects or crystalline creatures
<input type="checkbox"/>	<input type="checkbox"/>	Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	-	N	Creates disembodied hand to deliver touch attacks
<input type="checkbox"/>	<input type="checkbox"/>	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls outsiders to fight for you (1 2nd or 1d3 1st)
<input type="checkbox"/>	<input type="checkbox"/>	Summon Swarm	Co	VSM	1 round	Close	Conc.+2 rds	-	N	Summons swarm of small crawling or flying creatures
<input type="checkbox"/>	<input type="checkbox"/>	Tasha's Hideous Laughter	En	VSM	1 act	Close	1d3 rounds	Will n.	Y	Subject laughs and loses actions for 1d3 rounds
<input type="checkbox"/>	<input type="checkbox"/>	Web	Co	VSM	1 act	Medium	10 min/lev	Ref n.	Y	Fills 10-ft cube/lev with sticky spider webs
<input type="checkbox"/>	<input type="checkbox"/>	Whispering Wind	Tr	VS	1 act	1 mile/lv	1 hr/lev	-	N	Sends a short message up to 1 mile/lev
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KN. PREP. SCROLL

**SPELL NAME**

## SCH. COMP. CAST TIME

## RANGE

### DURATION

**SAVE**

## SR

## EFFECT

#### 4TH-LEVEL SPELLS

Spells:            +            =

Save DC:

	Arcane Eye	Di	VSM	10 min	Unlimit.	1 min/lev	-	N	Invisible floating eye moves 30 ft/round
	Bestow Curse	Tr	VS	1act	Touch	Permanent	Will n.	Y	-6 to an ability; -4 on rolls; or 50% losing each action
	Charm Monster	En	VS	1act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally
	Confusion	En	VSM	1act	Medium	1 round/lev	Will n.	Y	Makes subject behave oddly for 1 round/lev
	Contagion	Ne	VS	1act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease
	Detect Scrying	Di	VSM	1act	120 ft	24 hrs	-	N	Alerts you of magical eavesdropping
	Dimensional Anchor	Ab	VS	1act	Medium	1 min/lev	-	Y	Bars extradimensional movement
	Dimension Door	Tr	V	1act	Long	Instantaneous	-	Y/N	Teleports you and up to 500 lbs up to range
	Emotion	En	VS	1act	Medium	Concentration	Will n.	Y	Arouses strong emotion in subject (despair, fear, etc.)
	Enervation	Ne	VS	1act	Medium	Instantaneous	-	Y	Subject gains 1d4 negative levels
	Evard's Black Tentacles	Co	VSM	1act	Medium	1 hr/lev	-	N	1d4+1/lev tentacles grapple randomly within 15 ft
	Fear	Ne	VSM	1act	Close	1 round/lev	Will n.	Y	Subjects within cone have a -2 on saves and flee
	Fire Shield	Ev	VSM	1act	Personal	1 round/lev (D)	-	-	Attackers take damage; protected from heat or cold
	Fire Trap	Ab	VSM	10 min	Touch	Perm. until dis.	Ref 1/2	Y	Opened object deals 1d4 +1/lev damage
	Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev	Will dis.	N	Makes one type of terrain appear like another
	Ice Storm	Ev	VSM	1act	Long	Instantaneous	-	Y	Hail deals 5d6 damage in cylinder 40 ft across
	Illusory Wall	Il	VS	1act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is insubstantial
	Improved Invisibility	Il	VS	1act	Touch	1 min/lev (D)	Will n.	Y/N	Subject is invisible even if it attacks
	Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	-	N	Creates sturdy cottage
	Lesser Geas	En	V	1act	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less
	Locate Creature	Di	VSM	1act	Long	10 min/lev	-	N	Indicates direction to familiar creature
	Minor Creation	Co	VSM	1 min	0 ft	1 hr/lev	-	N	Creates one cloth or wood object
	Minor Globe of Invulnerability	Ab	VSM	1act	10 ft	1 round/lev	-	N	Stops 1st- through 5rd-level spell effects
	Otiluke's Resilient Sphere	Ev	VSM	1act	Close	1 min/lev	Ref n.	Y	Force globe protects but traps one subject
	Phantasmal Killer	Il	VS	1act	Medium	Instantaneous	Special	Y	Fearsome illusion kills subject or deals 3d6 damage
	Polymorph Other	Tr	VSM	1act	Medium	Permanent	For n.	Y	Gives one subject a new form
	Polymorph Self	Tr	V	1act	Personal	1 hr/lev (D)	-	-	You assume a new form
	Rainbow Pattern	Il	SME	1act	Medium	Conc. + 1r/lev	Will n.	Y	Lights prevent 24 HD of creatures from attack/move
	Rary's Mnemonic Enhancer	Tr	VSMF	10 min	Personal	Instantaneous	-	-	Prepares 3 extra spell levels or retains one just cast
	Remove Curse	Ab	VS	1act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse
	Scrying	Di	VSMF	1 hour	Unlimit.	1 min/lev	-	N	Spies on subject from a distance
	Shadow Conjuration	Il	VS	1act	Special	Special	Will part.	N	Mimics conjuring below 4th level, 20% real
	Shout	Ev	V	1act	Close	Instantaneous	For part.	Y	Deafens all within cone and deals 2d6 damage
	Solid Fog	Co	VSM	1act	Medium	1 min/lev	-	N	Blocks vision and slows movement to 1/10 speed
	Stoneskin	Ab	VSM	1act	Touch	10 min/lev	Will n.	Y	Damage red. 10/+5 up to 10 damage/lev (max 150)
	Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls outsiders to fight (1 4th, 1d3 3rd or 1d4+1 2nd)
	Wall of Fire	Ev	VSM	1act	Medium	Conc. + 1 r/lev	Special	Y	2d4 damage out to 10 ft, 1d4 to 20, 2d6+1/lev passing
	Wall of Ice	Ev	VSM	1act	Medium	1 min/lev	Special	Y	Creates wall with 3 hp/lev or trapping hemisphere

### 5TH-LEVEL SPELLS

Spells:            +            =

Save DC:

[illegible]

[illegible]

## WIZARD SPELLS

KN. PREP. SCROLL		SPELL NAME		SCH. COMP. CTIME		RANGE		DURATION		SAVE		SR		EFFECT	
8TH-LEVEL SPELLS															
Spells: ____ + ____ = ____				Save DC: ____											
<input type="checkbox"/>	Antipathy	En	VSM	1 hour	Close	2 hrs/lev	Will part.	Y	Object or location affected repels certain creatures						
<input type="checkbox"/>	Bigby's Clenched Fist	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Large hand attacks your foes						
<input type="checkbox"/>	Binding	En	VSM	1 min	Close	Special (D)	Will n.	Y	Array of techniques to imprison a creature						
<input type="checkbox"/>	Clone	Ne	VSMF	10 min	0 ft	Instantaneous	-	N	Duplicate awakens when original dies						
<input type="checkbox"/>	Demand	En	VSM	10 min	Unlimit.	1 round	Will part.	N	Instantly delivers short message/suggestion anywhere						
<input type="checkbox"/>	Discern Location	Di	VS	10 min	Unlimit.	Instantaneous	-	N	Reveals exact location of creature or object						
<input type="checkbox"/>	Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	-	Y	Travel to Ethereal Plane with companions (1/3 lev)						
<input type="checkbox"/>	Greater Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsiders up to 24 HD until it performs a task						
<input type="checkbox"/>	Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For 1/2	Y	Deals 1d8 damage/level (max 25d8) within 30 ft						
<input type="checkbox"/>	Incendiary Cloud	Co	VS	1 act	Medium	1 round/lev	Ref 1/2	Y	Cloud obscures sight and deals 4d6 fire damage/round						
<input type="checkbox"/>	Iron Body	Tr	VSM	1 act	Personal	1 min/lev (D)	-	-	Your body becomes living iron, with damage red. 50/+3						
<input type="checkbox"/>	Mass Charm	En	V	1 act	Close	1 day/lev	Will n.	Y	Make monsters within 30 ft believe they're your friends						
<input type="checkbox"/>	Maze	Co	VS	1 act	Close	Special	-	N	Traps subject in extradimensional maze						
<input type="checkbox"/>	Mind Blank	Ab	VS	1 act	Close	1 day	Will n.	Y	Subject is immune to mental magic and scrying						
<input type="checkbox"/>	Otiluke's Telekinetic Sphere	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Force globe protects one subject, can be moved						
<input type="checkbox"/>	Otto's Irresistible Dance	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance, with no other action possible						
<input type="checkbox"/>	Polymorph Any Object	Tr	VSM	1 act	Close	Special	Will n.	Y	Changes any subject into anything else						
<input type="checkbox"/>	Power Word, Blind	Co	V	1 act	Close	Special	-	Y	Blinds 200 hp worth of creatures						
<input type="checkbox"/>	Prismatic Wall	Ab	VS	1 act	Close	10 min/lev	Special	Sp.	Wall's colors have array of effects						
<input type="checkbox"/>	Protection from Spells	Ab	VSMF	1 act	Touch	10 min/lev	Will n.	Y	Confers a +8 resistance bonus						
<input type="checkbox"/>	Screen	Il	VS	10 min	Close	1 day	Will dis.	N	Illusion hides area from vision and scrying						
<input type="checkbox"/>	Summon Monster VIII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls outsiders to fight (1 8th, 1d3 7th or 1d4+1 6th)						
<input type="checkbox"/>	Sunburst	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds within 10 ft, 3d6 damage or 1d6/lev to undead						
<input type="checkbox"/>	Symbol	Un	VSM	Special	0 ft	Special	Special	Y	Triggered runes have array of effects						
<input type="checkbox"/>	Sympathy	En	VSM	1 hour	Close	2 hrs/lev	Will n.	Y	Object or location affected attracts certain creatures						
<input type="checkbox"/>	Trap the Soul	Co	VSMF	1 act	Close	Permanent	Special	Y	Imprisons subject within gem						
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### 9TH-LEVEL SPELLS

Spells:      +      =     

Save DC: \_\_\_\_\_

	Astral Projection	Ne	VSM	30 min	Touch	Special	-	Y	Projects you and others (1/2 lev) into Astral Plane
	Bigby's Crushing Hand	Ev	VSMF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes or crushes opponent
	Dominate Monster	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls monster telepathically
	Energy Drain	Ne	VS	1 act	Medium	Instantaneous	For n.	Y	Subject gains 2d4 negative levels, save after 24 hrs
	Foresight	Pi	VSM	1 act	Touch	10 min/lev	Will n.	Y/N	"Sixth sense" warns of impending danger
	Freedom	Ab	VS	1 act	Special	Instantaneous	-	Y	Releases creature from any spell restricting movement
	Gate	Co	VS	1 act	Medium	Instantaneous	-	N	Connects two planes for travelling or summoning
	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	-	Y	Entombs creature beneath the earth
	Meteor Swarm	Ev	VS	1 act	Long	Instantaneous	Ref ½	Y	4 large spheres deal 6d6 damage each, or 8 small 3d6
	Mordenkainen's Disjunction	Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchant's magic items
	Power Word, Kill	Co	V	1 act	Close	Instantaneous	-	Y	Kills one subject up to 100 hp or many up to 200 hp
	Prismatic Sphere	Ab	V	1 act	10 ft	10 min/lev	Special	Sp.	Sphere's colors have array of effects
	Refuge	Tr	VSM	1 act	Touch	Perm. unt. disj.	-	N	Alters item to transport its possessor to you
	Shapechange	Tr	VSF	1 act	Personal	10 min/lev	-	-	Can change into any creature, change for once/round
	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent resurrection
	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls outsiders to fight (1 9th, 1d3 8th or 1d4+1 7th)
	Teleportation Circle	Tr	VM	10 min	0 ft	10 min/lev (D)	-	Y	Circle teleports any creature inside to designated spot
	Temporal Stasis	Tr	VSM	1 act	Touch	Permanent	-	Y	Puts subject into suspended animation
	Time Stop	Tr	V	1 act	Personal	1d4+1 rounds	-	-	You act freely for 1d4+1 rounds
	Wail of the Banshee	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level
	Weird	Il	VS	1 act	Medium	Instantaneous	Special	Y	Fearsome illusion kills subjects within 30 ft, or deals 3d6
	Wish	Vn	VX	1 act	Special	Special	Special	Y	Alters reality