





## 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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DEX	<input type="checkbox"/>	_____	_____
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ATTACKS	SAVES
_____ / / / / ( )	Fort: _____
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_____ / / / / ( )	
_____ / / / / ( )	

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____
_____	_____

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CON	<input type="checkbox"/>	_____	_____
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WIS	<input type="checkbox"/>	_____	_____
CHA	<input type="checkbox"/>	_____	_____

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

ATTACKS	SAVES
_____ / / / / ( )	Fort: _____
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_____ / / / / ( )	
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SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
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_____	_____

NOTES/EQUIPMENT

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# 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"/>		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"/>		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"/>		Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev PHB233
<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"/>		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"/>		Trace Magic	Di	VSF	1 round	Close	1 hour/lev (D)	-	N	You can track lingering threads of magic AoM76
<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 PHB301

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"/>		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"/>		Dispell Magic	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects PHB225
<input type="checkbox"/>		Displacement	Il	VM	1 act	Touch	1 round/lev (D)	Will n.	Y	Attacks miss subject 50% PHB225
<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 dau/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

# BARO SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
4TH-LEVEL SPELLS    Spells: ___ + ___ = ___    Cast: □□□□□□□□□□    Save DC: ___    Max. known: ___ □□□□□											
<input type="checkbox"/>		Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects	PH8207
<input type="checkbox"/>		Detect Scrying	Di	VSM	1 act	40 ft	24 hrs	-	N	Alerts you of magical eavesdropping	PH8219
<input type="checkbox"/>		Dimension Door <i>[Teleportation]</i>	Co	V	1 act	Long	Instantaneous	-/Will n.	Sp	Teleports you short distance	PH8221
<input type="checkbox"/>		Dominate Person <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PH8224
<input type="checkbox"/>		Emotional Brew <i>[Mind-Affecting]</i>	En	VSF	1 min	Close	Special	Special	Y	A gallon of liquid is infused with emotions	AoM70
<input type="checkbox"/>		Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PH8253
<input type="checkbox"/>		Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev (D)	Will dis.	N	Makes one type of terrain appear like another	PH8238
<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	PH8241
<input type="checkbox"/>		Invisibility, Greater	Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks	PH8245
<input type="checkbox"/>		Legend Lore	Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PH8246
<input type="checkbox"/>		Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	-	N	Creates sturdy cottage	PH8247
<input type="checkbox"/>		Locate Creature	Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature	PH8249
<input type="checkbox"/>		Modify Memory <i>[Mind-Affecting]</i>	En	VS	1 round	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories	PH8255
<input type="checkbox"/>		Rainbow Pattern <i>[Mind-Affecting]</i>	Il	VSMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures	PH8268
<input type="checkbox"/>		Repel Vermin	Ab	VS	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects, spiders, and vermin stay 10 ft away	PH8271
<input type="checkbox"/>		Shadow Conjunction	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th lev. 20% real	PH8276
<input type="checkbox"/>		Shout <i>[Sonic]</i>	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage	PH8279
<input type="checkbox"/>		Speak with Plants	Di	VS	1 act	Personal	1 min/lev	-	N	You can talk to plants and plant creatures	PH8282
<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)	PH8286
<input type="checkbox"/>		Zone of Silence	Il	VS	1 round	Personal	1 hour/lev (D)	-	N	Keeps eavesdroppers from overhearing	PH8305

5TH-LEVEL SPELLS    Spells: ___ + ___ = ___    Cast: □□□□□□□□□□    Save DC: ___    Max. known: ___ □□□□□											
<input type="checkbox"/>		Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	-	N	Dispels magical effects, +20 on check	PH8225
<input type="checkbox"/>		Dream <i>[Mind-Affecting]</i>	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping	PH8225
<input type="checkbox"/>		Ensnare the Heart <i>[Mind-Affecting]</i>	En	VS	1 act	Close	Permanent	Will n.	Y	Makes one person your friend	AoM71
<input type="checkbox"/>		False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion	PH8229
<input type="checkbox"/>		Heroism, Greater <i>[Mind-Affecting]</i>	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+4 to attack, saves, skills; temporary hit points	PH8240
<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	PH8253
<input type="checkbox"/>		Mirage Arcana	Il	VS	1 act	Long	Conc. +1 hr/lev	Will dis.	N	Terrain and structures appear like another	PH8254
<input type="checkbox"/>		Mislead	Il	S	1 act	Close	1 round/lev (D)	-/Will dis.	N	Turns you invisible and creates illusory double	PH8255
<input type="checkbox"/>		Nightmare <i>[Mind-Affecting, Evil]</i>	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PH8257
<input type="checkbox"/>		Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PH8260
<input type="checkbox"/>		Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp	Changes appearance of 1 person/2 lev	PH8275
<input type="checkbox"/>		Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation below 5th lev. 20% real	PH8277
<input type="checkbox"/>		Shadow Walk	Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PH8277
<input type="checkbox"/>		Song of Discord <i>[Mind-Affecting, Sonic]</i>	En	VS	1 act	Medium	1 round/lev	Will n.	Y	Forces targets to attack each other	PH8281
<input type="checkbox"/>		Suggestion, Mass <i>[Lang.-Dep., Mind-Aff.]</i>	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels 1 subject/lev to a course of action	PH8285
<input type="checkbox"/>		Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 1d5 4th or 1d4+1 3rd)	PH8286

6TH-LEVEL SPELLS    Spells: ___ + ___ = ___    Cast: □□□□□□□□□□    Save DC: ___    Max. known: ___ □□□□□											
<input type="checkbox"/>		Analyze Dweomer	Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject	PH8197
<input type="checkbox"/>		Animate Objects	Tr	VS	1 act	Medium	1 round/lev	-	N	Objects attack your foes	PH8199
<input type="checkbox"/>		Bestow Greater Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	Places a major curse on touched creature	DLC510-4
<input type="checkbox"/>		Cat's Grace, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Dex	PH8208
<input type="checkbox"/>		Charm Monster, Mass <i>[Mind-Affecting]</i>	En	V	1 act	Close	1 day/lev	Will n.	Y	Monsters in 30 ft believe they are friends	PH8209
<input type="checkbox"/>		Eagle's Splendor, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Cha	PH8225
<input type="checkbox"/>		Eyebite <i>[Evil]</i>	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PH8228
<input type="checkbox"/>		Find the Path	Di	VSF	3 rds	Touch	10 min/lev	-/Will n.	Sp	Shows most direct way to a location	PH8250
<input type="checkbox"/>		Fox's Cunning, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Int	PH8255
<input type="checkbox"/>		Geas/Quest <i>[Lang.-Dep., Mind-Affecting]</i>	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PH8254
<input type="checkbox"/>		Heroes' Feast	Co	VS	10 min	Close	Special	-	N	Food for 1 creat/lev cures and gives bonuses	PH8240
<input type="checkbox"/>		Otto's Irresistible Dance <i>[Mind-Aff.]</i>	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance	PH8259
<input type="checkbox"/>		Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PH8260
<input type="checkbox"/>		Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/	Will dis.	N	Creates full illusion triggered by event	PH8265
<input type="checkbox"/>		Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells	PH8265
<input type="checkbox"/>		Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer	PH8274
<input type="checkbox"/>		Shout, Greater <i>[Sonic]</i>	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 damage, stuns, damages objects	PH8279
<input type="checkbox"/>		Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d5 5th or 1d4+1 4th)	PH8287
<input type="checkbox"/>		Sympathetic Vibration <i>[Sonic]</i>	Ev	VSM	10 min	Touch	1 round/lev	-	Y	Deals 2d10 damage/round to a structure	PH8291
<input type="checkbox"/>		Veil	Il	VS	1 act	Long	Conc. +1 hr/lev	Will n.	Y	Changes appearance of group of creatures	PH8298

















# 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	PH8198
Animal Trance	[Mind-Affecting, Sonic]	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PH8198
Barkskin		Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher natural armor bonus	PH8205
Bear's Endurance		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Con for 1 min/lev	PH8205
Bull's Strength		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Str for 1 min/lev	PH8207
Cat's Grace		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Dex for 1 min/lev	PH8208
Chill Metal	[Cold]	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Cold metal damages those who touch it	PH8209
Delay Poison		Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PH8217
Fire Trap	[Fire]	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/level of damage	PH8251
Flame Blade	[Fire]	Ev	VSD	1 act	0 ft	1 min/lev (D)	-	Y	Touch attack deals 1d8 +1/2 levels of damage	PH8251
Flaming Sphere	[Fire]	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire deals 2d6 damage	PH8252
Fog Cloud		Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PH8252
Gust of Wind	[Air]	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PH8258
Heat Metal	[Fire]	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Hot metal damages those who touch it	PH8259
Hold Animal	[Mind-Affecting]	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PH8241
Owl's Wisdom		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PH8259
Reduce Animal		Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PH8269
Resist Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PH8272
Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PH8272
Soften Earth and Stone	[Earth]	Tr	VSD	1 act	Close	Instantaneous	-	N	Turns stone to clay or dirt to sand or mud	PH8280
Spider Climb		Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings	PH8285
Stonesight		Di	VSD	1 act	Medium	1 round/lev (D)	-	N	You can see through earth and stone	AoM76
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)	PH8288
Summon Swarm		Co	VSD	1 round	Close	Conc. +2 rds	-	N	Summon swarm of bats, rats, or spiders	PH8289
Trace Magic		Di	VSD	1 round	Close	1 hour/lev (D)	-	N	You can track lingering threads of magic	AoM76
Tree Shape		Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PH8296
Warp Wood		Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Bends wood	PH8300
Wood Shape		Tr	VSD	1 act	Touch	Instantaneous	Will n.	Y	Rearrange wooden objects to suit you	PH8305

## 3RD-LEVEL SPELLS

Spells: \_\_\_ + \_\_\_ = \_\_\_ Save DC: \_\_\_

Call Lightning	[Electricity]	Ev	VS	1 round	Medium	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (3d6 per bolt)	PH8207
Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PH8215
Cure Moderate Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PH8216
Daylight	[Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PH8216
Diminish Plants		Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of plants	PH8221
Dominate Animal	[Mind-Affecting]	En	VS	1 round	Close	1 round/lev	Will n.	Y	Subject animal obeys silent mental commands	PH8224
Magic Fang, Greater		Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	Natural weap. +1 to hit/dmg per 4 lev (max +5)	PH8250
Meld into Stone	[Earth]	Tr	VSD	1 act	Personal	10 min/lev	-	N	You and your gear merge with stone	PH8252
Neutralize Poison		Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PH8257
Plant Growth		Tr	VSD	1 act	Special	Instantaneous	-	N	Grows vegetation and improves crops	PH8262
Poison		Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min	PH8262
Protection from Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/level from one energy	PH8266
Quench		Tr	VSD	1 act	Medium	Instantaneous	-/Will n.	Sp	Extinguish nonmagical fires or 1 magic item	PH8267
Remove Disease		Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PH8271
Share Animal's Mind	[Mind-Affecting]	En	VSF	1 round	Medium	1 min/lev	Will n.	Y	You take control of the target animal's body	DLC5111
Sleet Storm	[Cold]	Co	VSD	1 act	Long	1 round/lev	-	N	Hampers vision and movement	PH8280
Snare		Tr	VSD	3 rds	Touch	Until triggered	-	N	Creates a magical booby trap	PH8280
Speak with Plants		Di	VS	1 act	Personal	1 min/lev	-	N	Talk to normal plants and plant creatures	PH8282
Spike Growth		Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d4 damage and may be slowed	PH8285
Stone Shape	[Earth]	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PH8284
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)	PH8288
Water Breathing		Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PH8300
Wind Wall	[Air]	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, gases	PH8302



# 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
---	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 5d8 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)	PHB231
---	Freedom of Movement		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB235
---	Giant Vermin		Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin	PHB235
---	Ice Storm	[Cold]	Ev	VSD	1 act	Long	1 round	-	Y	Hail deals 5d6 damage in cylinder 40 ft across	PHB243
---	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/1d5 3rd/1d4+1 2nd)	PHB288

## 5TH-LEVEL SPELLS

Spells: \_\_\_ + \_\_\_ = \_\_\_ Save DC: \_\_\_

---	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	VSD	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
---	Drown		Co	VSM	1 act	Close	Concentration	For part.	Y	Water fills the breathing passages of the target	DLCS107
---	Hallow	[Good]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as holy	PHB238
---	Insect Plague		Co	VSD	1 round	Long	1 min/lev	-	N	Locust swarms attack creatures	PHB244
---	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	-	N	Digs trenches and builds hills	PHB257
---	Owl's Wisdom, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Wis	PHB259
---	Repel Wood		Tr	VS	1 act	60 ft	1 min/lev (D)	-	N	Pushes away wooden objects	PHB271
---	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		Tr	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
Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, 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 polymorphs 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



# 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
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
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	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269
Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
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
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
Hold Animal	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/lev	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, slow	PHB285
Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB288
Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PHB302

## 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
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. weap. +1 to hit/dmg per 4 lev (max +5)	PHB250
Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
Plant Growth	Tr	VSD	1 act	Special	Instantaneous	-	N	Grows vegetation and improves crops	PHB262
Reduce Animal	Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PHB269
Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 3rd/1d3 2nd/1d4+1 1st)	PHB288
Tree Shape	Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PHB296
Water Walk	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid	PHB300

# RANGER SPELLS

PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

## 4TH-LEVEL SPELLS

Spells: \_\_\_ + \_\_\_ = \_\_\_ Save DC: \_\_\_

PREP.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
—	—	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size PHB198
—	—	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 PHB253
—	—	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
—	—		—	—	—	—	—	—	—	—
—	—		—	—	—	—	—	—	—	—
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# SORCERER/WIZARD

# SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

1st-LEVEL SPELLS

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

Cast: □□□□□□□□□□

Save DC: \_\_\_

Max. known: \_\_\_ □□□□□

KN.	PREP.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
□	---	---	Alarm	Ab	VSF	1 act	Close	2 hours/lev (D)	-	N	Wards an area, for 2 hours/lev	PHB197
□	---	---	Animate Rope	Tr	VS	1 act	Medium	1 round/lev	-	N	Makes a rope move at your command	PHB199
□	---	---	Burning Hands	Ev	VS	1 act	15 ft	Instantaneous	Ref 1/2	Y	1d4 fire damage/lev (max 5d4)	PHB207
□	---	---	Call Undead I	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level undead	AoM67
□	---	---	Cause Fear	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees	PHB208
□	---	---	Charm Person	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend	PHB209
□	---	---	Chill Touch	Ne	VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PHB209
□	---	---	Color Spray	Il	VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat.	PHB210
□	---	---	Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB212
□	---	---	Detect Secret Doors	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft	PHB220
□	---	---	Detect Undead	Di	VSM	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft	PHB220
□	---	---	Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance	PHB222
□	---	---	Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
□	---	---	Enlarge Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature doubles in size	PHB226
□	---	---	Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB227
□	---	---	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Your speed increases by 30 ft	PHB228
□	---	---	Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB229
□	---	---	Grease	Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB227
□	---	---	Hold Portal	Ab	V	1 act	Medium	1 min/lev (D)	-	N	Holds door shut	PHB241
□	---	---	Hypnotism	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB242
□	---	---	Identify	Di	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item	PHB243
□	---	---	Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
□	---	---	Mage Armor	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus	PHB249
□	---	---	Magic Missile	Ev	VS	1 act	Medium	Instantaneous	-	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB251
□	---	---	Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
□	---	---	Mount	Co	VSM	1 round	Close	2 hours/lev	-	N	Summons riding horse for 2 hours/lev	PHB256
□	---	---	Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura	PHB257
□	---	---	Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
□	---	---	Protection from Chaos	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
□	---	---	Protection from Evil	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
□	---	---	Protection from Good	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
□	---	---	Protection from Law	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
□	---	---	Ray of Enfeeblement	Ne	VS	1 act	Close	1 min/lev	-	Y	Ray deals 1d6 +1/2 lev Str damage	PHB269
□	---	---	Reduce Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size	PHB269
□	---	---	Shield	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gives +4 AC, blocks magic missiles	PHB278
□	---	---	Shocking Grasp	Ev	VS	1 act	Touch	Instantaneous	-	Y	Touch deals 1d6/lev electricity (max 5d6)	PHB279
□	---	---	Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design	PHB279
□	---	---	Sleep	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber	PHB280
□	---	---	Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature to fight (1 1st-lev)	PHB285
□	---	---	Tenser's Floating Disk	Ev	VSM	1 act	Close	1 hour/lev	-	N	3-ft diam. disk that holds 100 lbs/lev	PHB294
□	---	---	True Strike	Di	VF	1 act	Personal	Special	-	N	+20 on your next attack roll	PHB296
□	---	---	Unseen Servant	Co	VSM	1 act	Close	1 hour/lev	-	N	Invisible force obeys your commands	PHB297
□	---	---	Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB298
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# SORCERER/WIZARD

# SPELLS

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"/>	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"/>	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"/>	Call Undead II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead to fight (12nd or 1d3 1st)	AoM68
<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	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent, heatless torch	PHB215
<input type="checkbox"/>	Crackling Sphere	Ev	VSM	1 act	Medium	1 round/lev (D)	Ref n.	Y	Globe of electricity deals 1d5 damage/2 lev	DLC5105
<input type="checkbox"/>	Darkness	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PHB216
<input type="checkbox"/>	Darkvision	En	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PHB216
<input type="checkbox"/>	Daze Monster	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	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"/>	Elemental Dart	Co	VS	1 act	Medium	Instantaneous	For 1/2	Y	Magical dart deals 1d6 damage +1 lev (max +10)	DLC5108
<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"/>	Flaming Sphere	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	PHB233
<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	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB238
<input type="checkbox"/>	Hypnotic Pattern	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 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	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	-	N	Ranged touch attack, 2d4 for 1 round +1/3 lev	PHB255
<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"/>	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	Ne	VSM	1 act	Medium	Special	Will part.	Y	Panics creatures of less than 6 HD	PHB274
<input type="checkbox"/>	Scorching Ray	Ev	VS	1 act	Close	Instantaneous	-	Y	Ray deals 4d6 damage, +1 ray/4 lev (max 5)	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	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB278
<input type="checkbox"/>	Shocking Spark	Ev	VSM	1 act	Close	Instantaneous	-	Y	Ranged touch attack deals 4d6 damage	DLC5111
<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"/>	Stone Shards	Tr	VS	1 act	Touch	1 min/lev	Ref n.	N	Ordinary stones turn into grenades	DLC5112
<input type="checkbox"/>	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar to fight (12nd 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	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	En	VS	1 act	Touch	10 min/lev	-	Y	Subject takes 1d6 points of Int, Wis, Cha	PHB294
<input type="checkbox"/>	Trace Magic	Di	VSF	1 round	Close	1 hour/lev (D)	-	N	You can track lingering threads of magic	AoM76
<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	Tr	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev	PHB501





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"/>	Call Undead IV		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (1 4th, 1d3 5rd or 1d4+1 2nd)	AoM68
<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"/>	Dalamar's Lightning Lance	[Electricity]	Ev	VSM	1 act	Medium	Instantaneous	For 1/2	Y	Lance of lightning deals 3d6 damage +1d6/lev	DLC5105
<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"/>	Ethereal Flame		Ne	VSM	1 act	Long	Instantaneous	For part.	Y	You summon a blast of spectral flame	AoM71
<input type="checkbox"/>	Evard's Black Tentacles		Co	VSM	1 act	Medium	1 round/lev (D)	-	N	Tentacles grapple all within 20 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 5rd-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	PHB243
<input type="checkbox"/>	Invisibility, Greater		Il	VS	1 act	Touch	1 round/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"/>	Mindweb	[Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev (D)	Special	Y	Intangible web ensnares minds	AoM72
<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"/>	Part Death's Shroud		Di	VSM	1 act	Medium	1 min/lev (D)	-	N	Ethereal creatures/objects become visible	AoM75
<input type="checkbox"/>	Phantasmal Killer	[Fear, Mind-Affecting]	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subject or deals 5d6 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"/>	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"/>	Spark Shield	[Electricity]	Ev	VSD	1 act	Personal	1 round/lev (D)	-	N	You are surrounded in an aura of electricity	DLC5111
<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"/>	Storm Wall	[Electricity]	Ev	VSM	1 act	Medium	Conc. + 1 rd/lev	Special	Y	Immobile curtain of electricity deals damage	DLC5112
<input type="checkbox"/>	Summon Monster IV		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d3 5rd or 1d4+1 2nd)	PHB285
<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
<input type="checkbox"/>											
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# SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

5TH-LEVEL SPELLS

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

Cast: □□□□□□□□□□

Save DC: \_\_\_

Max. known: \_\_\_ □□□□

<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"/>	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"/>	Call Undead V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (1 5th, 1d3 4th or 1d4+1 3rd)	AoM68
<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"/>	Emotional Brew <i>[Mind-Affecting]</i>	En	VSF	1 min	Close	Special	Special	Y	A gallon of liquid is infused with emotions	AoM70
<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"/>	Fog of Fear <i>[Fear, Mind-Affecting]</i>	Ne	VSM	1 act	Medium	1 min/lev	Special	Y	Bank of fog causes fear	AoM71
<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	VSM	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"/>	Stirge Swarm	Co	VSM	1 round	Long	1 min/lev	-	N	You summon 1d4+4 stirges	AoM76
<input type="checkbox"/>	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 1d5 4th or 1d4+1 3rd)	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



KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

6TH-LEVEL SPELLS

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

Cast: □□□□□□□□□□

Save DC: \_\_\_

Max. known: \_\_\_ □□□

<input type="checkbox"/>	Acid Fog	[Acid]	Co	VSM	1 act	Medium	1 round/lev	-	N	Fog deals acid damage	PHB196
<input type="checkbox"/>	Analyze Dweomer		Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject	PHB197
<input type="checkbox"/>	Antimagick Field		Ab	VSM	1 act	10 ft	10 min/lev (D)	-	Sp	Negates magic within 10 ft	PHB200
<input type="checkbox"/>	Bear's Endurance, Mass		Tr	VS	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Con	PHB203
<input type="checkbox"/>	Bigby's Forceful Hand	[Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand pushes creatures away	PHB204
<input type="checkbox"/>	Bull's Strength, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Str	PHB207
<input type="checkbox"/>	Call Undead VI		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (1 6th, 1d3 5th or 1d4+1 4th)	AoM68
<input type="checkbox"/>	Cat's Grace, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Dex	PHB208
<input type="checkbox"/>	Chain Lightning	[Electricity]	Ev	VSF	1 act	Long	Instantaneous	Ref 1/2	Y	1d6 dmg/lev, secondary bolts half damage	PHB208
<input type="checkbox"/>	Circle of Death	[Death]	Nc	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD of creatures per level	PHB209
<input type="checkbox"/>	Contingency		Ev	VSMF	10 min+	Personal	1 day/lev (D)	-	N	Sets trigger condition for another spell	PHB213
<input type="checkbox"/>	Control Water	[Water]	Tr	VSM	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PHB214
<input type="checkbox"/>	Create Undead	[Evil]	Nc	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies, mohrgs	PHB215
<input type="checkbox"/>	Disintegrate		Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Makes one creature or object vanish	PHB222
<input type="checkbox"/>	Disjoin		Ab	VSX	1 act	Close	Instantaneous	Will n.	N	Separate spell or magic item into components	DLC5106
<input type="checkbox"/>	Dispell Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects, +20 on check	PHB223
<input type="checkbox"/>	Drown		Co	VSM	1 act	Close	Concentration	For part.	Y	Water fills the breathing passages of the target	DLC5107
<input type="checkbox"/>	Eagle's Splendor, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Cha	PHB225
<input type="checkbox"/>	Ensnare the Heart	[Mind-Affecting]	En	VS	1 act	Close	Permanent	Will n.	Y	Makes one person your friend	AoM71
<input type="checkbox"/>	Eyebite	[Evil]	Nc	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PHB228
<input type="checkbox"/>	Flesh to Stone		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue	PHB232
<input type="checkbox"/>	Fox's Cunning, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Int	PHB235
<input type="checkbox"/>	Geas/Quest	[Lang.-Dep., Mind-Affecting]	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PHB234
<input type="checkbox"/>	Globe of Invulnerability		Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 4th-level spell effects	PHB236
<input type="checkbox"/>	Guards and Wards		Ab	VSMF	30 min	Special	2 hours/lev	Special	Sp	Array of magic effects protects area	PHB237
<input type="checkbox"/>	Hardening		Tr	VSM	1 act	Touch	Instantaneous	-	Y	Increases the hardness of materials	DLC5108
<input type="checkbox"/>	Heroism, Greater	[Mind-Affecting]	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+4 to attack, saves, skills, temporary hp	PHB240
<input type="checkbox"/>	Legend Lore		Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB246
<input type="checkbox"/>	Mislead		Il	S	1 act	Close	Special	-/Will dis.	N	Turns you invisible and creates illusory double	PHB255
<input type="checkbox"/>	Mordenkainen's Lucubration	[Wizard]	Tr	VS	1 act	Personal	Instantaneous	-	N	Recalls spell of 5th level or lower	PHB256
<input type="checkbox"/>	Move Earth	[Earth]	Tr	VSM	Special	Long	Instantaneous	-	N	Dig trenches and build hills	PHB257
<input 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 type="checkbox"/>	Owl's Wisdom, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Wis	PHB259
<input type="checkbox"/>	Permanent Image		Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PHB260
<input type="checkbox"/>	Planar Binding		Co	VS	10 min	Close	Instantaneous	Will n.	Sp	Extraplanar up to 12 HD must perform a task	PHB261
<input type="checkbox"/>	Programmed Image		Il	VSF	1 act	Long	Special	Will dis.	N	Creates full illusion triggered by event	PHB265
<input type="checkbox"/>	Repulsion		Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB271
<input type="checkbox"/>	Reshape Metal	[Earth]	Tr	VSM	1 act	Touch	Instantaneous	-	N	You can form a piece of metal into any shape	AoM73
<input type="checkbox"/>	Shadow Walk		Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PHB277
<input type="checkbox"/>	Stone to Flesh		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature	PHB285
<input type="checkbox"/>	Suggestion, Mass	[Lang.-Dep., Mind-Aff.]	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels one subject/lev to course of action	PHB285
<input type="checkbox"/>	Summon Monster VI		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th)	PHB287
<input type="checkbox"/>	Symbol of Fear	[Fear, Mind-Affecting]	Nc	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PHB290
<input type="checkbox"/>	Symbol of Persuasion	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PHB290
<input type="checkbox"/>	Tenser's Transformation		Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain combat bonuses	PHB294
<input type="checkbox"/>	True Seeing		Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB296
<input type="checkbox"/>	Undeath to Death		Nc	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20d4) undead	PHB297
<input type="checkbox"/>	Veil		Il	VS	1 act	Long	Conc. + 1 hr/1.	Will n.	Y	Changes appearance of group of creatures	PHB298
<input type="checkbox"/>	Wall of Iron		Co	VSF	1 act	Medium	Instantaneous	Special	N	30 hp/4 lev, can topple onto foes	PHB299



# SORCERER/WIZARD

# SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

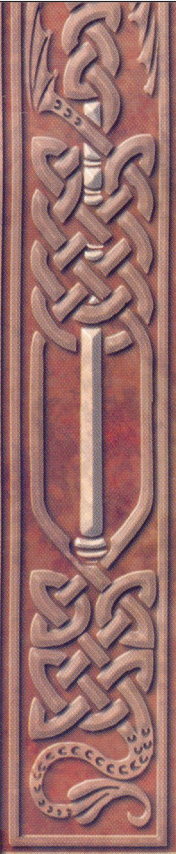
SAVE

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	PHB201
<input type="checkbox"/>	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PHB205
<input type="checkbox"/>	Bigby's Grasping Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes, or grapples	PHB204
<input type="checkbox"/>	Bind Spirit	Ne	VSF	1 min	Touch	10 years/lev	Will n.	Y	Ties a spirit to an item	AoM66
<input type="checkbox"/>	Call Undead VII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (17th, 1d5 6th or 1d4+1 5th)	AoM69
<input type="checkbox"/>	Control Undead	Ne	VSM	1 act	Close	1 min/lev	Will n.	Y	Undead don't attack you while under effect	PHB214
<input type="checkbox"/>	Control Weather	Tr	VS	10 min	2 miles	4d12 hours	-	N	Changes weather in local area	PHB214
<input type="checkbox"/>	Deep Freeze	Ev	VSM	1 act	Touch	1 round/lev	For n.	Y	Touched creature slowly freezes into ice	DLC5106
<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	PHB217
<input type="checkbox"/>	Drawmi's Instant Summons	Co	VSM	1 act	Special	Until discharg.	-	N	Prepared object appears in your hand	PHB225
<input type="checkbox"/>	Electrical Storm	Ev	VSM	1 act	Close	1 round/lev (D)	For 1/2	Y	Bolts of electricity deal 4d6 in 20-ft radius	DLC5107
<input type="checkbox"/>	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You become ethereal for 1 round/lev	PHB227
<input type="checkbox"/>	Finger of Death	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject	PHB230
<input type="checkbox"/>	Forcecage	Ev	VSM	1 act	Close	2 hours/lev (D)	-	N	Cube or cage of force imprisons those inside	PHB235
<input type="checkbox"/>	Hold Person, Mass	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes all humanoid within 30 ft	PHB241
<input type="checkbox"/>	Insanity	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject suffers continuous confusion	PHB244
<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	PHB245
<input type="checkbox"/>	Limited Wish	Un	VSM	1 act	Special	Special	-	Y	Alters reality within spell limits	PHB248
<input type="checkbox"/>	Mordenkainen's Magnificent Mansion	Co	VSF	1 act	Close	2 hours/lev (D)	-	N	Door leads to extradimensional mansion	PHB256
<input type="checkbox"/>	Mordenkainen's Sword	Ev	VSF	1 act	Close	1 round/lev (D)	-	Y	Floating magic blade strikes opponents	PHB256
<input type="checkbox"/>	Phase Door	Co	V	1 act	0 ft	1 usage/2 lev	-	N	Invisible passage through wood or stone	PHB261
<input type="checkbox"/>	Plane Shift	Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB262
<input type="checkbox"/>	Power Word Blind	En	V	1 act	Close	Special	-	Y	Blinds creature with 200 hp or less	PHB263
<input type="checkbox"/>	Prismatic Spray	Ev	VS	1 act	60 ft	Instantaneous	Special	Y	Rays hit subjects with variety of effects	PHB264
<input type="checkbox"/>	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells	PHB265
<input type="checkbox"/>	Reveal the True Form	Ab	VS	1 act	Medium	Instantaneous	For n.	Y	Shapeshifters in 10-ft revert to natural form	AoM73
<input type="checkbox"/>	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	-	N	Objects and creatures fall upwards	PHB273
<input type="checkbox"/>	Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer	PHB275
<input type="checkbox"/>	Sequester	Ab	VSM	1 act	Touch	1 day/lev (D)	-/Will n.	Sp.	Subject is invisible to sight and scrying	PHB276
<input type="checkbox"/>	Shadow Conjuration, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 6th level, 60% real	PHB276
<input type="checkbox"/>	Simulacrum	Ab	VSMX	12 hrs	0 ft	Instantaneous	-	N	Creates partially real double of a creature	PHB279
<input type="checkbox"/>	Spell Turning	Ab	VSM	1 act	Personal	10 min/lev	-	N	Reflects 1d4+6 spell levels back at caster	PHB282
<input type="checkbox"/>	Spirit Walk	Ne	VSD	1 hour	Personal	1 round/lev (D)	-	N	You separate your spirit from your body	DLC5112
<input type="checkbox"/>	Spiritward	Ab	VSM	10 min	Close	24 hours	-	N	Barrier block ethereal creatures	AoM76
<input type="checkbox"/>	Statue	Tr	VSM	1 round	Touch	1 hour/lev (D)	Will n.	Y	Subject can become a statue at will	PHB284
<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)	PHB287
<input type="checkbox"/>	Symbol of Stunning	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune stuns nearby creatures	PHB291
<input type="checkbox"/>	Symbol of Weakness	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune weakens nearby creatures	PHB291
<input type="checkbox"/>	Teleport, Greater	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	As teleport, no range limit and always precise	PHB295
<input type="checkbox"/>	Teleport Object	Co	V	1 act	Touch	Instantaneous	Will n.	Y	As teleport, but affects a touched object	PHB295
<input type="checkbox"/>	Vision	Di	VSMX	1 act	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB298
<input type="checkbox"/>	Waves of Exhaustion	Ne	VS	1 act	60 ft	Instantaneous	-	Y	Several targets become exhausted	PHB301



# SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

## 8TH-LEVEL SPELLS

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

Cast: □□□□□□□□□□

Save DC: \_\_\_

Max. known: \_\_\_ □□□

<input type="checkbox"/>	Antipathy	[Mind-Affecting]	En	VSM	1 hour	Close	2 hours/lev	Will part.	Y	Object or location repels certain creatures	PH8200
<input type="checkbox"/>	Bestow Greater Curse		Tr	VS	1 act	Touch	Permanent	Will n.	Y	Places a major curse on touched creature	DLC5104
<input type="checkbox"/>	Bigby's Clenched Fist	[Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Large hand provides cover, attacks your foes	PH8205
<input type="checkbox"/>	Binding	[Mind-Affecting]	En	VSM	1 min	Close	Special	Will n.	Y	Array of techniques to imprison a creature	PH8204
<input type="checkbox"/>	Call Undead VIII		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (18th, 1d5 7th or 1d4+1 6th)	AoM69
<input type="checkbox"/>	Charm Monster, Mass	[Mind-Affecting]	En	V	1 act	Close	1 day/lev	Will n.	Y	Make monsters in 30 ft believe they're friends	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	[Evil]	Ne	VSM	1 hour	Close	Instantaneous	-	N	Create shadows, wraiths, spectres, devourers	PH8215
<input type="checkbox"/>	Demand	[Mind-Affecting]	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"/>	Eternal Repose		Ne	VSM	1 act	Touch	Permanent	-	N	Corpse is protected in amber coffin	AoM71
<input type="checkbox"/>	Fistandantilus's Portal		Co	VSMX	3 rds	Close	Conc. + 1 rd	-	N	Opens a connection between two places	DLC5108
<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	[Fire]	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	PH8253
<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	[Force]	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	[Mind-Aff.]	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	[Cold]	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	[Mind-Affecting]	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	[Mind-Affecting]	Il	VSM	1 act	Close	Conc. +2 rds	-	Y	Twisting colors confuse, stun, render unconsc.	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	[Sonic]	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, 1d5 7th or 1d4+1 6th)	PH8287
<input type="checkbox"/>	Sunburst	[Light]	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds all within 10 ft, deals 6d6 damage	PH8289
<input type="checkbox"/>	Symbol of Death	[Death]	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures	PH8289
<input type="checkbox"/>	Symbol of Insanity	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders creatures insane	PH8290
<input type="checkbox"/>	Sympathy	[Mind-Affecting]	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

## 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	[Force]	Ev	VSMF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes/crushes foes	PH8205
<input type="checkbox"/>	Call Undead IX		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (19th, 1d5 8th or 1d4+1 7th)	AoM69
<input type="checkbox"/>	Dominate Monster	[Mind-Affecting]	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 min/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	PH8235
<input type="checkbox"/>	Freedom		Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Releases creature from imprisonment	PH8235
<input type="checkbox"/>	Gate		Co	VSM	1 act	Medium	Special	-	N	Connects two planes to travel or summon	PH8234
<input type="checkbox"/>	Hold Monster, Mass	[Mind-Affecting]	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"/>	Magius's Light of Truth	[Lawful, Light]	Ev	VSM	1 act	Medium	Instantaneous	Will part.	Y	Cone of light affects creatures by alignment	DLC5109
<input type="checkbox"/>	Meteor Swarm	[Fire]	Ev	VS	1 act	Long	Instantaneous	-/Ref 1/2	Y	4 spheres deal 6d6 fire damage	PH8255
<input type="checkbox"/>	Mordenkainen's Disjunction		Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchanters magic items	PH8255
<input type="checkbox"/>	Power Word Kill	[Death, Mind-Affecting]	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	VSM	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 (19th, 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"/>	Unbinding		Ab	VSM	1 round	180 ft	Instantaneous	-	N	Burst of energy disrupts containment spells	DLC5115
<input type="checkbox"/>	Wail of the Banshee	[Death, Sonic]	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level	PH8298
<input type="checkbox"/>	Weird	[Fear, Mind-Affecting]	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





