



EMA'S 3.5E D&D RECORD SHEET 2.9



PERSONAL INFO

Name: _____ Player: _____
 Race: _____ Religion: _____
 Alignment: _____ Template/Type: _____
 Age: _____ Weight: _____ Height: _____ Size: _____ Gender: _____

CLASSES

_____	_____	_____	_____	_____	_____	_____	Total
HD: _____	HD: _____	HD: _____	HD: _____	HD: _____	HD: _____		
BSP: _____	BSP: _____	BSP: _____	BSP: _____	BSP: _____	BSP: _____		

Experience: _____ XP Penalty: _____ Next Level: _____

SAVING THROWS

	TOTAL	BASE	ABILITY	MISC	TEMP
Fortitude	_____	= _____	+ CON	+ _____	+ _____
Reflexes	_____	= _____	+ DEX	+ _____	+ _____
Will	_____	= _____	+ WIS	+ _____	+ _____

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

Notes: _____

ABILITIES

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

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: _____

SKILLS

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

Max. Rank: _____ / _____

(C) Class Skill ◆ Untrained Skill * Armor Penalty

HIT POINTS

HP [] Current []

Notes: _____

COMBAT

Ab.	MISC	SIZE	BASE	TOTAL	Ab.	MISC	SIZE	BASE	TOTAL	Ab.	MISC	Sz.	M.	BASE	TOTAL
MELEE					RANGED					GRAPPLE					
STR	+	_____	+	_____	DEX	+	_____	+	_____	STR	+	_____	+	_____	= _____
2nd = _____					2nd = _____										
3rd = _____					3rd = _____										
4th = _____					4th = _____										

Initiative DEX+ _____ = _____

2-Hand Attack: _____ / _____ Speed: _____

Notes: _____

WEAPONS

NAME	MODIFIED	ATTACKS	FEAT	MISC	DAMAGE	CRITICAL	RANGE	Sz/TYPE
Unarmed Strike	/	/	/	/	/	/	/	/
_____	/	/	/	/	/	/	/	/
_____	/	/	/	/	/	/	/	/
_____	/	/	/	/	/	/	/	/
_____	/	/	/	/	/	/	/	/
_____	/	/	/	/	/	/	/	/
_____	/	/	/	/	/	/	/	/
_____	/	/	/	/	/	/	/	/
_____	/	/	/	/	/	/	/	/
_____	/	/	/	/	/	/	/	/

Notes: _____

Ammunition: [] [] []

LANGUAGES

Literacy

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____
Class: _____

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

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____
Class: _____

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

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____
Class: _____

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

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____
Class: _____

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



BARO SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
181-LEVEL SPELLS		Spells: ___ + ___ = ___	Cast: □□□□□□□□□□			Save DC: ___		Max. known: ___ □□□□□		
<input type="checkbox"/>		Accelerated Movement	Tr.	VSM	Swift	Personal	1 round/lev (D)	-	N	Balance, Climb or Move Silently at normal spd CV142
<input type="checkbox"/>		Alarm	Ab.	VSF	1 act	Close	2 hrs/lev (D)	-	N	Wards an area, with mental or audible alarm PHB197
<input type="checkbox"/>		Animate Rope	Tr.	VS	1 act	Medium	1 round/lev	-	N	Masks a rope move at your command PHB199
<input type="checkbox"/>		Beastland Ferocity <i>[Mind-Affecting]</i>	En.	VSD	1 act	Touch	1 min/lev	For n.	Y	Subject fights without penalty while disabled PHB95
<input type="checkbox"/>		Cause Fear <i>[Fear, Mind-Affecting]</i>	Ne	VS	1 act	Close	1d4 rounds	Will part.	Y	One creat. with up to 5 HD flees PHB208
<input type="checkbox"/>		Charm Person <i>[Mind-Affecting]</i>	En.	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person your friend PHB209
<input type="checkbox"/>		Cheat <i>[Evil]</i>	Tr.	VSF	1 act	Personal	1 min/lev	-	N	Caster rerolls for games of chance Dra109
<input type="checkbox"/>		Comprehend Languages	Di.	VSM	1 act	Personal	10 min/lev	-	N	You understand all spoken/written languages PHB212
<input type="checkbox"/>		Confusion, Lesser <i>[Mind-Affecting]</i>	En.	VS	1 act	Close	1 round	Will n.	Y	One creature is confused for 1 round PHB212
<input type="checkbox"/>		Corrupt Weapon	Tr.	VS	1 act	Touch	1 min/lev	-	N	Weapon strikes true against good foes DMG182
<input type="checkbox"/>		Cure Light Wounds	Co.	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 hp +1 per level (max. +5) PHB215
<input type="checkbox"/>		Detect Secret Doors	Di.	VS	1 act	60 ft	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft PHB220
<input type="checkbox"/>		Discern Bloodline	Di.	VSM	1 act	Close	1 round/lev	Will n.	Y	Know the race of one creature/lev RoD165
<input type="checkbox"/>		Disguise Self	Il.	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance PHB222
<input type="checkbox"/>		Distort Speech <i>[Sonic]</i>	Tr.	VS	1 act	Close	1 round/lev	For n.	Y	Subject's speech is 50% unintelligible CV145
<input type="checkbox"/>		Erase	Tr.	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes PHB227
<input type="checkbox"/>		Expeditious Retreat	Tr.	VS	1 act	Personal	1 min/lev (D)	-	N	Your speed increases by 30 feet PHB228
<input type="checkbox"/>		Expeditious Retreat, Swift	Tr.	V	Swift	Personal	1 round	-	N	Your speed increases by 30 feet for 1 round CV149
<input type="checkbox"/>		Extract Drug	Co.	VSF	1 min	Touch	Permanent	-	N	Creates drug from inanimate object BVD94
<input type="checkbox"/>		Feather Fall	Tr.	V	Imm.	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly PHB229
<input type="checkbox"/>		Focusing Chant <i>[Mind-Affecting]</i>	En.	V	1 act	Personal	1 min (D)	-	N	Gain bonuses while you don't speak or cast CV149
<input type="checkbox"/>		Friendly Face	Il.	VS	1 act	Personal	10 min/lev (D)	-	N	Gain +5 on Diplomacy and Gather Information RoD166
<input type="checkbox"/>		Grease	Co.	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery PHB257
<input type="checkbox"/>		Healthful Rest	Co.	VS	10 min	Close	24 hours	Will n.	Y	Subject heals at twice the normal rate CV151
<input type="checkbox"/>		Herald's Call <i>[Mind-Affecting, Sonic]</i>	En.	VS	Swift	20 ft	1 round	Will n.	Y	Creatures up to 5 HD in range are slowed CV151
<input type="checkbox"/>		Hypnotism <i>[Mind-Affecting]</i>	En.	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures PHB242
<input type="checkbox"/>		Identify	Di.	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item PHB243
<input type="checkbox"/>		Incite <i>[Mind-Affecting]</i>	En.	VS	1 act	Close	1 min/lev	Will n.	Y	Subject can't ready actions or delay MHB56
<input type="checkbox"/>		Inhibit <i>[Mind-Affecting]</i>	En.	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject delays until next round MHB56
<input type="checkbox"/>		Inspirational Boost <i>[Mind-Affecting, Sonic]</i>	En.	VS	Swift	Personal	Special	-	N	Increase Inspire Courage bonuses by 1 CV155
<input type="checkbox"/>		Ivory Flesh	Tr.	VS	1 act	Touch	1 hour/lev	Will n.	Y	Flesh turns white, +5 to Hide in snow/ice FB101
<input type="checkbox"/>		Joyful Noise	Ab.	S	1 act	10 ft	Concentration	-	N	You negate silence in 10-ft emanation CV154
<input type="checkbox"/>		Locate City	Di.	V	1 round	10 mi/lev	Instantaneous	-	N	Find nearest city RoD166
<input type="checkbox"/>		Locate Touchstone	Di.	VS	1 act	Special	Instantaneous	-	N	Find nearest planar touchstone PHB100
<input type="checkbox"/>		Magic Mouth	Il.	VSM	1 act	Close	Until discharge	Will n.	Y	Speaks once when triggered PHB251
<input type="checkbox"/>		Master's Touch	Di.	VF	Swift	Personal	1 min/lev (D)	-	N	You gain proficiency in a weapon or shield CV154
<input type="checkbox"/>		No Light	Tr.	VS	1 act	Close	1 min/lev	-	N	Prevents normal light from illuminating BVD100
<input type="checkbox"/>		Nystul's Magic Aura	Il.	VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura PHB257
<input type="checkbox"/>		Obscure Object	Ab.	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying PHB258
<input type="checkbox"/>		Phantom Threat <i>[Mind-Affecting]</i>	Il.	VS	1 act	Close	1 round/lev	Will n.	Y	Subject thinks it's flanked CW118
<input type="checkbox"/>		Ray of Hope <i>[Good, Mind-Affecting]</i>	En.	VS	1 act	Close	1 round/lev	Will n.	Y	Subject gains +2 on attacks, saves, and checks BED105
<input type="checkbox"/>		Remove Fear	Ab.	VS	1 act	Close	10 min	Will n.	Y	Suppresses fear or gives +4 on saves PHB271
<input type="checkbox"/>		Scholar's Touch	Di.	VSMF	1 act	Personal	1 round/lev	-	N	Read books in seconds RoD167
<input type="checkbox"/>		Silent Image	Il.	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design PHB279
<input type="checkbox"/>		Sleep <i>[Mind-Affecting]</i>	En.	VSM	1 round	Medium	1 min/lev	Will n.	Y	Puts 4 HD of creatures into magical slumber PHB280
<input type="checkbox"/>		Sorrow <i>[Evil, Mind-Affecting]</i>	En.	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject takes -5 on attacks, saves, and checks BVD104
<input type="checkbox"/>		Summon Monster I	Co.	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature (1 1st-lev) PHB285
<input type="checkbox"/>		Tasha's Hideous Laughter <i>[Mind-Aff.]</i>	En.	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses action for 1 round/lev PHB292
<input type="checkbox"/>		Undetectable Alignment	Ab.	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hours PHB297
<input type="checkbox"/>		Unseen Servant	Co.	VSM	1 act	Close	1 hour/lev	-	N	Invisible force obeys your commands PHB297
<input type="checkbox"/>		Ventriloquism	Il.	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev PHB298

BARO 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"/>		Addiction (DRUG)	En	VS	1 act	Touch	Instantaneous	For n.	Y	Subject becomes addicted to a drug	BVD84
<input type="checkbox"/>		Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	Assume form of a similar creature	PH8197
<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	PH8198
<input type="checkbox"/>		Animal Trance <i>[Mind-Affecting, Sonic]</i>	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PH8198
<input type="checkbox"/>		Bladeweave	Il	V	Swift	Personal	1 round/lev (D)	Special	Sp.	Your melee attack dazes your opponent	CV144
<input type="checkbox"/>		Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PH8206
<input type="checkbox"/>		Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time	PH8206
<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	PH8207
<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	PH8208
<input type="checkbox"/>		Cloak Pool	Il	VS	1 act	Close	1 hour/lev (D)	Will n.	N	Hide a color pool on the Astral Plane	PH896
<input type="checkbox"/>		Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max. +10)	PH8216
<input type="checkbox"/>		Curse of Impending Blades	Ne	VSM	1 act	Medium	1 min/lev	-	Y	Subject takes -2 penalty to AC	MH854
<input type="checkbox"/>		Dance of Ruin <i>[Evil]</i>	Ne	VS	1 round	Close	Instantaneous	Ref 1/2	Y	Nondemons take 2d20 damage	BVD90
<input type="checkbox"/>		Darkness <i>[Darkness]</i>	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PH8216
<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	PH8217
<input type="checkbox"/>		Delay Poison	Co	VS	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject	PH8217
<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	PH8220
<input type="checkbox"/>		Discolor Pool	Il	VSM	1 act	Close	1 hour/lev (D)	Will dis.	N	Change the color of a color pool	PH897
<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	PH8225
<input type="checkbox"/>		Elation <i>[Mind-Affecting]</i>	En	VS	1 act	80 ft	1 round/lev	Will n.	Y	Allies gain +2 to Str and Dex, and +5 ft speed	BED98
<input type="checkbox"/>		Enthrall <i>[Language-Dep., Mind-Aff., Sonic]</i>	Tr	VSM	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range	PH8227
<input type="checkbox"/>		Faerinaal's Hymn <i>[Good, Mind-Affecting]</i>	En	V	1 act	Close	Concentration	Will n.	Y	Up to 1 creat./lev cannot take attack of opp.	BED99
<input type="checkbox"/>		Fly, Swift	Tr	V	Swift	Personal	1 round	-	N	You fly for 1 round	CV149
<input type="checkbox"/>		Force Whip <i>[Sonic, Mind-Affecting]</i>	Ev	VSM	1 act	Touch	1 round/lev	Will n.	N	Whip of force keeps animals at bay	CA108
<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	PH8233
<input type="checkbox"/>		Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PH8236
<input type="checkbox"/>		Glossolalia <i>[Sonic, Mind-Affecting]</i>	Ev	V	1 act	60 ft	Instantaneous	For part.	Y	Cone-shaped shriek distracts smart foes	EP8220
<input type="checkbox"/>		Harmonize	Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Seamlessly blends magic and music	RoS162
<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	PH8240
<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	PH8241
<input type="checkbox"/>		Hydrate	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heals desiccation damage	SASt117
<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	PH8242
<input type="checkbox"/>		Ice Darts <i>[Cold]</i>	Co	VS	1 act	Close	Instantaneous	-	N	Ice missiles deal 2d4 damage, half is cold	FB98
<input type="checkbox"/>		Insidious Rhythm <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	1 min/lev	Will n.	Y	Subject has -4 to Int-based skills/Concentrat.	CV152
<input type="checkbox"/>		Insignia of Alarm	Ab	VSF	1 act	Long	Instantaneous	-	Y	Alert bearers of special insignia	RoD166
<input type="checkbox"/>		Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject is invisible until it attacks	PH8245
<input type="checkbox"/>		Invisibility, Swift	Il	V	Swift	Personal	1 round	-	N	Invisibility lasts 1 round	CV153
<input type="checkbox"/>		Iron Silence	Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Armor touched has no penalties	CV153
<input type="checkbox"/>		Locate Object	Di	VSF	1 act	Long	1 min/lev	-	N	Senses direction toward object	PH8249
<input type="checkbox"/>		Mindless Rage <i>[Mind-Affecting]</i>	En	VSF	1 act	Close	1 round/lev	Will n.	Y	Target compelled to attack you physically	CV155
<input type="checkbox"/>		Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates minor illusion with some sound	PH8254
<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)	PH8254
<input type="checkbox"/>		Misdirection	Il	VS	1 act	Close	1 hour/lev	-/Will n.	N	Misleads divinations for one creature/object	PH8254
<input type="checkbox"/>		Miser's Envy <i>[Mind-Affecting]</i>	En	VSM	1 act	Close	1 round/lev	Special	Sp.	Subject jealously covets a nearby object	Dra114
<input type="checkbox"/>		Proud Arrogance	En	VSM	1 act	Medium	1 min/lev	Will n.	Y	Target gains +4 to saves vs. charm, comp., fear	RoD167
<input type="checkbox"/>		Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp.	Turns fire to blinding light or choking smoke	PH8267
<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	PH8268
<input type="checkbox"/>		Resounding Voice <i>[Sonic]</i>	Tr	S	1 act	Touch	1 min/lev (D)	Will n.	Y	Your voice carries 100 ft/lev	HoB127
<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	PH8274
<input type="checkbox"/>		Shatter <i>[Sonic]</i>	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PH8278
<input type="checkbox"/>		Silence	Il	VS	1 act	Long	1 min/lev (D)	-/Will n.	Sp.	Negates sound in 20-ft radius	PH8279
<input type="checkbox"/>		Song of Festering Death <i>[Evil]</i>	Ev	V	1 act	Close	Concentration	For n.	Y	Subject takes 2d6 damage per round	BVD104
<input type="checkbox"/>		Sonic Weapon <i>[Sonic]</i>	Tr	V	1 act	Touch	1 min/lev (D)	-	N	Weapon touched deals +1d6 sonic damage	CV157
<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	PH8281
<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	PH8285
<input type="checkbox"/>		Summon Elysian Trush <i>[Good]</i>	Co	VS	10 min	Close	8 hours	-	N	Summon an Elysian trush, accelerates healing	PH8105
<input type="checkbox"/>		Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature (1 2nd or 1d5 1st)	PH8286
<input type="checkbox"/>		Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	-	N	Summons swarm of bats, rats, or spiders	PH8289
<input type="checkbox"/>		Tactical Precision <i>[Mind-Affecting]</i>	Di	VSM	1 act	Close	1 round/lev	Will n.	Y	Allies gain +2 to attack, +1d6 dmg vs. flanked	CV157
<input type="checkbox"/>		Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PH8294
<input type="checkbox"/>		Undeniable Gravity	Tr	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creature loses flying ability	MH840
<input type="checkbox"/>		Wave of Grief <i>[Evil, Mind-Affecting]</i>	En	SM	1 act	Close	1 round/lev	Will n.	Y	Cone imposes -3 on attacks, checks, saves	CD188
<input type="checkbox"/>		Whirling Blade	Tr	VSF	1 act	60 ft	Instantaneous	-	N	Hurled slashing weapons attacks foes in 60 ft	CA129
<input type="checkbox"/>		Whispering Wind <i>[Air]</i>	Tr	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev	PH8501

BARO SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
3RD-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□□□											
<input type="checkbox"/>		Allegro	Tr.	VSM	1 act	10 ft	1 min/lev (D)	For n.	Y	You and allies gain +30 ft speed	CV142
<input type="checkbox"/>		Analyze Portal	Di	VSM	1 min	60 ft	1 round/lev (D)	Special	N	Find a nearby portal and its properties	PHB92
<input type="checkbox"/>		Analyze Touchstone	Di	VSM	1 min	60 ft	1 round/lev (D)	Special	N	Find a nearby touchstone and its properties	PHB95
<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"/>		Crisis of Confidence <i>[Mind-Affecting]</i>	En	V	1 act	Close	1 min/lev	Will n.	Y	Target loses commander's aura, no Cha to rally	HoB126
<input type="checkbox"/>		Crushing Despair <i>[Mind-Affecting]</i>	En	VSM	1 act	30 ft	1 min/lev	Will n.	Y	Subjects get -2 to attack, damage, saves, checks	PHB215
<input type="checkbox"/>		Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max. +15)	PHB216
<input type="checkbox"/>		Curse of Impending Blades, Legion's	Ne	VSM	1 act	Medium	1 min/lev	-	Y	Subjects take -2 penalty to AC	MHB55
<input type="checkbox"/>		Curse of the Putrid Husk <i>[Fear, Evil, M-A]</i>	Il	VSM	1 act	Close	1 rd +1d10 min	Will n.	Y	Subject is unconscious for 1d10 min	BVD89
<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"/>		Dirge of Discord <i>[Evil, Mind-Affecting]</i>	En	VSM	1 act	Close	Conc. +1 rd/lev	Will n.	Y	All within 20 ft take various penalties	CV145
<input type="checkbox"/>		Dispel 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"/>		Dissonant Chord <i>[Sonic]</i>	Ev	VS	1 act	10 ft	Instantaneous	For 1/2	Y	Deals 1d8/2 lev sonic damage in 10 ft	CV145
<input type="checkbox"/>		Fear <i>[Fear, Mind-Affecting]</i>	Ne	VSM	1 act	30 ft	1 round/lev	Will part.	Y	Subjects in cone flee for 1 round/lev	PHB229
<input type="checkbox"/>		Gaseous Form	Tr.	SM	1 act	Touch	2 min/lev (D)	-	N	Subject gets insubstantial and can fly slowly	PHB234
<input type="checkbox"/>		Geas, Lesser <i>[Language-Dep., Mind-Affecting]</i>	En	V	1 round	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less	PHB235
<input type="checkbox"/>		Glibness	Tr.	S	1 act	Personal	10 min/lev (D)	-	N	+30 to Bluff, lies can escape discernment	PHB235
<input type="checkbox"/>		Good Hope <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	1 min/lev	Will n.	Y	Subject gets +2 to attack, damage, saves, checks	PHB237
<input type="checkbox"/>		Harmonic Chorus <i>[Mind-Affecting]</i>	En	VSF	1 act	Close	1 round/lev (D)	Will n.	Y	Give another caster +2 lev and +2 DC	CV150
<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"/>		Hymn of Praise <i>[Good, Sonic]</i>	Ev	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Add +2 lev to good divine casters in range	CV152
<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	PHB245
<input type="checkbox"/>		Infernal Threnody <i>[Evil, Sonic]</i>	Ev	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Add +2 lev to evil divine casters in range	CV152
<input type="checkbox"/>		Insignia of Healing	Co	VSF	1 act	Long	Instantaneous	Will 1/2	Y	Bearers of insignia healed for 1d8 hp +1/lev	RoD166
<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"/>		Invoke the Cerulean Sign	Ev	S	1 act	30 ft	Instantaneous	For n.	N	Aberrations become sickened, nauseated, etc.	LoM211
<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"/>		Refreshment <i>[Good]</i>	Co	VS	1 act	20 ft	Instantaneous	Will n.	Y	Cures all nonlethal damage to one creature	BED105
<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"/>		Speechlink	Di	VS	1 act	Touch	10 min/lev (D)	-	N	You and another creature can talk even if far	CV157
<input type="checkbox"/>		Stunning Screech (DRUG) <i>[Evil, Sonic]</i>	Ev	VSM	1 act	30 ft	1 round	For n.	Y	All within 30 ft are stunned for 1 round	BVD106
<input type="checkbox"/>		Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5rd, 1d5 2nd or 1d4+1 1st)	PHB286
<input type="checkbox"/>		Suppress Breath Weapon <i>[Mind-Affect]</i>	En	V	1 act	Close	1 min/lev	Will n.	Y	Subject can't use breath weapon	Dra115
<input type="checkbox"/>		Tormenting Thirst <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 round/lev	Will n.	Y	Subject is overwhelmed by thirst	SaSt124
<input type="checkbox"/>		Warcry <i>[Mind-Affecting]</i>	En	V	1 act	30 ft	Instantaneous	For n.	Y	Creatures in a 30-ft cone cower for 1d4 rds	BED111
<input type="checkbox"/>		Winding Alleys <i>[Mind-Affecting]</i>	Il	VS	1 act	Close	1 round/lev	Will n.	Y	Trap foe in phantasmal maze	RoD169

BARD 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"/>	___	Blinking Beauty (ABSTINENCE) <i>[Good]</i>	Tr.	VS	1 act	Personal	1 round/lev	-	N	You become beautiful as a nymph, can blind	BED92
<input type="checkbox"/>	___	Break Enchantment	Ab.	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects	PHB207
<input type="checkbox"/>	___	Charm Person, Mass <i>[Mind-Affecting]</i>	En.	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes all within 30 ft your friends	RoD164
<input type="checkbox"/>	___	Cure Critical Wounds	Co.	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
<input type="checkbox"/>	___	Detect Scrying	Di.	VSM	1 act	40 ft	24 hrs	-	N	Alerts you of magical eavesdropping	PHB219
<input type="checkbox"/>	___	Dimension Door <i>[Teleportation]</i>	Co.	V	1 act	Long	Instantaneous	-/Will n.	Sp.	Teleports you short distance	PHB221
<input type="checkbox"/>	___	Dispel Water	Ab.	VS	1 act	Medium	Instantaneous	Special	Sp.	Cancels water spells, dismisses water creatures	SaST114
<input type="checkbox"/>	___	Dolorous Motes (SACRIFICE) <i>[Mind-Affect]</i>	En.	VS	1 act	Long	1 round/lev (D)	Will n.	Y	Cloud of flickering light dazzles creatures	BED97
<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"/>	___	Drums of War <i>[Mind-Affecting]</i>	En.	VSF	1 act	Medium	Conc. +1 r/lev	-	Y	Enemies take -2 penalty on attacks and saves	HoB126
<input type="checkbox"/>	___	Freedom of Movement	Ab.	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB253
<input type="checkbox"/>	___	Hallucinatory Terrain	Il.	VSM	10 min	Long	2 hrs/lev (D)	Will dis.	N	Makes one type of terrain appear like another	PHB258
<input type="checkbox"/>	___	Harmonize, Greater	Tr.	VS	1 act	Personal	1 min/lev (D)	-	N	Seamlessly blends magic and music	RoS162
<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"/>	___	Inspired Aim <i>[Language-Dep., Mind-Affect]</i>	En.	V	1 act	40 ft	Concentration	Will n.	Y	Allies in range gain +2 on ranged attacks	BED101
<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"/>	___	Lay of the Land	Di.	VSF	3 rds	Personal	Instantaneous	-	N	Gain an overview of the geography around	PHB100
<input type="checkbox"/>	___	Legend Lore	Di.	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB246
<input type="checkbox"/>	___	Leomund's Secure Shelter	Co.	VSMF	10 min	Close	2 hrs/lev (D)	-	N	Creates sturdy cottage	PHB247
<input type="checkbox"/>	___	Listening Coin	Di.	VSF	1 act	Touch	1 hour/lev (D)	-	N	You can eavesdrop through a magical coin	CV154
<input type="checkbox"/>	___	Locate Creature	Di.	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature	PHB249
<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	PHB255
<input type="checkbox"/>	___	Neutralize Poison	Co.	VSM	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
<input type="checkbox"/>	___	Rainbow Pattern <i>[Mind-Affecting]</i>	Il.	VSMF	1 act	Medium	Conc. +1 r/lev	Will n.	Y	Lights fascinate 24 HD of creatures	PHB268
<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	PHB271
<input type="checkbox"/>	___	Resonating Bolt <i>[Sonic]</i>	Ev.	VS	1 act	60 ft	Instantaneous	Ref 1/2	Y	Sonic energy deals 1d4/lev damage (max 10d4)	CA121
<input type="checkbox"/>	___	Shadow Conjuration	Il.	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th lev., 20% real	PHB276
<input type="checkbox"/>	___	Shout <i>[Sonic]</i>	Ev.	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage	PHB279
<input type="checkbox"/>	___	Speak with Plants	Di.	VS	1 act	Personal	1 min/lev	-	N	You can talk to plants and plant creatures	PHB282
<input type="checkbox"/>	___	Spectral Weapon	Il.	VS	Swift	Personal	1 round/lev (D)	Will part.	Y	Use quasi-real weapon to make touch attacks	CV157
<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)	PHB286
<input type="checkbox"/>	___	Undefinable Gravity, Legion's	Tr.	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creatures lose flying ability	MHB40
<input type="checkbox"/>	___	Unluck	Di.	VSM	1 act	Close	1 round/lev	Will n.	Y	Target remakes all rolls, taking worse result	CA128
<input type="checkbox"/>	___	Voice of the Dragon	Tr.	VS	1 act	Personal	10 min/lev (D)	-	N	+10 Bluff, Diplomacy, Intimidate, suggestion	Dra115
<input type="checkbox"/>	___	War Cry <i>[Mind-Affecting, Sonic]</i>	En.	VS	Swift	Personal	1 round/lev (D)	Special	Sp.	Gain bonus to attack and damage, panic foes	CV158
<input type="checkbox"/>	___	Zone of Silence	Il.	VS	1 round	Personal	1 hour/lev (D)	-	N	Keeps eavesdroppers from overhearing	PHB305

5TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□ Save DC: ___ Max. known: ___ □□□□□											
<input type="checkbox"/>	___	Blink, Greater	Tr.	VS	1 act	Personal	1 round/lev (D)	-	N	You randomly vanish and reappear	CA99
<input type="checkbox"/>	___	Boreal Wind <i>[Cold]</i>	Ev.	VS	1 act	Long	1 rd + 1r/2 lev	For n.	Y	Gust of cold deals 1d4/lev and knock back	FB89
<input type="checkbox"/>	___	Cure Light Wounds, Mass	Co.	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/lev for many creatures	PHB216
<input type="checkbox"/>	___	Dispel Magic, Greater	Ab.	VS	1 act	Medium	Instantaneous	-	N	Dispels magical effects, +20 on check	PHB225
<input type="checkbox"/>	___	Dragonsight	Tr.	VSF	1 act	Personal	1 min/lev (D)	-	N	Gain low-light vis., darkvision, blindsense	Dra112
<input type="checkbox"/>	___	Dream <i>[Mind-Affecting]</i>	Il.	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping	PHB225
<input type="checkbox"/>	___	False Vision	Il.	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion	PHB229
<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	PHB240
<input type="checkbox"/>	___	Hide from Dragons	Ab.	SM	1 act	Touch	10 min/lev (D)	Will n.	Y	Dragons can't perceive 1 subject/2 lev	Dra115
<input type="checkbox"/>	___	Improvisation	Tr.	VSM	1 act	Personal	1 round/lev (D)	-	N	You gain luck points equal to twice your level	CV152
<input type="checkbox"/>	___	Leomund's Billet	Co.	VSM	1 act	Close	2 hours/lev	-	N	Creates sturdy barracks	HoB127
<input type="checkbox"/>	___	Leomund's Hidden Lodge	Co.	VSF	10 min	Close	24 hours	-	N	Creates sturdy camouflaged cottage	CA115
<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 structures appear like another	PHB254
<input type="checkbox"/>	___	Mislead	Il.	S	1 act	Close	1 round/lev (D)	-/Will dis.	N	Turns you invisible and creates illusory double	PHB255
<input type="checkbox"/>	___	Morality Undone <i>[Evil, Mind-Affecting]</i>	En.	VSM	1 act	Close	10 min/lev	Will n.	Y	Subject becomes evil	LoM212
<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"/>	___	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"/>	___	Seeming	Il.	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of 1 person/2 lev	PHB275
<input type="checkbox"/>	___	Shadow Evocation	Il.	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation below 5th lev., 20% real	PHB277
<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"/>	___	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	PHB281
<input type="checkbox"/>	___	Soul Shackles (LOCATION) <i>[Evil]</i>	Ne.	VSF	1 act	Close	Instantaneous	-	Y	Imprisons soul in talisman, can question it	BVD104
<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	PHB285
<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"/>	___	Telepathy Block	Ab.	VS	1 act	Close	1 round/lev (D)	-	N	Blocks all telepathic communication in 80 ft	BED109
<input type="checkbox"/>	___	Wail of Doom <i>[Fear, Mind-Affecting, Sonic]</i>	Ne.	V	1 act	30 ft	Special	Will part.	Y	Deal 1d4 dmg/lev in 30-ft cone	CV158

CLERIC/FAVORED SOUL SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

1st-LEVEL SPELLS

Spells: + =

Cast:

Save DC:

Max. known:

Spells	School	Components	Cast Time	Range	Duration	Save	SR	Effect	Item ID
<input type="checkbox"/> Anarchic Water <i>[Chaotic]</i>	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes chaotic-aligned anarchic water	PHB95
<input type="checkbox"/> Angry Ache	Ne	VS	1 act	Close	1 min/lev	For n.	Y	Subject takes -2 penalty on attack rolls	BVD85
<input type="checkbox"/> Axiomatic Water <i>[Lawful]</i>	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes lawful-aligned axiomatic water	PHB95
<input type="checkbox"/> Bane <i>[Fear, Mind-Affecting]</i>	En	VSD	1 act	50 ft	1 min/lev	Will n.	Y	Enemies suffer -1 to attacks and saves vs. fear	PHB205
<input type="checkbox"/> Bless <i>[Mind-Affecting]</i>	En	VSD	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attack and saves vs. fear	PHB205
<input type="checkbox"/> Bless Water <i>[Good]</i>	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
<input type="checkbox"/> Cause Fear <i>[Fear, Mind-Affecting]</i>	Ne	VS	1 act	Close	Special	Will part.	Y	One creature up to 5 HD flees for 1d4 rounds	PHB208
<input type="checkbox"/> Cloak of Shade	Ab	VSD	1 act	Touch	1 hour/lev (D)	-	Y	Gives protection from heat and sun	SaST12
<input type="checkbox"/> Command <i>[Language-Dep., Mind-Affecting]</i>	En	V	1 act	Close	1 round	Will n.	Y	Subject obeys selected command for 1 round	PHB211
<input type="checkbox"/> Comprehend Languages	Di	VSD	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB212
<input type="checkbox"/> Conjure Ice Beast I <i>[Cold]</i>	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB91
<input type="checkbox"/> Conviction	Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +2 or higher save bonus	MHB54
<input type="checkbox"/> Cure Light Wounds <i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
<input type="checkbox"/> Curse Water <i>[Evil]</i>	Ne	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes unholy water	PHB216
<input type="checkbox"/> Deathwatch <i>[Evil]</i>	Ne	VS	1 act	30 ft	10 min/lev	-	N	Reveals how near death subjects are in 30-ft	PHB217
<input type="checkbox"/> Detect Chaos	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB218
<input type="checkbox"/> Detect Evil	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB218
<input type="checkbox"/> Detect Fire <i>[Cold]</i>	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Detects fire within 60 ft	FB92
<input type="checkbox"/> Detect Good	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB219
<input type="checkbox"/> Detect Law	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB219
<input type="checkbox"/> Detect Undead	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals undead within 60 ft	PHB220
<input type="checkbox"/> Divine Favor	Ev	VSD	1 act	Personal	1 min	-	N	Gain +1 to hit and damage per 5 lev (max +5)	PHB224
<input type="checkbox"/> Doom <i>[Fear, Mind-Affecting]</i>	Ne	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffers -2 to hit, dmg, checks, saves	PHB225
<input type="checkbox"/> Drug Resistance	En	VM	1 act	Touch	1 hour/lev	For n.	Y	Subject is immune to addiction	BVD95
<input type="checkbox"/> Ease of Breath <i>[Cold]</i>	Ne	VSD	1 act	Touch	1 hour/lev	-	N	+20 on Fort save to resist altitude sickness	FB95
<input type="checkbox"/> Endure Elements	Ab	VS	1 act	Touch	24 hrs	-	Y	Exist comfortably in hot or cold environ.	PHB226
<input type="checkbox"/> Entropic Shield	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Ranged attacks against you miss 20%	PHB227
<input type="checkbox"/> Extract Drug	Co	VSF	1 min	Touch	Permanent	-	N	Creates drug from inanimate object	BVD94
<input type="checkbox"/> Eyes of the Avoral	Tr	S	1 act	Touch	10 min/lev	Will n.	Y	Subject gets +8 on Spot checks	BED99
<input type="checkbox"/> Favorable Sacrifice	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Sacrifice gems to get better protection	MHB55
<input type="checkbox"/> Fortify Cold Creatures <i>[Cold]</i>	Tr	VSD	1 act	Close	1 round/lev	-	N	Cold creatures gain +1 to attack and fire ST	FB94
<input type="checkbox"/> Grave Strike <i>[Good]</i>	Di	VD	Swift	Personal	1 round	-	N	You can sneak attack undead	CV150
<input type="checkbox"/> Guiding Light <i>[Light]</i>	Ev	VS	1 act	Long	1 min/lev (D)	-	Y	+1 on ranged attacks vs. creatures in the light	MHB56
<input type="checkbox"/> Heartache <i>[Evil, Mind-Affecting]</i>	En	VSD	1 act	Close	1 round	Will n.	Y	Subject is helpless for 1 round	BVD97
<input type="checkbox"/> Hide from Undead	Ab	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Undead can't perceive one subject/level	PHB241
<input type="checkbox"/> Ice Slick <i>[Cold]</i>	Co	VSD	1 act	Close	1 round/lev (D)	Special	N	Creates a 20-ft square of slippery ice	FB100
<input type="checkbox"/> Incite <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 min/lev	Will n.	Y	Subject can't ready actions or delay	MHB56
<input type="checkbox"/> Inhibit <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject delays until next round	MHB56
<input type="checkbox"/> Inflict Light Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 1d8 damage +1/lev (max +5)	PHB244
<input type="checkbox"/> Lantern Light (ABSTINENCE) <i>[Good, Light]</i>	Ev	S	1 act	Close	1 round/lev	-	Y	Ranged touch attacks deal 1d6 damage	BED101
<input type="checkbox"/> Light of Lunia <i>[Good, Light]</i>	Ev	VS	1 act	Medium	Special	-	Y	You radiate light, can use 2 bolts for 1d6 dmg	PHB100
<input type="checkbox"/> Locate Water	Di	VSD	1 act	Long	Concentration	-	N	Reveals location, size, quality of water sources	SaST17
<input type="checkbox"/> Magic Stone	Tr	VSD	1 act	Touch	30 min	Will n.	Y	5 stones gain +1 to hit and do 1d6+1 damage	PHB251
<input type="checkbox"/> Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
<input type="checkbox"/> Necrotic Awareness	Ne	VSF	1 act	60 ft	Up to 1 min/l	-	N	Sense encysted subjects	LM67
<input type="checkbox"/> Nimbus of Light <i>[Light]</i>	Ev	VSD	1 act	Personal	1 min/lev (D)	-	N	Sunlight can be released for 1d8 +1/lev damage	CD170
<input type="checkbox"/> Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
<input type="checkbox"/> Omen of Peril	Di	VSF	1 round	Personal	Instantaneous	-	N	You know how dangerous the future will be	CD171
<input type="checkbox"/> Protection from Chaos <i>[Lawful]</i>	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
<input type="checkbox"/> Protection from Evil <i>[Good]</i>	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
<input type="checkbox"/> Protection from Good <i>[Evil]</i>	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
<input type="checkbox"/> Protection from Law <i>[Chaotic]</i>	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
<input type="checkbox"/> Ray of Hope <i>[Good, Mind-Affecting]</i>	En	VS	1 act	Close	1 round/lev	Will n.	Y	Subject gains +2 on attacks, saves, and checks	BED105
<input type="checkbox"/> Remove Fear	Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on saves vs. fear for 1 subject +1/4 lev	PHB271
<input type="checkbox"/> Resist Planar Alignment	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Subject resists penalties for being on a Plane	PHB104
<input type="checkbox"/> Resurgence	Ab	VSD	1 act	Touch	Instantaneous	Will n.	Y	Grants target a second chance at a save	CD177
<input type="checkbox"/> Sacrificial Skill <i>[Evil]</i>	En	VSM	1 act	Personal	1 min/lev	-	N	Gain +5 on Knowledge (religion) for sacrifice	BVD103
<input type="checkbox"/> Sanctuary	Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack	PHB274
<input type="checkbox"/> Scholar's Touch	Di	VSMF	1 act	Personal	1 round/lev	-	N	Read books in seconds	RoD167
<input type="checkbox"/> Shield of Faith	Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus	PHB278
<input type="checkbox"/> Shivering Touch, Lesser <i>[Cold]</i>	Ne	VS	1 act	Touch	1 round/lev	-	Y	Touch deals 1d6 Dexterity damage	FB104
<input type="checkbox"/> Sign <i>[Mind-Affecting]</i>	En	VS	1 act	Personal	1 min/lev	-	N	Improve initiative and know enemies' as well	MHB59
<input type="checkbox"/> Slow Consumption (LOCATION) <i>[Evil]</i>	Ne	VS	10 min	Touch	Permanent	For n.	Y	Caster absorbs health from helpless subject	BVD105
<input type="checkbox"/> Sorrow <i>[Evil, Mind-Affecting]</i>	En	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject takes -3 on attacks, saves, and checks	BVD104
<input type="checkbox"/> Spider Hand	Tr	VS	1 act	Personal	Up to 1 min/l	-	N	Caster's hand becomes a Small spider	BVD104
<input type="checkbox"/> Stupor <i>[Mind-Affecting]</i>	En	SM	1 min	Touch	1 hour/lev	For n.	Y	One helpless subject is put in a state of stupor	BVD106
<input type="checkbox"/> Summon Monster I	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level extraplanar creature	PHB285
<input type="checkbox"/> Summon Undead I <i>[Evil]</i>	Co	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you	LM71
<input type="checkbox"/> Suspend Disease	Ab	VSM	1 act	Touch	24 hours	For n.	Y	Keeps disease from harming creature	BVD106
<input type="checkbox"/> Tongue of Baalzebul (DRUG) <i>[Evil]</i>	Tr	VSM	1 round	Personal	1 hour/lev	-	N	Gain +2 on Bluff, Diplomacy, Gather Inform.	BVD107
<input type="checkbox"/> Vigor, Lesser <i>[Healing]</i>	Co	VS	1 act	Touch	10 rds +1 rd/lev	Will n.	Y	Creature heals 1 hp/round (max 15 rounds)	CD186
<input type="checkbox"/> Vision of Heaven <i>[Mind-Affecting]</i>	En	V	1 act	Close	1 round	Will n.	Y	Evil creature is dazed for 1 round	BED111

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CLERIC/FAVORED SOUL 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"/>	Addiction (DRUG)	En	VS	1 act	Touch	Instantaneous	For n.	Y	Subject becomes addicted to a drug	BVD84
<input type="checkbox"/>	Aid	En	VSD	1 act	Touch	1 min/lev	-	Y	+1 to hit and save vs. fear, +1d8 temp. hp +1/lev	PH8196
<input type="checkbox"/>	Align Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon becomes good, evil, lawful or chaotic	PH8197
<input type="checkbox"/>	Augury	Di	VSFM	1 min	Personal	Instantaneous	-	N	Learn whether an action will be good or bad	PH8202
<input type="checkbox"/>	Avoid Planar Effects	Ab	V	1 act	20 ft.	1 min/lev	-	Y	Temporary protection against planar traits	PH894
<input type="checkbox"/>	Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PH8205
<input type="checkbox"/>	Blade of Pain and Fear	Ev	VSD	1 act	0 ft.	1 min/lev (D)	Will part.	Y	Creates blade of gnashing teeth	LM65
<input type="checkbox"/>	Blood Snow	Ne	VS	1 act	Medium	1 round/lev	For n.	Y	Snow drains 1d2 Con/round and nauseates	FB89
<input type="checkbox"/>	Boneblast (UNDEAD)	Ne	VSM	1 act	Touch	Instantaneous	Special	Y	Deals 1d3 Con damage to subject	BVD86
<input type="checkbox"/>	Brambles	Tr	VSM	1 act	Touch	1 round/lev	-	N	Wooden weapon deals +1 dmg/lev (max +10)	CD156
<input type="checkbox"/>	Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PH8207
<input type="checkbox"/>	Brumal Stiffening	Tr	VS	1 act	Close	1 round/lev	Ref n.	Y	Brittle weapon's hardness reduced by 5	FB89
<input type="checkbox"/>	Calm Emotions	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects	PH8207
<input type="checkbox"/>	Conjure Ice Beast II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB91
<input type="checkbox"/>	Conjure Ice Object	Co	VSD	1 act	Personal	1 min/lev	-	N	Conjures an object made of ice	FB91
<input type="checkbox"/>	Consecrate	Ev	VSMD	1 act	Close	2 hours/lev	-	N	Fills area with positive energy, weakens undead	PH8212
<input type="checkbox"/>	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PH8216
<input type="checkbox"/>	Curse of Ill Fortune	Tr	VSD	1 act	Medium	1 min/lev	Will n.	Y	Target suffers -5 on attacks, checks, and saves	CD160
<input type="checkbox"/>	Dance of Ruin	Ne	VS	1 round	Close	Instantaneous	Ref 1/2	Y	Nondemons take 2d20 damage	BVD90
<input type="checkbox"/>	Darkbolt	Ev	VS	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 damage/2 lev, stuns for 1 round	LoM210
<input type="checkbox"/>	Darkness	Ev	VMD	1 act	Touch	10 min/lev (D)	-	N	20-ft-radius of supernatural shadow	PH8216
<input type="checkbox"/>	Death Knell	Ne	VS	1 act	Touch	10 min/HD	Will n.	Y	Kills 1 creature, gain 1d8 hp, +2 Str and 1 level	PH8217
<input type="checkbox"/>	Deific Vengeance	Co	VSD	1 act	Close	Instantaneous	Will 1/2	Y	God's punishment deals 1d6/2 lev (max 5d6)	CD161
<input type="checkbox"/>	Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PH8217
<input type="checkbox"/>	Desecrate	Ev	VSMD	1 act	Close	2 hours/lev	-	Y	Fills area with neg. energy, strength, undead	PH8218
<input type="checkbox"/>	Desiccate	Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Deals 1d6/2 lev damage and dehydrates	SaSt114
<input type="checkbox"/>	Detect Aberration	Di	VS	1 act	60 ft.	1 min/lev (D)	-	N	Detect the presence of aberrations	LoM210
<input type="checkbox"/>	Divine Insight	Di	VSD	1 act	Personal	1 hour/lev (D)	-	N	Insight bonus of 5+lev on one skill check	CV147
<input type="checkbox"/>	Divine Protection	En	VSD	1 act	Medium	1 min/lev	Will n.	Y	Allies gain +1 to Ac and saves	MH835
<input type="checkbox"/>	Eagle's Splendor	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PH8225
<input type="checkbox"/>	Ease Pain	Co	SD	1 act	Touch	Instantaneous	Will n.	Y	Remove lingering effects of pain	BED97
<input type="checkbox"/>	Elation	En	VS	1 act	80 ft.	1 round/lev	Will n.	Y	Allies gain +2 to Str and Dex, and +5 ft speed	PH8298
<input type="checkbox"/>	Enthrall	En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range	PH8227
<input type="checkbox"/>	Estanna's Stew	Co	VSF	1 round	0 ft.	Instantaneous	Will 1/2	Y	Conjures stew that heals 1d6+1 (1 serv./2 lev)	BED99
<input type="checkbox"/>	Eyes of the Zombie	Di	VSF	30 min	Personal	1 hour/lev (D)	-	Y	Caster sees through a zombie's eyes	BVD94
<input type="checkbox"/>	Find Traps	Di	VS	1 act	Personal	1 min/lev	-	N	Notice traps as a rogue does	PH8230
<input type="checkbox"/>	Freedom of Breath	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Protects against suffocation and vapors	SaSt116
<input type="checkbox"/>	Frost Weapon	Tr	VSM	1 act	Touch	1 round/lev	Will n.	N	Weapons deals +1d6 cold damage	FB95
<input type="checkbox"/>	Frostburn, Lesser	Ne	VSD	1 act	Touch	Instantaneous	For 1/2	Y	Touch deals 1d12 cold damage +1/lev (max +5)	FB95
<input type="checkbox"/>	Gentle Repose	Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PH8235
<input type="checkbox"/>	Ghost Touch Armor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Armor works against incorporeal attacks	LM65
<input type="checkbox"/>	Healing Lorecall	Di	VSM	1 act	Personal	1 min/lev	-	N	Can remove harmful conditions with spells	CV151
<input type="checkbox"/>	Hold Person	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/level	PH8241
<input type="checkbox"/>	Hydrate	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heals desiccation damage	SaSt117
<input type="checkbox"/>	InFLICT Moderate Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 2d8 damage +1/lev (max +10)	PH8244
<input type="checkbox"/>	Insigna of Alarm	Ab	VSF	1 act	Long	Instantaneous	-	Y	Alert bearers of special insigna	RoD166
<input type="checkbox"/>	Iron Silence	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	Armor touched has no penalties	CV153
<input type="checkbox"/>	Lastai's Caress	En	VSM	1 act	Touch	1 round/lev	-	Y	Feelings of good affect evil targets	BED102
<input type="checkbox"/>	Light of Mercuria	Ev	VS	1 act	Medium	Special	-	Y	You radiate light, can use 2 bolts	PH8100
<input type="checkbox"/>	Living Undeath	Ne	VSD	1 act	Touch	1 min/lev	For n.	Y	Subject immune to critical hits/sneak attacks	MH857
<input type="checkbox"/>	Locate Touchstone	Di	VS	1 act	Special	Instantaneous	-	N	Find nearest planar touchstone	PH8100
<input type="checkbox"/>	Make Whole	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Repairs an object	PH8252
<input type="checkbox"/>	Necrotic Cyst	Ne	VSF	1 act	Touch	Instantaneous	For n.	Y	Encyst undead sac of tissue in subject	LM68
<input type="checkbox"/>	Necrotic Scrying	Ne	VSF	1 act	Unlim.	1 min/lev (D)	-	N	Hear or see encasted subject at a distance	LM69
<input type="checkbox"/>	Obscuring Snow	Co	VS	1 act	30 ft.	1 hour/lev	-	N	Obscures sight in 30-ft radius around the caster	FB105
<input type="checkbox"/>	Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PH8259
<input type="checkbox"/>	Quick March	Tr	VSD	1 act	Medium	1 round	Will n.	Y	Allies' speed increases by 30 ft for 1 round	MH857
<input type="checkbox"/>	Remove Addiction	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures target of drug addictions	BED105
<input type="checkbox"/>	Remove Paralysis	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow	PH8271
<input type="checkbox"/>	Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from energy type	PH8272
<input type="checkbox"/>	Resounding Voice	Tr	S	1 act	Touch	1 min/lev (D)	Will n.	Y	Your voice carries 100 ft/lev	HoB127
<input type="checkbox"/>	Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PH8272
<input type="checkbox"/>	Sap Strength	En	VSM	1 act	Touch	Instantaneous	For n.	Y	Subject becomes exhausted	BVD105
<input type="checkbox"/>	Shatter	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Vibrations damage objects/crystalline creat.	PH8278
<input type="checkbox"/>	Shield Other	Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage	PH8278
<input type="checkbox"/>	Silence	Il	VS	1 act	Long	1 min/lev (D)	Special	Sp	Negates sound in 20-ft radius	PH8279
<input type="checkbox"/>	Sound Burst	Ev	VSD	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun	PH8281
<input type="checkbox"/>	Spawn Screen	Ne	VSD	1 act	Touch	1 hour/lev	Will n.	Y	You resist transformation into undead spawn	LM71
<input type="checkbox"/>	Spider Legs	Tr	VSF	1 act	Personal	1 min/lev	-	N	Caster grows spider legs, speed 30 ft	BVD105
<input type="checkbox"/>	Spiritual Weapon	Ev	VSD	1 act	Medium	1 round/lev (D)	-	Y	Magic weapon attacks on its own	PH8285
<input type="checkbox"/>	Spores of the Vrock	Co	VSD	1 round	0 ft.	Instantaneous	For n.	Y	All within 5 ft take 1d8 dmg +1d2/rd fr 10 rds.	BVD105
<input type="checkbox"/>	Status	Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Monitors condition and position of allies	PH8284
<input type="checkbox"/>	Stone Fist	Tr	VSD	1 act	Personal	1 round/lev (D)	-	N	Your fists inflict deadly wounds	RoS163
<input type="checkbox"/>	Summon Elysian Trush	Co	VSD	10 min	Close	8 hours	-	N	Summon an Elysian trush, accelerates healing	PH8105
<input type="checkbox"/>	Summon Monster II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature (1 2nd or 1d5 1st)	PH8286
<input type="checkbox"/>	Summon Undead II	Co	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you	LM71
<input type="checkbox"/>	Thin Air	Ne	VS	1 act	Medium	1 min/lev	For n.	N	Creatures suffer from altitude sickness	FB105
<input type="checkbox"/>	Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs	PH8297
<input type="checkbox"/>	Veil of Shadow	Ev	VS	1 act	Personal	1 min/lev	-	N	Darkness grants you concealment	MH840
<input type="checkbox"/>	Wave of Grief	Ev	SM	1 act	Close	1 round/lev	Will n.	Y	Cone imposes -5 on attacks, checks, saves	CD188
<input type="checkbox"/>	Wither Limb	Ne	VS	1 act	Close	1 round/lev	For n.	Y	Reduces subject's speed or hampers it	BVD110
<input type="checkbox"/>	Zone of Truth	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PH8505

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CLERIC/FAVORED SOUL SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD-LEVEL SPELLS

Spells: + =

Cast: □□□□□□□□

Save DC:

Max. known: □□□□□

Spells: <u> </u> + <u> </u> = <u> </u>	Cast: □□□□□□□□	Save DC: <u> </u>	Max. known: <u> </u> □□□□□
<input type="checkbox"/> Affliction [Good] Ne VS 1 act Touch Instantaneous For n. Y Infects evil subject with chosen affliction BED89			
<input type="checkbox"/> Analyze Touchstone Di VSM 1 min 60 ft 1 round/lev (D) Special N Find a nearby touchstone and its properties PIH893			
<input type="checkbox"/> Anarchic Storm [Water, Chaotic] Co VSD 1 act Personal 1 round/lev - N Good-aligned rain falls in 20-ft radius PIH895			
<input type="checkbox"/> Animate Dead [Evil] Ne VSM 1 act Touch Instantaneous - N Creates undead skeletons and zombies PH8198			
<input type="checkbox"/> Attune Form Tr VSD 1 act Touch 2 hours/lev - N Temporary protection against damaging traits PIH894			
<input type="checkbox"/> Axiomatic Storm [Water, Lawful] Co VSD 1 act Personal 1 round/lev - N Good-aligned rain falls in 20-ft radius PIH895			
<input type="checkbox"/> Aura of Cold, Lesser [Cold] Tr VSD 1 act 5 ft 1 round/lev (D) - Y Cold deals 1d6 damage to creatures in 5 ft FB88			
<input type="checkbox"/> Battlemagic Perception Di VS 1 act Personal 10 min/lev (D) - N Sense and counter spellcasting within 100 ft HoB125			
<input type="checkbox"/> Bestow Curse Ne VS 1 act Touch Permanent Will n. Y -6 to ability; -4 to rolls; or 50% lose act. PH8205			
<input type="checkbox"/> Binding Snow (FROSTFELL) [Cold] Tr VSD 1 act Medium 1 hour/lev (D) Ref n. Y Snow freezes, impeding movement FB89			
<input type="checkbox"/> Black Sand [Darkness, Evil] Ne VS 1 act Medium 1 round/lev Ref n. Y Creates a 20-ft radius area of black sand SaSt111			
<input type="checkbox"/> Blessed Aim Di VS 1 act 60 ft Concentration Will n. N +2 bonus for allies' ranged attacks CD154			
<input type="checkbox"/> Blessed Sight Di VS 1 act Personal 1 min/lev (D) - N Evil auras become visible to you BED92			
<input type="checkbox"/> Blindness/Deafness Ne V 1 act Medium Permanent (D) For n. Y Makes subject blinded or deafened PH8206			
<input type="checkbox"/> Boneblade (UNDEAD) [Evil] Ne VSF 1 act Touch 10 min/lev - N Turns a bone into a magic weapon BVD86			
<input type="checkbox"/> Briar Web Tr VSD 1 act Medium 1 min/lev Ref n. N Entangles creatures and thorns deal 2d6 dmg CD156			
<input type="checkbox"/> Chain of Eyes Di VS 1 act Touch 1 hour/lev Will n. Y Send magical sensor to infiltrate an area CD158			
<input type="checkbox"/> Circle of Nausea [Evil] Ev VSF 1 act Personal 1 min/lev For n. Y Foes are denied any actions or take penalty BVD88			
<input type="checkbox"/> Cloak of Bravery [Mind-Affecting] Ab VS 1 act 60 ft 10 min/lev Will n. Y You and allies gain a bonus on saves vs. fear CW117			
<input type="checkbox"/> Close Wounds [Healing] Co V Immed. Close Instantaneous Will 1/2 Y Cure 2d4 damage, even on another's turn MHB54			
<input type="checkbox"/> Clutch of Orcus Ne VS 1 act Medium Concentration For n. Y Deals 1d5 damage/round and paralyzes foe LM65			
<input type="checkbox"/> Conjure Ice Beast III [Cold] Co VSD 1 round Close 1 round/lev (D) - N Conjures ice creature to fight for you FB91			
<input type="checkbox"/> Contagion [Evil] Ne VS 1 act Touch Instantaneous For n. Y Infects subject with chosen disease PH8215			
<input type="checkbox"/> Continual Flame [Light] Ev VSM 1 act Touch Permanent - N Makes a permanent heatless torch PH8215			
<input type="checkbox"/> Control Sand Tr VSD 1 act Long 10 min/lev (D) - N Raise or lower the level of sand SaSt112			
<input type="checkbox"/> Control Snow and Ice Tr VSD 1 act Long 10 min/lev (D) - N Raise or lower ice or snow FB92			
<input type="checkbox"/> Conviction, Legion's Ab VSM 1 act Medium 1 min/lev Will n. Y Allies gain +2 or higher save bonus MHB54			
<input type="checkbox"/> Create Food and Water Co VS 10 min Close 24 hrs - N Feeds 3 humans or 1 horse/level PH8215			
<input type="checkbox"/> Cure Serious Wounds [Healing] Co VS 1 act Touch Instantaneous Will 1/2 Y Cures 3d8 damage +1/lev (max +15) PH8216			
<input type="checkbox"/> Curse of Petty Failing Ne VSD 1 act Close 1 min/lev - Y Subject takes -2 on attack rolls and saves MHB55			
<input type="checkbox"/> Daylight [Light] Ev VS 1 act Touch 10 min/lev (D) - N 60-ft radius of bright light PH8216			
<input type="checkbox"/> Deeper Darkness [Darkness] Ev VD 1 act Touch 1 day/lev (D) - N Object sheds shadow in 60-ft radius PH8217			
<input type="checkbox"/> Defile Snow and Ice [Cold, Evil] Ev VS 1 act Medium 1 min/lev - Y Grants bonuses to undead and cold creatures FB92			
<input type="checkbox"/> Delay Death Ne VSD 1 act Touch 1 round/lev Will n. Y Losing hit points doesn't kill subject RoD165			
<input type="checkbox"/> Devil Blight Tr VSD 1 act Close Special Special Sp. Damage and confuse baatezu PIH897			
<input type="checkbox"/> Devil's Eye [Evil] Di VS 1 act Personal 1 min/lev - N Caster can see 30 ft in even magical darkness BVD92			
<input type="checkbox"/> Dispell Magic Ab VS 1 act Medium Instantaneous - N Cancels spells and magical effects PH8225			
<input type="checkbox"/> Energize Potion Tr VSM 1 act Close Instantaneous Ref 1/2 Y Transforms a potion into an energy grenade BED98			
<input type="checkbox"/> Flame of Faith Ev VSM 1 act Touch 1 round/lev - N Gives weapon the flaming burst quality CD166			
<input type="checkbox"/> Flesh Ripper (UNDEAD, FIEND) [Evil] Ev VS 1 act Close Instantaneous - Y Black claw deals 1d8 dmg/lev, critical bleeds BVD96			
<input type="checkbox"/> Glyph of Warding Ab VSM 10 min Touch Until disch. Special Sp. Inscription harms those who pass it PH8256			
<input type="checkbox"/> Habooob [Air, Earth] Co VSM 1 act Medium 1 min/lev Special N Cloud of dust obscures sight, abrades SaSt117			
<input type="checkbox"/> Hamatula Barbs Tr VSD 1 act Touch 10 min/lev For n. Y Subject grows barbs PIH898			
<input type="checkbox"/> Heart's Ease [Mind-Affecting] En VSD 1 act Close Permanent Will n. Y Removed mind-affecting effects BED100			
<input type="checkbox"/> Helping Hand Ev VSD 1 act 5 miles 1 hour/lev - N Ghostly hand leads subject to you PH8259			
<input type="checkbox"/> Holy Storm [Water, Good] Co VSD 1 act Personal 1 round/lev - N Good-aligned rain falls in 20-ft radius PIH899			
<input type="checkbox"/> Ice Shape [Cold] Tr VSD 1 act Touch Instantaneous Will N Sculptures ice into any shape FB99			
<input type="checkbox"/> Inflict Serious Wounds Ne VS 1 act Touch Instantaneous Will 1/2 Y Touch deals 3d8 damage +1/lev (max +15) PH8244			
<input type="checkbox"/> Insignia of Blessing [Mind-Affecting] Ne VSF 1 act Long 1 min/lev - Y Bearers of insignia gain +1 to attack and vs. fear RoD166			
<input type="checkbox"/> Insignia of Healing [Healing] Co VSF 1 act Long Instantaneous Will 1/2 Y Bearers of insignia healed for 1d8 hp +1/lev RoD166			
<input type="checkbox"/> Insignia of Warding Ab VSF 1 act Long 1 min/lev Will n. Y Bearers of insignia gain +1 to AC and Fort. RoD166			
<input type="checkbox"/> Inspired Aim [Language-Dep., Mind-Affect] En V 1 act 40 ft Concentration Will n. Y Allies in range gain +2 on ranged attacks BED101			
<input type="checkbox"/> Invisibility Purge Ev VS 1 act Personal 1 min/lev (D) - N Dispels invisibility within 5 ft/level PH8245			
<input type="checkbox"/> Invoke the Cerulean Sign Ev S 1 act 30 ft Instantaneous For n. Y Aberrations become sickened, nauseated, etc. LoM211			
<input type="checkbox"/> Light of Venya [Good, Light] Ev VS 1 act Medium Special - Y You radiate light, can use 2 bolts PIH8100			
<input type="checkbox"/> Locate Object Di VSD 1 act Long 1 min/lev - N Senses direction towards object PH8249			
<input type="checkbox"/> Magic Circle against Chaos [Lawful] Ab VSD 1 act Touch 10 min/lev Will n. N +2 AC and saves in 10-ft. no mind control PH8249			
<input type="checkbox"/> Magic Circle against Evil [Good] Ab VSD 1 act Touch 10 min/lev Will n. N +2 AC and saves in 10-ft. no mind control PH8249			
<input type="checkbox"/> Magic Circle against Good [Evil] Ab VSD 1 act Touch 10 min/lev Will n. N +2 AC and saves in 10-ft. no mind control PH8250			
<input type="checkbox"/> Magic Circle against Law [Chaotic] Ab VSD 1 act Touch 10 min/lev Will n. N +2 AC and saves in 10-ft. no mind control PH8250			
<input type="checkbox"/> Magic Vestment Tr VSD 1 act Touch 1 hour/lev Will n. Y Armor or shield gains +1/4 levels PH8251			
<input type="checkbox"/> Mantle of Chaos [Chaotic] Ab VSD 1 act Personal 10 min/lev (D) - Y You gain SR 12+lev against lawful spells PIH8100			
<input type="checkbox"/> Mantle of Evil [Evil] Ab VSD 1 act Personal 10 min/lev (D) - Y You gain SR 12+lev against good spells PIH8100			
<input type="checkbox"/> Mantle of Good [Good] Ab VSD 1 act Personal 10 min/lev (D) - Y You gain SR 12+lev against evil spells PIH8100			
<input type="checkbox"/> Mantle of Law [Lawful] Ab VSD 1 act Personal 10 min/lev (D) - Y You gain SR 12+lev against chaotic spells PIH8101			
<input type="checkbox"/> Masochism En VSM 1 act Personal 1 round/lev - N Gain +1 to hit, ST, checks for every 10 hp taken BVD99			
<input type="checkbox"/> Meld into Ice Tr VSD 1 act Personal 10 min/lev - N You and your gear merge with ice FB102			
<input type="checkbox"/> Meld into Stone [Earth] Tr VSD 1 act Personal 10 min/lev - N You and your gear merge with stone PH8252			
<input type="checkbox"/> Necrotic Bloat Ne VSF 1 act Medium Instantaneous - N Encysted subject takes 1d6/level damage LM67			
<input type="checkbox"/> Obscure Object Ab VSD 1 act Touch 8 hours (D) Will n. Y Masks object against scrying PH8258			
<input type="checkbox"/> Prayer [Mind-Affecting] En VSD 1 act 40 ft 1 round/lev - Y Allies gain +1 on most rolls, enemies -1 PH8264			
<input type="checkbox"/> Protection from Desiccation Ab VSD 1 act Touch 10 min/lev For n. Y Absorbs 10 points/lev dmg from desiccation SaSt119			
<input type="checkbox"/> Protection from Energy Ab VSD 1 act Touch 10 min/lev For n. Y Absorbs 12 points/lev damage from energy PH8266			
<input type="checkbox"/> Protection from Negative Energy Ab VS 1 act Touch 10 min/lev Will n. Y Ignore 10 points of negative energy/attack PIH8104			
<input type="checkbox"/> Protection from Positive Energy Ab VS 1 act Touch 10 min/lev Will n. Y Ignore 10 points of positive energy/attack PIH8104			
<input type="checkbox"/> Refreshment [Good, Healing] Co VS 1 act 20 ft Instantaneous Will n. Y Cures all nonlethal damage to one creature BED105			
<input type="checkbox"/> Remove Blindness/Deafness [Healing] Co VS 1 act Touch Instantaneous For n. Y Cures normal or magical conditions PH8270			
<input type="checkbox"/> Remove Curse Ab VS 1 act Touch Instantaneous Will n. Y Frees object or person from curse PH8270			
<input type="checkbox"/> Remove Disease [Healing] Co VS 1 act Touch Instantaneous For n. Y Cures all diseases affecting subject PH8271			
<input type="checkbox"/> Remove Nausea [Healing] Co VD 1 act Touch Instantaneous Will n. Y Cures a nauseated or sickened character BED105			
<input type="checkbox"/> Resist Energy, Mass Ab VSD 1 act Close 10 min/lev For n. Y Subjects ignore damage from one energy type CA120			
<input type="checkbox"/> Ring of Blades Co VSM 1 act Personal 1 min/lev - N Blades deal 1d6 +1/lev (max +10) dmg CA121			
<input type="checkbox"/> Sadism [Evil] En VSM 1 act Personal 1 round/lev - N Gain +1 to hit, ST, checks for every 10 hp dealt BVD105			
<input type="checkbox"/> Searing Light Ev VS 1 act Medium Instantaneous - Y Ray deals 1d8/2 lev. more if undead PH8275			

CLERIC/FAVORED SOUL SPELLS

KN. PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
Continued from previous page									
<input type="checkbox"/>	Sheltered Vitality	Ab	VSD	1 act	Touch	1 min/lev	For n.	Y	Subject immune to fatigue, ability drain, etc. LM71
<input type="checkbox"/>	Shield of Warning	Ab	V	1 act	Touch	1 min/lev	Will n.	N	Shield grants +1 on Ref saves per 5 lev Dra115
<input type="checkbox"/>	Shivering Touch	Ne	VS	1 act	Touch	1 round/lev	-	Y	Touch deals 3d6 Dexterity damage FB104
<input type="checkbox"/>	Shriveling (DISEASE)	Ne	VS	1 act	Close	Instantaneous	Ref 1/2	Y	Subject takes 1d4 damage per level BVD103
<input type="checkbox"/>	Slashing Darkness	Ev	VS	1 act	Medium	Instantaneous	-	Y	Ray deals 1d8/2 lev damage, heals undead MHB59
<input type="checkbox"/>	Soul of the Waste	Tr	VSD	1 act	Personal	10 min/lev (D)	-	N	Meld into surrounding sand Sa5121
<input type="checkbox"/>	Speak with Dead (Language-Dependent)	Ne	VSD	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels PHB281
<input type="checkbox"/>	Spikes	Tr	VSM	1 act	Touch	1 hour/lev	-	N	Wooden weapon deals +2 dmg/lev, 2x threat CD181
<input type="checkbox"/>	Spiritual Charger	Ev	VSD	1 act	Medium	Instantaneous	-	Y	Horseman of force attacks enemy HoB128
<input type="checkbox"/>	Stone Shape	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape PHB284
<input type="checkbox"/>	Summon Monster III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 1st, 1d5 2nd or 1d4+1 1st) PHB286
<input type="checkbox"/>	Summon Undead III	Co	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you LM71
<input type="checkbox"/>	Telepathic Bond, Lesser (Mind-Affecting)	Di	VS	1 act	30 ft	10 min/lev	-	N	Link lets you and target communicate CD183
<input type="checkbox"/>	Unholy Storm (Water, Evil)	Co	VSD	1 act	Personal	1 round/lev	-	N	Evil-aligned rain falls in 20-ft radius PIH106
<input type="checkbox"/>	Unliving Weapon (Evil)	Ne	VSM	1 round	Touch	1 hour/lev	Will n.	Y	Undead subject explodes when struck BVD108
<input type="checkbox"/>	Vigor	Co	VS	1 act	Touch	10 rds +1 rd/lev	Will n.	Y	Creature heals 2 hp/round (max 25 rounds) CD186
<input type="checkbox"/>	Vigor, Mass Lesser (Healing)	Co	VS	1 act	20 ft	10 rds +1 rd/lev	Will n.	Y	Creatures heal 1 hp/round (max 25 rounds) CD186
<input type="checkbox"/>	Vila Lance (Evil)	Ev	VSD	1 act	Touch	10 min/lev	-	N	Creates +2 shortspear that deals vile damage BVD108
<input type="checkbox"/>	Visage of the Deity, Lesser (Evil/Good)	Tr	VSD	1 act	Personal	1 round/lev	-	N	You gain +4 Cha and resistance 10 to energy CD187
<input type="checkbox"/>	Water Breathing	Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subjects can breathe underwater PHB500
<input type="checkbox"/>	Water Walk (Water)	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid PHB500
<input type="checkbox"/>	Wind Wall (Air)	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures and gases PHB502
<input type="checkbox"/>	Wrack (Evil)	Ne	VS	1 act	Close	1 round/lev	For n.	Y	Renders creature helpless with pain CD190
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CLERIC/FAVORED SOUL SPELLS

KN.	PREP.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
Continued from previous page											
<input type="checkbox"/>	---	---	Wall of Water <i>[Water]</i>	Co	VSD	1 act	Close	1 round/lev (D)-	-	N	Wall impedes movement and can drown creat. Sa5t128
<input type="checkbox"/>	---	---	Weapon of the Deity	Tr	VD	1 act	0 ft	1 round/lev	-	N	Your weapon gains bonuses and abilities CD188
<input type="checkbox"/>	---	---	Weather Eye	Dj	VSMP	1 hour	Special	Instantaneous	-	N	Predict weather up to 1 week ahead CD189
<input type="checkbox"/>	---	---	Winter's Embrace <i>[Cold]</i>	Ev	VS	1 act	Close	1 round/lev	For n.	Y	Subject takes 1d8 damage/round, can fatigue FB106
<input type="checkbox"/>	---	---	_____	---	---	---	---	---	---	---	---
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CLERIC/FAVORED SOUL SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

5TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□□

Spell Name	School	Components	Cast Time	Range	Duration	Save	SR	Effect
<input type="checkbox"/> Atonement	Ab.	VSMFDX	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject PHB201
<input type="checkbox"/> Aura of Evasion	Ab.	VSM	1 act	0 ft	1 min/lev	-	N	All within 10 ft gain evasion vs. breath weap. Dra109
<input type="checkbox"/> Blistering Radiance	Ev.	VSM	1 act	Long	1 round/lev	Special	Y	Blind creatures and deals 2d6 damage in 50 ft CA99
<input type="checkbox"/> Boreal Wind	Ev.	VSD	1 act	Long	1 rd + 1r/2 lev	For n.	Y	Gust of cold deals 1d4/lev and knock back FB89
<input type="checkbox"/> Break Enchantment	Ab.	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects PHB207
<input type="checkbox"/> Call Zelekhut	Co.	VSDX	10 min	Close	Instantaneous	-	N	A zelekhut aids you in hunting a fugitive PHB96
<input type="checkbox"/> Chaa's Laugh	En.	V	1 act	40 ft	1 min/lev	Will n.	Y	Good creatures receive bonuses, evil one pen. BED94
<input type="checkbox"/> Charnel Fire	Ne.	VS	1 min	Touch	Instantaneous	-	N	Consumes one corpse or undead creature BVD87
<input type="checkbox"/> Choking Sands	Ne.	VSM	1 act	Touch	Instantaneous	For n.	Y	Creature begins to suffocate on sand SaSt112
<input type="checkbox"/> Command, Greater	En.	V	1 act	Close	1 round/lev	Will n.	Y	One subject/lev obeys command for 1 round PHB211
<input type="checkbox"/> Commune	Di.	VSMFDX	10 min	Personal	1 round/lev	-	N	Deity answers one yes-or-no question/level PHB211
<input type="checkbox"/> Conjure Ice Beast V	Co.	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you FB91
<input type="checkbox"/> Convert Wand	Tr.	VS	1 act	Touch	1 min/lev	-	N	Changes a magic wand into a healing wand BED95
<input type="checkbox"/> Crown of Flame	Ev.	V	1 act	10 ft	1 min/lev	-	Y	Deals 2d6/round to undead, evil outsiders, fey BED95
<input type="checkbox"/> Cure Light Wounds, Mass	Co.	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/lev for many creatures PHB216
<input type="checkbox"/> Curse of Petty Failing, Legion's	Ne.	VSD	1 act	Medium	1 min/lev	-	Y	Enemies take -2 on attack rolls and saves MHB55
<input type="checkbox"/> Dancing Web	Ev.	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 nonlethal/lev, entangles evil 1d6 rd. BED96
<input type="checkbox"/> Death Throes	Ne.	VS	1 act	Personal	1 hour/lev	-	N	Your body explodes when you die PHB97
<input type="checkbox"/> Dispel Chaos	Ab.	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by chaotic creatures PHB222
<input type="checkbox"/> Dispel Cold	Ab.	VSD	1 act	Touch	1 round/lev	Special	Sp.	Cancels cold spells and effects FB95
<input type="checkbox"/> Dispel Evil	Ab.	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by evil creatures PHB222
<input type="checkbox"/> Dispel Fire	Ab.	VSD	1 act	Touch	1 round/lev	Special	Sp.	Cancels fire spells and effects FB95
<input type="checkbox"/> Dispel Good	Ab.	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by good creatures PHB222
<input type="checkbox"/> Dispel Law	Ab.	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by lawful creatures PHB225
<input type="checkbox"/> Dispel Water	Ab.	VS	1 act	Medium	Instantaneous	Special	Sp.	Cancels water spells, dismisses water creatures SaSt114
<input type="checkbox"/> Disrupting Weapon	Tr.	VS	1 act	Touch	1 round/lev	Will n.	Y	Melee weapon destroys undead PHB225
<input type="checkbox"/> Divine Agility	Tr.	VS	1 act	Touch	1 round/lev	Will n.	N	Improve creature's Reflex saves, Dexterity CD162
<input type="checkbox"/> Dragon Breath	Ev.	VSD	1 act	Personal	1 round/lev	-	N	You choose a dragon type and mimic its breath CD164
<input type="checkbox"/> Earth Hammer	Tr.	V	Swift	Touch	1 round/lev	Will n.	Y	Infuse a melee weapon with earth's power RoS162
<input type="checkbox"/> Energetic Healing	Co.	VSD	1 act	Touch	10 min/lev	-	Y	Target immune to one energy, 10% is healing BED98
<input type="checkbox"/> False Sending	Il.	VSD	10 min	Special	1 round	Will n.	Y	As sending, but the caster imitates another BVD95
<input type="checkbox"/> Flame Strike	Ev.	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level) PHB251
<input type="checkbox"/> Flaywind Burst	Ev.	VSM	1 round	60 ft	Instantaneous	Special	N	Cone deals 1d6 dmg/lev, knocks down SaSt115
<input type="checkbox"/> Frostbite	Co.	VSD	1 act	Close	Instantaneous	For 1/2	Y	Causes 6d6 cold damage and 2d6 Dex damage FB95
<input type="checkbox"/> Hallow	Ev.	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as holy PHB258
<input type="checkbox"/> Haunt Shift	Ne.	VSM	1 act	Medium	Instantaneous	Will n.	Y	Turn undead into haunting presences LM66
<input type="checkbox"/> Heartclutch	Tr.	VS	1 act	Close	Instantaneous	For part.	Y	Subject dies in 1d3 rds or takes 3d6 dmg +1/lev BVD97
<input type="checkbox"/> Hibernial Healing	Tr.	VS	1 round	Personal	Instantaneous	For 1/2	Y	Cures 10 points/lev of damage (max 150) FB97
<input type="checkbox"/> Hibernate	Ne.	VSD	1 act	Touch	1 week/lev (D)	Will n.	Y	Sends subject into state of hibernation FB97
<input type="checkbox"/> Incorporeal Nova	Ne.	VS	1 act	Medium	Instantaneous	Will n.	Y	Destroy incorporeal undead LM67
<input type="checkbox"/> Inflict Light Wounds, Mass	Ne.	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 1d8 damage +1/lev to many creatures PHB244
<input type="checkbox"/> Insect Plague	Co.	VSD	1 round	Long	1 min/lev	-	N	Locust swarms attack creatures PHB244
<input type="checkbox"/> Mark of Justice	Ne.	VSD	10 min	Touch	Permanent	-	Y	Designate action that will trigger curse on subj. PHB252
<input type="checkbox"/> Morality Undone	En.	VSD	1 act	Close	10 min/lev	Will n.	Y	Subject becomes evil LoM212
<input type="checkbox"/> Necrotic Blast	Ne.	VSF	1 act	Medium	Instantaneous	For part.	N	Encysted subject killed, cyst roams LM67
<input type="checkbox"/> Opalescent Glare	Ne.	VSD	1 act	60 ft	Instantaneous	Will part.	Y	Kill evil creatures with a look PHB101
<input type="checkbox"/> Parboil	Ev.	VSD	1 act	20 ft	Instantaneous	For part.	Y	Heated air deals fire and Int damage SaSt118
<input type="checkbox"/> Pass Through Ice	Tr.	VSD	1 act	Touch	1 round/lev (D)	-	Y	Subject can pass through ice or snow as water FB105
<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"/> Psychic Turmoil	Ab.	VSM	1 act	Close	1 round/lev	Will part.	Y	Invisible field leeches psionic PP away Epsi221
<input type="checkbox"/> Raise Dead	Co.	VSM	1 min	Touch	Instantaneous	-	Y	Restores life to subject dead up to 1 day/level PHB268
<input type="checkbox"/> Resonating Resistance	Tr.	V	1 act	Personal	1 min/lev	-	N	Foes must check SR twice against caster BVD102
<input type="checkbox"/> Revivify	Co.	VSM	1 act	Touch	Instantaneous	-	Y	Restore recently dead to life, no level loss MHB58
<input type="checkbox"/> Righteous Might	Tr.	VSD	1 act	Personal	1 round/lev (D)	-	N	Your size increases, and you gain bonuses PHB275
<input type="checkbox"/> Sacred Guardian	Di.	VS	1 act	Touch	1 day/lev	-	Y	You know of subject and can teleport or scry BED106
<input type="checkbox"/> Scrying	Di.	VSPD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance PHB274
<input type="checkbox"/> Slay Living	Ne.	VS	1 act	Touch	Instantaneous	For part.	Y	Touch attack kills subject PHB280
<input type="checkbox"/> Spell Resistance	Ab.	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +12 +1/level Spell Resistance PHB282
<input type="checkbox"/> Spiritual Cavalry	Ev.	VSD	1 act	Medium	Instantaneous	Special	Y	Horsemen of force attack enemies HoB127
<input type="checkbox"/> Stalwart Pact	Ev.	VSDX	10 min	Touch	Special	Will n.	Y	Gain combat bonuses when below half hp CD181
<input type="checkbox"/> Status, Greater	Di.	VS	1 min	Medium	1 hour/lev	Will n.	Y	Monitors position of many allies HoB128
<input type="checkbox"/> Subvert Planar Essence	Tr.	VSD	1 act	Medium	1 round/lev	For n.	Y	Reduces target's DR and SR CD185
<input type="checkbox"/> Summon Bralani Eladrin	Co.	VSD	1 round	Close	Conc. +1 round	-	N	Summon a bralani eladrin PHB105
<input type="checkbox"/> Summon Monster V	Co.	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (15th, 1d5 4th or 1d4+15rd) PHB286
<input type="checkbox"/> Summon Undead V	Co.	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you LM72
<input type="checkbox"/> Symbol of Pain	Ne.	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain PHB290
<input type="checkbox"/> Symbol of Sleep	En.	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts creatures into slumber PHB291
<input type="checkbox"/> Telepathy Block	Ab.	VS	1 act	Close	1 round/lev (D)	-	N	Blocks all telepathic communication in 80 ft BED109
<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"/> Unhallow	Ev.	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy PHB297
<input type="checkbox"/> Vigor, Greater	Co.	VS	1 act	Touch	10 rds +1 rd/lev	Will n.	Y	Creature heals 4 hp/round (max 25 rounds) CD186
<input type="checkbox"/> Vulnerability	Tr.	VS	1 act	Touch	1 round/lev	Will n.	Y	Reduces an opponent's damage reduction Dra115
<input type="checkbox"/> Wall of Magma	Co.	VSD	1 act	Medium	1 min/lev	Special	Y	Deals 2d6 or 1d6. Passing is 5d6 +1/lev SaSt126
<input type="checkbox"/> Wall of Ooze	Co.	VSD	1 act	Medium	Conc. +1 rd/lev	For part.	N	Barrier paralyzes and deals 2d6 dmg on touch BVD109
<input type="checkbox"/> Wall of Stone	Co.	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped PHB299
<input type="checkbox"/> Warding Gems	Co.	VSM	1 act	Close	1 hour/lev	-	N	Create gems that store healing energy BED111

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CLERIC/FAVORED SOUL SPELLS

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"/>	Algid Enhancement (COLDFIRE) [Cold]	Tr	VS	1 round	Close	24 hours	-	N	Grants bonuses to cold creatures	F888
<input type="checkbox"/>	Animate Objects	Tr	VS	1 act	Medium	1 round/lev	-	N	Objects attack your foes	PH8199
<input type="checkbox"/>	Antilife Shell	Ab	VSD	1 round	10 ft	10 min/lev (D)	-	Y	10-ft field hedges out living creatures	PH8199
<input type="checkbox"/>	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PH8205
<input type="checkbox"/>	Barghest's Feast [Evil]	Ne	VSM	1 round	Touch	Instantaneous	Will n.	Y	Destroy target corpse	PH895
<input type="checkbox"/>	Bear's Endurance, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Con	PH8205
<input type="checkbox"/>	Blade Barrier [Force]	Ev	VS	1 act	Medium	1 min/lev (D)	Special	Y	Wall of blades deal 1d6 damage/level	PH8205
<input type="checkbox"/>	Bull's Strength, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Str	PH8207
<input type="checkbox"/>	Call Faithful Servants (ABST.,CELL.) [Good]	Co	VS	1 min	Close	Instantaneous	-	N	Summons 1d4 archons, eladrins, or guardinals	BED95
<input type="checkbox"/>	Celestial Blood [Good]	Ab	VSM	1 round	Touch	1 min/lev	-	Y	Grants energy resistance, DR, bonus on saves	BED94
<input type="checkbox"/>	Cloud of the Achaierai (DISEASE) [Evil]	Co	VS	1 act	Personal	10 min/lev	For part.	Y	Cloud deals 2d6 damage plus confusion	BVD98
<input type="checkbox"/>	Cometfall	Co	VSD	1 act	Medium	Instantaneous	Ref 1/2	N	Comet falls atop foes, damaging them	CD159
<input type="checkbox"/>	Conjure Ice Beast VI [Cold]	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB91
<input type="checkbox"/>	Consecrate Battlefield [Good]	Ev	VSM	10 min	Medium	1 day/lev	-	Y	Fills large area with positive energy	HoB126
<input type="checkbox"/>	Create Undead [Evil]	Ne	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies or mohrgs	PH8215
<input type="checkbox"/>	Crown of Brilliance (ARCHON) [Good, Light]	Ev	VSM	1 round	20 ft	1 round/lev	For part.	Y	Holy light blinds foes, damages undead	BED95
<input type="checkbox"/>	Cure Moderate Wounds, Mass [Healing]	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures	PH8216
<input type="checkbox"/>	Desecrate Battlefield [Evil]	Ev	VSM	10 min	Medium	1 day/lev	-	N	Fills large area with positive energy	HoB126
<input type="checkbox"/>	Desiccate, Mass	Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Deals 1d6/2 lev damage and dehydrates	SA5T114
<input type="checkbox"/>	Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	-	N	Dispels magical effects, +20 on check	PH8225
<input type="checkbox"/>	Eagle's Splendor, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Cha	PH8225
<input type="checkbox"/>	Energy Immunity	Ab	VS	1 act	Touch	24 hours	-	Y	Subject immune to damage from one energy	CA105
<input type="checkbox"/>	Fiendish Quickening (FIEND)	Tr	VS	1 round	Personal	1 round/lev	-	N	Caster's ability to teleport is quickened	BVD95
<input type="checkbox"/>	Find the Path	Di	VSF	3 rds	Touch	10 min/lev	-/Will n.	Y	Shows most direct way to a location	PH8230
<input type="checkbox"/>	Forbiddance	Ab	VSM	6 rds	Medium	Permanent	Special	Y	Blocks planar travel, damages diff. alignments	PH8232
<input type="checkbox"/>	Frostburn, Mass [Cold]	Ne	VSD	1 act	Close	Instantaneous	For 1/2	Y	Deals 5d12 cold damage +1/lev (max +20)	FB95
<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	PH8234
<input type="checkbox"/>	Ghost Trap	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Incorporeal creatures turn corporeal	LM65
<input type="checkbox"/>	Glyph of Warding, Greater	Ab	VSM	10 min	Touch	Until disch. (D)	Special	Sp.	As glyph of warding, up to 10d8 dmg/6th lev	PH8237
<input type="checkbox"/>	Harm	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Deals 10 points/lev damage to target	PH8239
<input type="checkbox"/>	Heal [Healing]	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	Cures 10 points/lev of damage and conditions	PH8239
<input type="checkbox"/>	Heroes' Feast	Co	VSD	10 min	Close	1 hour +12 hrs	-	N	Food for 1 creat./lev cures and gives bonuses	PH8240
<input type="checkbox"/>	Ice Rift [Cold]	Ev	VSD	1 act	Long	1 round	Special	N	Intense quake shakes 40-ft spread of ice	FB99
<input type="checkbox"/>	Inflict Moderate Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 2d8 damage +1/lev to many creatures	PH8244
<input type="checkbox"/>	Mantle of the Icy Soul	Tr	VSMX	1 act	Touch	Instantaneous	Will n.	Y	Gives subject the cold subtype	FB101
<input type="checkbox"/>	Mummify	Ne	VSD	1 act	Touch	Instantaneous	For part.	Y	Touched creature dies and is mummified	SA5T118
<input type="checkbox"/>	Necrotic Eruption [Evil]	Ne	VSF	1 act	Medium	Instantaneous	For part.	Y	Encysted subject killed, nearby creat. damaged	LM69
<input type="checkbox"/>	Owl's Wisdom, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Wis	PH8259
<input type="checkbox"/>	Planar Ally	Co	VSDX	10 min	Close	Instantaneous	-	N	Exchange service with a 16 HD extraplanar	PH8261
<input type="checkbox"/>	Planar Exchange	Co	VSD	1 round	0 ft	1 round/lev (D)	-	N	Trade places with a planar creature	PH8102
<input type="checkbox"/>	Quickshift (CELESTIAL) [Good]	Tr	VS	1 round	Personal	1 round/lev	-	N	Caster can teleport as a free action	BED104
<input type="checkbox"/>	Secure Corpse	Ne	VSD	1 act	Close	1 day/lev (D)	-	N	Traps corpse inside holy symbol	BED106
<input type="checkbox"/>	Snare Astral Traveler	Ab	VS	1 act	Medium	1 round/lev	Will n.	Y	Captures and holds one astral creature	BVD104
<input type="checkbox"/>	Summon Babau Demon [Chaotic, Evil]	Co	VSD	1 round	Close	Conc. +1 round	-	N	Summon a babau demon	PH8104
<input type="checkbox"/>	Summon Monster VI	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (16th, 1d5 5th or 1d4+1 4th)	PH8287
<input type="checkbox"/>	Symbol of Fear [Fear, Mind-Affecting]	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PH8290
<input type="checkbox"/>	Symbol of Persuasion [Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PH8290
<input type="checkbox"/>	Symbol of Thirst [Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune overwhelms with thirst	SA5T123
<input type="checkbox"/>	Thousand Needles [Evil]	Co	VSM	1 act	Medium	1 min/lev	For part.	Y	Subject takes 2d6 damage and -4 to rolls	BVD106
<input type="checkbox"/>	Touch of Adamantine	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains the adamantine properties	BED110
<input type="checkbox"/>	Undeath to Death	Ne	VSD	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead	PH8297
<input type="checkbox"/>	Vengeance Halo (ABSTINENCE) [Good]	Ab	VS	1 act	Close	1 min/lev	Special	N	Recipient's slayer takes 1d6/lev damage	BED111
<input type="checkbox"/>	Vigorous Circle [Healing]	Co	VS	1 act	20 ft	10 rds +1 rd/lev	Will n.	Y	Creatures heal 3 hp/round (max 40 rounds)	CD187
<input type="checkbox"/>	Visage of the Deity [Evil/Good]	Tr	VSD	1 act	Personal	1 round/lev	-	N	You gain +4 Cha and become outsider	CD187
<input type="checkbox"/>	Wind Walk [Air]	Tr	VSD	1 act	Touch	1 hour/lev (D)	-/Will n.	Sp.	You and allies turn vaporous and travel fast	PH8302
<input type="checkbox"/>	Word of Recall	Co	V	1 act	Unlimit.	Instantaneous	-/Will n.	Sp.	Teleports you back to designated place	PH8305
<input type="checkbox"/>	Zealot Pact	Ev	VSDX	10 min	Touch	Special	Will n.	Y	Gain combat bonuses vs. opposite alignment	CD191

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CLERIC/FAVORED SOUL SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

8TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□

Table of 8th-level spells including: Antimagic Field, Axiomatic Creature (ARCHON), Befoul, Bodak Birth (DRUG), Bodak's Glare, Brain Spider, Brilliant Blade, Cloak of Chaos, Conjure Ice Beast VIII, Create Greater Undead, Cure Critical Wounds, Mass, Death Pact, Death Ward, Mass, Dimensional Lock, Discern Location, Earthquake, Fierce Pride of the Beastl., Fire Storm, Flashflood, Holy Aura, Inflict Critical Wounds, Mass, Last Judgment (CELESTIAL), Necrotic Empowerment, Pestilence (DISEASE), Planar Ally, Greater, Planar Exchange, Greater, Restoration, Mass, Shield of Law, Spell Immunity, Greater, Spread of Contentment, Stormrage, Summon Giants, Summon Monster VIII, Symbol of Death, Symbol of Insanity, Unholy Aura, Veil of Undeath.

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9TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□

Table of 9th-level spells including: Abyssal Army, Astral Projection, Call Marut, Conjure Ice Beast IX, Despoil, End to Strife, Energy Drain, Etherealness, Fimbulwinter, Gate, Heal, Mass, Heavenly Host, Hellish Horde, Hunters of Hades, Implosion, Mantle of the Fiery Spirit, Miracle, Necrotic Termination, Plague of Undead, Soul Bind, Spread of Savagery, Storm of Vengeance, Sublime Revelry, Summon Elemental Monolith, Summon Monster IX, True Resurrection, Visage of the Deity, Greater, Were-Doom.

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DRUID/SPIRIT SHAMAN SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

18th-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

<input type="checkbox"/>	Animate Water	[Water]	Tr	VSM	1 round	Close	1 round/lev (D)	-	N	Animates Small or smaller quantity of water	CA96
<input type="checkbox"/>	Animate Wood		Tr	VSM	1 round	Touch	1 round/lev (D)	-	N	Animates Small or smaller wooden item	CA96
<input type="checkbox"/>	Beastland Ferocity	[Mind-Affecting]	En	VSD	1 act	Touch	1 min/lev	For n.	Y	Subject fights without penalty while disabled	PHB95
<input type="checkbox"/>	Beget Bogun		Co	VSMX	1 act	Touch	Instantaneous	-	N	You create a Tiny nature servant	CD152
<input type="checkbox"/>	Calm Animals	[Mind-Affecting]	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 +1/level HD of animals	PHB207
<input type="checkbox"/>	Camouflage		Tr	VS	1 act	Personal	10 min/lev	-	N	Grants +10 bonus on Hide checks	CD157
<input type="checkbox"/>	Charm Animal	[Mind-Affecting]	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend	PHB208
<input type="checkbox"/>	Cloak of Shade		Ab	VSD	1 act	Touch	1 hour/lev (D)	-	Y	Gives protection from heat and sun	SpS112
<input type="checkbox"/>	Conjure Ice Beast I	[Cold]	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB91
<input type="checkbox"/>	Crunchy Snow (FROSTFELL)	[Cold]	Tr	VS	1 act	Medium	1 hour/lev	-	N	-20 penalty to Move Silently checks in area	FB92
<input type="checkbox"/>	Cure Light Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/level (max +5)	PHB215
<input type="checkbox"/>	Detect Animals or Plants		Di	VS	1 act	Long	10 min/lev (D)	-	N	Detects kinds of animals or plants	PHB218
<input type="checkbox"/>	Detect Snares and Pits		Di	VS	1 act	60 ft	10 min/lev (D)	-	N	Reveals natural or primitive traps	PHB220
<input type="checkbox"/>	Ease of Breath	[Cold]	Ne	VSD	1 act	Touch	1 hour/lev	-	N	+20 on Fort save to resist altitude sickness	FB93
<input type="checkbox"/>	Endure Elements		Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
<input type="checkbox"/>	Entangle		Tr	VSD	1 act	Long	1 min/lev (D)	Ref part.	N	Plants entangle everyone in 40-ft radius	PHB227
<input type="checkbox"/>	Extract Drug		Co	VSF	1 min	Touch	Permanent	-	N	Creates drug from inanimate object	BVD94
<input type="checkbox"/>	Eyes of the Avoral		Tr	S	1 act	Touch	10 min/lev	Will n.	Y	Subject gets +8 on Spot checks	BE99
<input type="checkbox"/>	Faerie Fire	[Light]	Ev	VSD	1 act	Long	1 min/lev (D)	-	Y	Outlines subjects with light	PHB229
<input type="checkbox"/>	Goodberry		Tr	VSD	1 act	Touch	1 day/lev	-	Y	2d4 berries cure 1 hp each (max 8 hp/24 hrs)	PHB237
<input type="checkbox"/>	Hawkeye		Tr	V	1 act	Personal	10 min/lev	-	N	Gain +5 on Spot and fire ranged weap. better	CD166
<input type="checkbox"/>	Healthful Rest		Co	VS	10 min	Close	24 hours	Will n.	Y	Subject heals at twice the normal rate	CV151
<input type="checkbox"/>	Hide from Animals		Ab	SD	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't perceive 1 subject/lev	PHB241
<input type="checkbox"/>	Ice Skate		Tr	VSD	1 act	Touch	10 min/lev (D)	For n.	Y	Your speed increases by 60 ft while on ice	FB100
<input type="checkbox"/>	Impede Sun's Brilliance		Ab	S	1 act	Close	10 min/lev (D)	-	N	Diminishes heat and light of the sun in area	SpS117
<input type="checkbox"/>	Ivory Flesh		Tr	VS	1 act	Touch	1 hour/lev	Will n.	Y	Flesh turns white, +5 to Hide in snow/ice	FB101
<input type="checkbox"/>	Jump		Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
<input type="checkbox"/>	Locate Touchstone		Di	VS	1 act	Special	Instantaneous	-	N	Find nearest planar touchstone	PHB100
<input type="checkbox"/>	Locate Water		Di	VSD	1 act	Long	Concentration	-	N	Reveals location, size, quality of water sources	SpS117
<input type="checkbox"/>	Longstrider		Tr	VSM	1 act	Personal	1 hour/lev (D)	-	N	Your speed increases by 10 ft	PHB249
<input type="checkbox"/>	Magic Fang		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB250
<input type="checkbox"/>	Magic Stone		Tr	VSD	1 act	Touch	30 min	Will n.	Y	3 stones are +1 to attack and deal 1d6+1 damage	PHB251
<input type="checkbox"/>	Obscuring Mist		Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
<input type="checkbox"/>	Omen of Peril		Di	VSF	1 round	Personal	Instantaneous	-	N	You know how dangerous the future will be	CD171
<input type="checkbox"/>	Pass without Trace		Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PHB259
<input type="checkbox"/>	Produce Flame	[Fire]	Ev	VS	1 act	0 ft	1 min/lev (D)	-	Y	1d6 damage +1/lev, touch or thrown	PHB265
<input type="checkbox"/>	Raptor's Sight		Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	Gain +5 on Spot, range penalties are halved	RoW175
<input type="checkbox"/>	Resist Planar Alignment		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Subject resists penalties for being on a Plane	PHB104
<input type="checkbox"/>	Sandblast		Ev	VSD	1 act	10 ft	Instantaneous	Ref 1/2	Y	Hot sand deals 1d6 nonlethal and stuns	CD178
<input type="checkbox"/>	Shillelagh		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Cudgel becomes +1 weapon for 1d10 damage	PHB278
<input type="checkbox"/>	Silvered Claws		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Creature's natural attacks treated as silver	BED107
<input type="checkbox"/>	Snake's Swiftiness		Tr	VSD	1 act	Close	Instantaneous	Will n.	Y	Subject immediately makes one attack	MHB39
<input type="checkbox"/>	Snowdrift		Tr	VSD	1 act	Touch	Instantaneous	-	N	Forms existing snow into another shape	FB104
<input type="checkbox"/>	Snowsight		Tr	VSD	1 act	Touch	1 hour/lev	-	Y	Normal vision in winter weather conditions	FB104
<input type="checkbox"/>	Speak with Animals		Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals	PHB281
<input type="checkbox"/>	Spider Hand		Tr	VS	1 act	Personal	Up to 1 min/l.	-	N	Caster's hand becomes a Small spider	BVD104
<input type="checkbox"/>	Summon Desert Ally I		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls dustform creature to fight	SpS122
<input type="checkbox"/>	Summon Nature's Ally I		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animal to fight for you (1 1st-level)	PHB288
<input type="checkbox"/>	Sunstroke		Ne	VS	1 act	Close	Instantaneous	For part.	Y	Target takes 2d6 nonlethal dmg and is fatigued	SpS125
<input type="checkbox"/>	Suspend Disease		Ab	VSM	1 act	Touch	24 hours	For n.	Y	Keeps disease from harming creature	BVD106
<input type="checkbox"/>	Traveler's Mount		Tr	VS	1 act	Touch	1 hour/lev	Will n.	Y	Creature moves faster but can't attack	CD184
<input type="checkbox"/>	Vigor, Lesser		Co	VS	1 act	Touch	10 rds +1 rd/lev	Will n.	Y	Creature heals 1 hp/round (max 15 rounds)	CD186
<input type="checkbox"/>	Vine Strike		Di	VD	Swift	Personal	1 round	-	N	You can sneak attack plant creatures	CV158
<input type="checkbox"/>	Waste Strider		Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	Move through wasteland without penalties	SpS128
<input type="checkbox"/>	Wood Wose		Co	VSD	1 act	Close	1 hour/lev	-	N	Nature spirit does simple tasks for you	CD190

DRUID/SPIRIT SHAMAN SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

Spell Name	School	Component	Cast Time	Range	Duration	Save	SR	Effect	Page
Animal Messenger	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place	PHB198
Animal Trance	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PHB198
Animate Fire	Tr	VSM	1 round	Close	1 round/lev (D)	-	N	Animates small or smaller fire	CA96
Avoid Planar Effects	Ab	V	1 act	20 ft	1 min/lev	-	Y	Temporary protection against planar traits	PHB94
Balancing Lorecall	Di	VSD	1 act	Personal	1 min/lev (D)	-	N	Gain +4 on Balance, can balance everywhere	CV143
Barkskin	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher natural armor bonus	PHB205
Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Con for 1 min/lev	PHB205
Blaze of Light	Ev	VS	1 act	60 ft	Instantaneous	For n.	Y	60-ft cone of light dazzles creatures	HoB125
Blood Snow	Ne	VS	1 act	Medium	1 round/lev	For n.	Y	Snow drains 1d2 Con/round and nauseates	FB89
Body of the Sun	Tr	VSD	1 act	5 ft	1 round/lev	-	N	Your body emanates fire, dealing 1d4+1 dmg	CD155
Brambles	Tr	VSM	1 act	Touch	1 round/lev	-	N	Wooden weapon deals +1 dmg/lev (max +10)	CD156
Branch to Branch	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	You gain +10 to Climb, can brachiate in forest	CV144
Briar Web	Tr	VSD	1 act	Medium	1 min/lev	Ref n.	N	Entangles creatures and thorns deal 2d6 dmg	CD156
Brumal Stiffening	Tr	VS	1 act	Close	1 round/lev	Ref n.	Y	Brittle weapon's hardness reduced by 5	FB89
Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Str for 1 min/lev	PHB207
Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Dex for 1 min/lev	PHB208
Chameleon	Il	VSM	1 round	Touch	1 hour/lev	-	Y	Subject gets +10 on Hide checks	CA100
Chill Metal	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Cold metal damages those who touch it	PHB209
Circle of Nausea	Ev	VSF	1 act	Personal	1 min/lev	For n.	Y	Foes are denied any actions or take penalty	BVD88
Cloudburst	Ev	VS	1 round	Long	10 min/lev (D)	-	N	Hampers vision and ranged att., quenches fires	CD158
Conjure Ice Beast II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB91
Conjure Ice Object	Co	VSD	1 act	Personal	1 min/lev	-	N	Conjures an object made of ice	FB91
Creeping Cold	Tr	VSF	1 act	Close	3 rounds	For 1/2	Y	Creature feels chill that increases each round	CD159
Daggerspell Stance	Ab	VS	Swift	Personal	1 round/lev (D)	-	N	You gain attack/damage bonus, SR, DR	CV145
Decomposition	Ne	VSD	1 act	50 ft	1 round/lev	-	Y	Wounds deal 1 extra point of damage/round	CD161
Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
Desiccate	Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Deals 1d6/2 lev damage and dehydrates	SASt114
Detect Aberration	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detects the presence of aberrations	LoM210
Earthbind	Tr	VS	1 act	Close	1 min/lev (D)	For part.	Y	Subject creature cannot fly	Dra112
Easy Trail	Ab	VS	1 act	40 ft	1 hour/lev (D)	-	Y	You make a temporary trail	CV147
Embrace the Wild	Tr	V	1 act	Personal	10 min/lev (D)	-	N	You gain an animal's senses	CV147
Estanna's Stew	Co	VSF	1 round	0 ft	Instantaneous	Will 1/2	Y	Conjures stew that heals 1d6+1 (1 serv./2 lev)	BED99
Evergreen	Tr	VSD	1 act	Medium	Special	-	N	Heals plant life and grants immunity to cold	FB93
Fire Trap	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/level of damage	PHB251
Flame Blade	Ev	VSD	1 act	0 ft	1 min/lev (D)	-	Y	Touch attack deals 1d8 +1/2 levels of damage	PHB251
Flaming Sphere	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire deals 2d6 damage	PHB252
Flash-Freeze	Tr	VSD	1 act	Close	Instantaneous	-	N	Earth, stone, and water become frozen	FB94
Fog Cloud	Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB252
Freedom of Breath	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Protects against suffocation and vapors	SASt116
Frost Weapon	Tr	VSM	1 act	Touch	1 round/lev	Will n.	N	Weapons deals +1d6 cold damage	FB95
Gust of Wind	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB258
Halo of Sand	Ab	VSD	1 act	Personal	10 min/lev	-	N	Grants +1 deflection bonus to AC/3 lev	SASt117
Healing Lorecall	Di	VSM	1 act	Personal	1 min/lev	-	N	Can remove harmful conditions with spells	CV151
Heat Metal	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Hot metal damages those who touch it	PHB259
Hold Animal	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
Hydrate	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heals desiccation damage	SASt117
Invoke the Cerulean Sign	Ev	S	1 act	30 ft	Instantaneous	For n.	N	Aberrations become sickened, nauseated, etc.	LoM211
Listening Lorecall	Di	VSD	1 act	Personal	10 min/lev (D)	-	N	Gain +4 on Listen, blindsense and blindsight	CV154
Nature's Favor	Ev	VSD	1 act	Touch	1 min	Will n.	Y	Animal gains +1/3 lev to attack and damage	CV155
Numbing Sphere	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Ball of cold deals 1d6 plus 1d4 Dex damage	FB102
Obscuring Snow	Co	VS	1 act	30 ft	1 hour/lev	-	N	Obscures sight in 30-ft radius around the caster	FB105
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 Dessiccation	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 10 points/lev dmg from dessiccation	SASt119
Reduce Animal	Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PHB269
Remove Addiction	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures target of drug addictions	BED105
Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272
Scent	Tr	VSM	1 act	Touch	10 min/lev	-	Y	Grants the scent special ability	CD178
Scimitar of Sand	Ev	VSD	1 act	0 ft	1 min/lev (D)	For part.	Y	Sand sword deals 1d6 dmg +1/2 lev and dehydr.	SASt120
Snake's Swiftmess, Legion's	Tr	VSD	1 act	Medium	Instantaneous	Will n.	Y	Allies each immediately make one attack	MHB59
Snow Walk	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	Move fast on snow leaving no tracks	FB104
Soften Earth and Stone	Tr	VSD	1 act	Close	Instantaneous	-	N	Turns stone to clay or dirt to sand or mud	PHB280
Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings	PHB285
Summon Dire Hawk	Co	VSD	1 round	Close	1 min/lev (D)	-	N	Summon dire hawk to serve you	RoW175
Summon Desert Ally II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls dustform creatures to fight	SASt122
Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB288
Summon Swarm	Co	VSD	1 round	Close	Conc. +2 rds	-	N	Summon swarm of bats, rats, or spiders	PHB289
Swim	Tr	VSM	1 round	Medium	10 min/lev (D)	-	Y	Subject gains swim speed and +8 to Swim checks	CA125
Thaw	Tr	VSD	1 act	Close	Instantaneous	-	N	Transforms a 10-ft cube/lev of snow or ice	FB105
Thin Air	Ne	VS	1 act	Medium	1 min/lev	For n.	N	Creatures suffer from altitude sickness	FB105
Tiger's Tooth	Tr	V	Swift	Personal	1 round	-	N	Natural weapon gets +1/4 lev to hit and dmg	MHB40
Train Animal	En	VSD	10 min	Touch	1 hour/lev	Will n.	Y	Animal gains 1/2 caster lev tricks	CV157
Tree Shape	Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PHB296
Trip Vine	Tr	VSD	1 act	Medium	1 hour/lev	Ref n.	N	Plants trip creatures entering area	HoB128
Warp Wood	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Bends wood	PHB300
Wood Shape	Tr	VSD	1 act	Touch	Instantaneous	Will n.	Y	Rearrange wooden objects to suit you	PHB303
Woodland Veil	Il	VS	1 act	Close	10 min/lev (D)	Will n.	Y	Blend into natural surroundings with friends	RoW176
Wracking Touch	Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	Deal 1d6 +1 damage/lev, can sneak attack	CV158
Zone of Glacial Cold	Co	VSM	1 act	Medium	1 round/lev	For 1/2	N	Deals 1d6 cold damage in 20-ft radius area	FB106

DRUID/SPIRIT SHAMAN 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"/>	Align Fang, Legion's	Tr	VSD	1 act	Medium	1 min/lev	Will n.	Y	Allies' natural weapons become aligned	MHB35
<input type="checkbox"/>	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 levels doubles in size	PHB198
<input type="checkbox"/>	Astral Hospice	Co	VSM	1 act	Close	1 day/lev	-	N	Opens a portal from the Astral to a demiplane	PHB205
<input type="checkbox"/>	Atonement	Ab	VSMFDX	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject	PHB201
<input type="checkbox"/>	Awaken	Tr	VSMFX	1 day	Touch	Instantaneous	Will n.	Y	Animal or tree gains human intellect	PHB202
<input type="checkbox"/>	Baleful Polymorph	Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PHB202
<input type="checkbox"/>	Binding Winds	Ev	VS	1 act	Medium	Concentration	Ref n.	Y	Air prevents target from moving	CD153
<input type="checkbox"/>	Blizzard	Tr	VS	1 round	Long	1 round/lev	For part.	N	Temperature drops and visibility is reduced	FB89
<input type="checkbox"/>	Call Avalanche	Ev	VS	1 round	Long	Instantaneous	Ref 1/2	N	Avalanche falls from the sky and buries subjects	FB90
<input type="checkbox"/>	Call Lightning Storm	Ev	VS	1 round	Long	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (5d6 per bolt)	PHB207
<input type="checkbox"/>	Choking Sands	Ne	VSM	1 act	Touch	Instantaneous	For n.	Y	Creature begins to suffocate on sand	SaSt112
<input type="checkbox"/>	Cloak of the Sea	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain blur, freedom of movem., water breath	CV144
<input type="checkbox"/>	Commune with Nature	Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/level	PHB211
<input type="checkbox"/>	Conjure Ice Beast V	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB91
<input type="checkbox"/>	Control Winds	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed	PHB214
<input type="checkbox"/>	Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
<input type="checkbox"/>	Dance of the Unicorn	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Purifying mist washes the air clean	CD161
<input type="checkbox"/>	Dancing Web	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 nonlethal/lev, entangles evil 1d6 rd.	BED96
<input type="checkbox"/>	Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
<input type="checkbox"/>	Flaywind Burst	Ev	VSM	1 round	60 ft	Instantaneous	Special	N	Cone deals 1d6 dmg/lev, knocks down	SaSt115
<input type="checkbox"/>	Flesh to Salt	Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Turns creature into a statue of salt	SaSt116
<input type="checkbox"/>	Focus Touchstone Energy	Tr	VS	1 act	Touch	1 min/lev	-	Y	Convert touchstone abilities into hit points	PHB218
<input type="checkbox"/>	Fuse Sand	Tr	VSM	1 act	Close	Instantaneous	Special	N	Hardens sand and may trap creatures	SaSt116
<input type="checkbox"/>	Hallow	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as holy	PHB238
<input type="checkbox"/>	Energetic Healing	Co	VSD	1 act	Touch	10 min/lev	-	Y	Target immune to one energy, 10% is healing	BED98
<input type="checkbox"/>	Hibernate	Ne	VSD	1 act	Touch	1 week/lev (D)	Will n.	Y	Sends subject into state of hibernation	FB97
<input type="checkbox"/>	Ice Shield (COLDFIRE)	Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains damage reduction 15/-	FB99
<input type="checkbox"/>	Insect Plague	Co	VSD	1 round	Long	1 min/lev	-	N	Locust swarms attack creatures	PHB244
<input type="checkbox"/>	Magic Fang, Superior	Tr	VS	1 act	Personal	1 round/lev	-	N	Your natural weapons gain +1 bonus/4 lev	Dra80
<input type="checkbox"/>	Mantle of the Icy Soul	Tr	VSMX	1 act	Touch	Instantaneous	Will n.	Y	Gives subject the cold subtype	FB101
<input type="checkbox"/>	Panacea	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Removes most afflictions	MHB57
<input type="checkbox"/>	Pass Through Ice	Tr	VSD	1 act	Touch	1 round/lev (D)	-	Y	Subject can pass through ice or snow as water	FB103
<input type="checkbox"/>	Phantom Stag	Co	VS	1 act	0 ft	1 hour/lev (D)	-	N	Magic stag appears for 1 hour/lev	CD174
<input type="checkbox"/>	Poison Thorns	Tr	V	1 act	Personal	1 round/lev (D)	-	N	You grow thorns that poison attackers	CD175
<input type="checkbox"/>	Quill Blast	Co	VSM	1 act	20 ft	Instantaneous	Ref 1/2	Y	Quills deal 1d6 damage and impose penalties	CD176
<input type="checkbox"/>	Rejuvenation Cocoon	Co	VSM	1 act	Touch	2 rounds	Will n.	Y	Energy cocoon shields creature then heals it	CD177
<input type="checkbox"/>	Sleep Mote	En	VSD	1 act	Medium	1 round/lev	Will part.	Y	Dust devil of magic sand puts foes to sleep	SaSt121
<input type="checkbox"/>	Spear of Valarian	Tr	VS	1 act	Touch	1 round/lev (D)	For n.	Y	Weapon becomes special +1 silvered spear	BED107
<input type="checkbox"/>	Stoneskin	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PHB284
<input type="checkbox"/>	Summon Desert Ally V	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls dustform creatures to fight	SaSt125
<input type="checkbox"/>	Summon Nature's Ally V	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (15th/1d5 4th/1d4+1 3rd)	PHB289
<input type="checkbox"/>	Transmute Mud to Rock	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB295
<input type="checkbox"/>	Transmute Rock to Mud	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB295
<input type="checkbox"/>	Transmute Sand to Glass	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	SaSt124
<input type="checkbox"/>	Transmute Sand to Stone	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	SaSt124
<input type="checkbox"/>	Transmute Stone to Sand	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	SaSt125
<input type="checkbox"/>	Tree Stride	Co	VSD	1 act	Personal	1 hour/lev	-	N	Step from one tree to another far away	PHB296
<input type="checkbox"/>	Unhallow	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy	PHB297
<input type="checkbox"/>	Vigor, Greater	Co	VS	1 act	Touch	10 rds +1 rd/lev	Will n.	Y	Creature heals 4 hp/round (max 25 rounds)	CD186
<input type="checkbox"/>	Wall of Coldfire (COLDFIRE)	Ev	VS	1 act	Medium	Conc. +1 r/lev	-	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	FB106
<input type="checkbox"/>	Wall of Fire	Ev	VSD	1 act	Medium	Conc. +1 r/lev	-	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	PHB298
<input type="checkbox"/>	Wall of Thorns	Co	VS	1 act	Medium	10 min/lev (D)	-	N	Thorns damage who tries to pass	PHB300
<input type="checkbox"/>	Wood Rot	Tr	VSM	1 act	Touch	Special	-	N	Destroy wood or deal damage to plant creat.	CA150

DRUID/SPIRIT SHAMAN SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

9TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□

KN.	PREP.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
<input type="checkbox"/>	---	---	Antipathy <i>(Mind-Affecting)</i>	En	VSD	1 hour	Close	2 hours/lev (D)	Will part.	Y	Object or location repels certain creatures PH8200
<input type="checkbox"/>	---	---	Cometstrike <i>(Cold)</i>	Co	VD	1 act	Medium	3 rounds	Ref part.	N	3 comets/round, dealing 5d6 + 1d4/lev dmg FB90
<input type="checkbox"/>	---	---	Conjure Ice Beast IX <i>(Cold)</i>	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you FB91
<input type="checkbox"/>	---	---	Cure Critical Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev for many creatures PH8215
<input type="checkbox"/>	---	---	Death Ward, Mass	Ne	VSD	1 act	Close	1 min/lev	Will n.	Y	Grants immunity to death spells and effects LM65
<input type="checkbox"/>	---	---	Elemental Swarm	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons multiple elementals PH8226
<input type="checkbox"/>	---	---	Foresight	Di	VSD	1 act	Touch	10 min/lev	-/Will n.	Sp.	"Sixth sense" warns of impending danger PH8235
<input type="checkbox"/>	---	---	Nature's Avatar	Ev	VSD	1 act	Touch	1 min/lev	Will n.	Y	Animal gains several combat bonuses CD170
<input type="checkbox"/>	---	---	Perinarch, Planar	Tr	VSD	1 act	Close	1 round/lev	Special	N	Gain control over morphic plane area PH8102
<input type="checkbox"/>	---	---	Phantom Bear	Co	VSD	1 round	Medium	Concentration	-	N	Incorporeal bear fights for you CD173
<input type="checkbox"/>	---	---	Rain of Black Tulips <i>(Good)</i>	Ev	VSM	1 act	Long	1 round/lev (D)	Special	Y	Evil creatures take 5d6 dmg/round, nauseated BED104
<input type="checkbox"/>	---	---	Regenerate	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y	Limbs grow back, cures 4d8 damage +1/lev PH8270
<input type="checkbox"/>	---	---	Shadow Landscape	Il	VSD	1 hour	Long	1 day/lev (D)	Ref part.	Y	Makes natural terrain more dangerous CD180
<input type="checkbox"/>	---	---	Shambler	Co	VS	1 act	Medium	Special	-	N	Summons 1d4+2 shambling mounds to fight PH8277
<input type="checkbox"/>	---	---	Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	-	N	Change into any creature, change once/round PH8277
<input type="checkbox"/>	---	---	Storm of Vengeance	Co	VS	1 round	Long	Concentration	Special	Y	Storm rains acid, lightning, and hail PH8285
<input type="checkbox"/>	---	---	Summon Elemental Monolith <i>(Special)</i>	Co	VSD	1 round	Medium	1 round/lev (D)	-	N	Calls powerful elemental creature to fight CA124
<input type="checkbox"/>	---	---	Summon Desert Ally IX	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls dustform creatures to fight SA5125
<input type="checkbox"/>	---	---	Summon Nature's Ally IX	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (19th/1d3 8th/1d4+17th) PH8289
<input type="checkbox"/>	---	---	Sympathy <i>(Mind-Affecting)</i>	En	VSM	1 hour	Close	2 hours/lev (D)	Will n.	Y	Object or location attracts certain creatures PH8292
<input type="checkbox"/>	---	---	Transmute Rock to Lava <i>(Earth, Fire)</i>	Tr	VS	1 act	Medium	Instantaneous	Ref 1/2	N	Transforms one 10-ft cube, with fire damage CA127
<input type="checkbox"/>	---	---	Unyielding Roots	Tr	VSD	1 act	Touch	1 min/lev (D)	For n.	Y	Creature grows roots CD184
<input type="checkbox"/>	---	---	Were-Doom <i>(Chaos, Evil)</i>	Ev	VSM	1 min	Long	24 hours	For n.	Y	1d4 creatures are infected with lycanthropy BVD109
<input type="checkbox"/>	---	---	Whirlwind, Greater <i>(Air)</i>	Ev	VS	1 act	Medium	1 round/lev	For part.	Y	Cyclone deals damage and picks up creatures CD189
<input type="checkbox"/>	---	---	---	---	---	---	---	---	---	---	---
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<input type="checkbox"/>	---	---	---	---	---	---	---	---	---	---	---





HEALER POWERS

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

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

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

HEALER SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT		
0-LEVEL SPELLS											
Spells: ___ + ___ = ___ Save DC: ___											
	Create Water	[Water]	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons/lev of pure water	PHB215
	Cure Minor Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1 point of damage	PHB216
	Deathwatch	[Evil]	Ne	VS	1 act	30 ft	10 min/lev	-	N	Reveals how near death subjects are in 50-ft	PHB217
	Detect Magic		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft	PHB219
	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
	Light	[Light]	Ev	VD	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch	PHB248
	Mending		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB255
	Purify Food and Drink		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water	PHB267
	Read Magic		Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269

1st-LEVEL SPELLS											
Spells: ___ + ___ = ___ Save DC: ___											
	Bless Water	[Good]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
	Cure Light Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
	Goodberry		Tr	VSD	1 act	Touch	1 day/lev	-	Y	2d4 berries cure 1 hp each (max 8 hp/24 hrs)	PHB257
	Protection from Evil	[Good]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
	Remove Fear		Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on saves vs. fear for 1 subject +1/4 lev	PHB271
	Remove Paralysis	[Healing]	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow	PHB271
	Sanctuary		Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack	PHB274
	Speak with Animals		Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals	PHB281

2nd-LEVEL SPELLS											
Spells: ___ + ___ = ___ Save DC: ___											
	Calm Emotions	[Mind-Affecting]	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects	PHB207
	Cure Moderate Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
	Delay Poison	[Healing]	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
	Gentle Repose		Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB255
	Remove Blindness/Deafness	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB270
	Remove Disease	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
	Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272

3rd-LEVEL SPELLS											
Spells: ___ + ___ = ___ Save DC: ___											
	Close Wounds	[Healing]	Co	V	Immed.	Close	Instantaneous	Will 1/2	Y	Cure 2d4 damage, even on another's turn	MHB54
	Create Food and Water		Co	VS	10 min	Close	24 hrs	-	N	Feeds 5 humans or 1 horse/level	PHB215
	Cure Serious Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev (max +15)	PHB216
	Neutralize Poison	[Healing]	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
	Remove Curse		Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
	Restoration	[Healing]	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains	PHB272
	Status		Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Monitors condition and position of allies	PHB284

HEALER SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
4TH-LEVEL SPELLS									
Spells: ___ + ___ = ___ Save DC: ___									
	Cure Critical Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y Cures 4d8 damage +1/lev (max +20) PHB215
	Cure Light Wounds, Mass	[Healing]	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y Cures 1d8 damage +1/lev for many creatures PHB216
	Death Ward		Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y Grants immunity to death spells and effects PHB217
	Freedom of Movement		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y Subject moves normally despite impediments PHB233
	Panacea	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y Removes most afflictions MHB57
5TH-LEVEL SPELLS									
Spells: ___ + ___ = ___ Save DC: ___									
	Atonement		Ab	VSM/DEX	1 hour	Touch	Instantaneous	-	Y Removes burden of misdeeds from subject PHB201
	Break Enchantment		Ab	VS	1 min	Close	Instantaneous	Special	N Frees subject from magical effects PHB207
	Cure Moderate Wounds, Mass	[Healing]	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y Cures 2d8 damage +1/lev for many creatures PHB216
	Raise Dead	[Healing]	Co	VSM	1 min	Touch	Instantaneous	-	Y Restores life to subject dead up to 1 day/level PHB268
	Revivify	[Healing]	Co	VSM	1 act	Touch	Instantaneous	-	Y Restore recently dead to life, no level loss MHB58
	Stone to Flesh		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y Restores petrified creature PHB285
	True Seeing		Di	VSM	1 act	Touch	1 min/lev	Will n.	Y Lets you see all things as they really are PHB296
6TH-LEVEL SPELLS									
Spells: ___ + ___ = ___ Save DC: ___									
	Cure Serious Wounds, Mass	[Healing]	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y Cures 3d8 damage +1/lev for many creatures PHB216
	Heal	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will n.	Y Cures 10 points/lev of damage and conditions PHB239
	Heroes' Feast		Co	VSD	10 min	Close	1 hour +12 hrs	-	N Food for 1 creat./lev cures and gives bonuses PHB240
	Restoration, Greater	[Healing]	Co	VSM	10 min	Touch	Instantaneous	Will n.	Y Restores all levels and drained ability scores PHB272
	Regenerate	[Healing]	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y Severed limbs grow back, cures 4d8 dmg +1/lev PHB270
	Status, Greater		Di	VS	1 min	Medium	1 hour/lev	Will n.	Y Monitors position of many allies HoB128
7TH-LEVEL SPELLS									
Spells: ___ + ___ = ___ Save DC: ___									
	Cure Critical Wounds, Mass	[Healing]	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y Cures 4d8 damage +1/lev for many creatures PHB215
	Repulsion		Ab	VSD	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y Creatures can't approach you PHB271
	Resurrection	[Healing]	Co	VSM	10 min	Touch	Instantaneous	-	Y Fully restores dead subjects PHB272
8TH-LEVEL SPELLS									
Spells: ___ + ___ = ___ Save DC: ___									
	Discern Location		Di	VSD	10 min	Unlimit.	Instantaneous	-	N Reveals exact location of creature or object PHB222
	Heal, Mass	[Healing]	Di	VS	1 act	Close	Instantaneous	Will n.	Y As heal, but with several subjects PHB239
	Holy Aura	[Good]	Ab	VSE	1 act	20 ft	1 round/lev (D)	Special	Y +4 AC, +4 resistance and SR 25 vs. evil spells PHB241
9TH-LEVEL SPELLS									
Spells: ___ + ___ = ___ Save DC: ___									
	Foresight		Di	VSM	1 act	Touch	10 min/lev	-/Will n.	Sp. "Sixth sense" warns of impending danger PHB235
	Gate		Co	VSM	1 act	Medium	Special	-	N Connects two planes for travel or summon PHB234
	True Resurrection	[Healing]	Co	VSM	10 min	Touch	Instantaneous	-	Y Fully restores dead subject, without remains PHB296

PALADIN POWERS

Casting Level: Lev/2

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

TURN UNDEAD

Turning Check: 1d20 + CHA
 Times per Day: 3 + CHA + _____ = _____
 Turning Damage: 2d6 + CHA + Lev-5 = _____

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

PALADIN SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
1st-LEVEL SPELLS										
Spells: _____ + _____ = _____ Save DC: _____										
	Axiomatic Water	[Lawful]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes lawful-aligned axiomatic water PHB95
	Blaze of Light	[Light]	Ev	VS	1 act	60 ft	Instantaneous	For n.	Y	60-ft cone of light dazzles creatures Ho8125
	Bless	[Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attacks and saves vs. fear PHB205
	Bless Water	[Good]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water PHB205
	Bless Weapon		Tr	VS	1 act	Touch	1 min/lev	-	N	Weapon strikes true against evil foes PHB205
	Bless Weapon, Swift		Tr	V	Swift	Touch	1 round	-	N	Weapon strikes true against evil foes MH854
	Create Water	[Water]	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons of pure water per level PHB215
	Cure Light Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/level (max +5) PHB215
	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object PHB219
	Detect Undead		Di	VSD	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft PHB220
	Divine Favor		Ev	VSD	1 act	Personal	1 min	-	N	Gain +1 to hit and damage per 3 lev (max +5) PHB224
	Divine Sacrifice		Ev	VS	1 act	Personal	1 round/lev	-	N	You sacrifice hit points to deal extra damage CD165
	Endure Elements		Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment PHB226
	Golden Barding	[Force]	Co	VD	1 act	Touch	1 hour/lev	Will n.	Y	Your mount gets force armor CD166
	Grave Strike	[Good]	Di	VD	Swift	Personal	1 round	-	N	You can sneak attack undead CV150
	Lantern Light (ABSTINENCE)	[Good, Light]	Ev	S	1 act	Close	1 round/lev	-	Y	Ranged touch attacks deal 1d6 damage BED101
	Lionheart	[Mind-Affecting]	Ab	VSM	1 act	Touch	1 round/lev	Will n.	Y	Subject gains immunity to fear MH857
	Magic Weapon		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus PHB251
	Protection from Chaos	[Lawful]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. chaos; no mind control PHB266
	Protection from Evil	[Good]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. evil; no mind control PHB266
	Read Magic		Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks PHB269
	Resist Planar Alignment		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Subject resists penalties for being on a Plane PHB104
	Resistance		Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws PHB272
	Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage PHB272
	Resurgence		Ab	VSD	1 act	Touch	Instantaneous	Will n.	Y	Grants target a second chance at a save CD177
	Second Wind		Tr	VSD	1 act	Touch	1 hour/lev	Will n.	Y	Target gains the Endurance feat for 1 hour/lev BED106
	Silvered Weapon		Tr	VS	1 act	Touch	1 round/lev	For n.	Y	Turns one weapon into a silvered weapon BED107
	Traveler's Mount		Tr	VS	1 act	Touch	1 hour/lev	Will n.	Y	Creature moves faster but can't attack CD184
	Virtue		Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hp PHB298

2nd-LEVEL SPELLS

Spells: _____ + _____ = _____ Save DC: _____										
	Blessed Aim		Di	VS	1 act	60 ft	Concentration	Will n.	N	+2 bonus for allies' ranged attacks CD154
	Bull's Strength		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev PHB207
	Call Mount	[Good]	Co	V	1 round	10 ft	1 hour/lev (D)	-	N	Call your mount even if already called today BED95
	Cloak of Bravery	[Mind-Affecting]	Ab	VS	1 act	60 ft	10 min/lev	Will n.	Y	You and allies gain a bonus on saves vs. fear CW117
	Delay Poison		Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev PHB217
	Divine Insight		Di	VSD	1 act	Personal	1 hour/lev (D)	-	N	Insight bonus of 5+lev on one skill check CV147
	Divine Protection	[Mind-Affecting]	En	VSD	1 act	Medium	1 min/lev	Will n.	Y	Allies gain +1 to AC and saves MH855
	Eagle's Splendor		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev PHB225
	Estanna's Stew		Co	VSF	1 round	0 ft	Instantaneous	Will 1/2	Y	Conjures stew that heals 1d6+1 (1 serv./2 lev) BED99
	Freedom of Breath		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Protects against suffocation and vapors SaSt116
	Holy Spurs		Tr	V	Swift	Close	1 round	Will n.	Y	Special mount's speed increases by 40 ft MH856
	Hydrate		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heals desiccation damage SaSt117
	Insignia of Alarm		Ab	VSF	1 act	Long	Instantaneous	-	Y	Alert bearers of special insignia RoD166
	Moment of Clarity		Ab	VSD	1 act	Touch	Instantaneous	-	N	Target makes a new ST to avoid mind-affecting BED103
	Owl's Wisdom		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev PHB259
	Quick March		Tr	VSD	1 act	Medium	1 round	Will n.	Y	Allies' speed increases by 30 ft for 1 round MH857
	Remove Paralysis		Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow PHB271
	Resist Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy PHB272
	Righteous Fury	[Good]	Ev	VS	1 act	Touch	1 round/lev	Will n.	Y	Subject deals double damage on charges MH858
	Shield of Warning		Ab	V	1 act	Touch	1 min/lev	Will n.	N	Shield grants +1 on Ref saves per 5 lev Dra115
	Shield Other		Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage PHB278
	Stone Fist		Tr	VSD	1 act	Personal	1 round/lev (D)	-	N	Your fists inflict deadly wounds RoS165
	Undetectable Alignment		Ab	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hrs PHB297
	Zeal		Ab	VS	1 act	Personal	1 round/lev	-	N	You move through foes to attack an enemy CD191
	Zone of Truth	[Mind-Affecting]	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie PHB305

PALADIN SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Angelskin	[Good]	Ab	VSD	1 act	Touch	1 round/lev	Will n.	Y	Lawful good creature gets DR 10/silver and evil	MHB53
Binding Snow (FROSTFELL)	[Cold]	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref n.	Y	Snow freezes, impeding movement	F889
Blessed Sight		Di	VS	1 act	Personal	1 min/lev (D)	-	N	Evil auras become visible to you	BED92
Blessing of Bahamut	[Good]	Ab	VM	1 act	Personal	1 round/lev	-	N	You gain damage reduction 10/magic	CD154
Cure Moderate Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
Daylight	[Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PHB216
Discern Lies		Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehoods	PHB221
Dispel Magic		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects	PHB225
Fell the Greatest Foe		Tr	VSM	1 act	Touch	1 round/lev	For n.	Y	Extra damage to creatures larger than Medium	Dra115
Find the Gap		Di	V	1 act	Personal	1 round/lev	-	N	Your attacks ignore armor and natural armor	Dra115
Earth Hammer		Tr	V	Swift	Touch	1 round/lev	Will n.	Y	Infuse a melee weapon with earth's power	RoS162
Heal Mount		Co	VS	1 act	Touch	Instantaneous	Will n.	Y	As <i>heal</i> on warhorse or special mount	PHB239
Holy Storm	[Water, Good]	Co	VSD	1 act	Personal	1 round/lev	-	N	Good-aligned rain falls in 20-ft radius	PHB99
Insignia of Blessing	[Mind-Affecting]	En	VSF	1 act	Long	1 min/lev	-	Y	Bearers of insignia gain +1 to attack and vs. fear	RoD166
Insignia of Warding		En	VSF	1 act	Long	1 min/lev	Will n.	Y	Bearers of insignia gain +1 to AC and Fort.	RoD166
Invoke the Cerulean Sign		Ev	S	1 act	30 ft	Instantaneous	For n.	N	Aberrations become sickened, nauseated, etc.	LoM211
Magic Circle against Chaos	[Lawful]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius	PHB249
Magic Circle against Evil	[Good]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius	PHB249
Magic Weapon, Greater		Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 levels (max +5)	PHB251
Mantle of Good	[Good]	Ab	VSD	1 act	Personal	10 min/lev (D)	-	Y	You gain SR 12+lev against evil spells	PHB100
Mantle of Law	[Lawful]	Ab	VSD	1 act	Personal	10 min/lev (D)	-	Y	You gain SR 12+lev against chaotic spells	PHB101
Mind Bond		Di	VSD	1 act	Close	1 round/lev (D)	-	N	You and your mount gain +4 flanking bonus	BED102
Prayer	[Mind-Affecting]	En	VSD	1 act	40 ft	1 round/lev	-	Y	Allies gain +1 on most rolls, enemies -1	PHB264
Remove Blindness/Deafness		Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB270
Remove Curse		Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
Resurgence, Mass		Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Grants targets a second chance at a save	CD177
Smite Heretic		Co	VSD	1 act	Personal	10 min/lev	-	N	Gain +2 on attack, deal extra smite damage	BED107
Undead Bane Weapon		Tr	VSD	1 act	Touch	1 hour/lev	Will n.	Y	Weapon gains undead bane and good property	LM72

4TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Aspect of the Deity, Lesser	[Good]	Tr	VSD	1 act	Personal	1 round/lev	-	N	Your form becomes more like your deity's	BED91
Aura of Cold, Lesser	[Cold]	Tr	VSD	1 act	5 ft	1 round/lev (D)	-	Y	Cold deals 1d6 damage to creatures in 5 ft	F888
Axiomatic Storm	[Water, Lawful]	Co	VSD	1 act	Personal	1 round/lev	-	N	Good-aligned rain falls in 20-ft radius	PHB99
Battlefield Illumination	[Light]	Ev	VS	1 round	Long	10 min/lev (D)	-	N	Improve light in 80-ft radius cylinder	HoB125
Blood of the Martyr	[Good]	Ne	VS	1 act	Medium	Instantaneous	-	Y	You heal a target and take an equal damage	BED92
Break Enchantment		Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments	PHB207
Cure Serious Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
Death Ward		Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
Dispel Chaos	[Lawful]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus against attacks by chaotic creatures	PHB222
Dispel Evil	[Good]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus against attacks by evil creatures	PHB222
Draconic Might		Tr	VSM	1 act	Touch	1 min/lev (D)	For n.	Y	Gain +5 Str, Con, Cha, +4 natural AC, immun.	Dra111
Glory of the Martyr	[Good]	Ab	VDFD	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of multiple subjects' damage	BED99
Holy Sword	[Good]	Ev	VS	1 act	Touch	1 round/lev	-	N	Weapon becomes +5, +2d6 damage vs. evil	PHB242
Mark of Justice		Ne	VSD	10 min	Touch	Permanent	-	Y	Action will trigger <i>curse</i> on subject	PHB252
Neutralize Poison		Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
Restoration		Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability scores drain	PHB272
Reverence		Co	VSD	1 act	Touch	1 min/lev	-	Y	Restores dead creatures to life for 1 min/lev	CD178
Righteous Aura	[Good, Light]	Ab	VSD	1 act	Personal	1 hour/lev	-	N	Detonate on death, cure good and hurt others	MHB58
Sacred Haven	[Good]	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Creature gains AC bonus, you can heal it	CD178
Spiritual Chariot		Co	VSD	1 act	Close	1 hour/lev	-	N	Creates ghostly chariot behind your mount	CD181
Sword of Conscience	[Good, Mind-Affect]	En	VD	1 act	Close	Instantaneous	Will n.	Y	Evil creature confesses crimes, takes Wis dmg	BED109
Visage of the Deity, Lesser	[Good]	Tr	VSD	1 act	Personal	1 round/lev	-	N	You gain +4 Cha and resistance 10 to energy	CD187
Weapon of the Deity		Tr	VD	1 act	0 ft	1 round/lev	-	N	Your weapon gains bonuses and abilities	CD188
Winged Mount		Tr	VSD	1 act	Touch	10 min/lev	-	N	Your mount grows wings and flies at 60 ft	CD190

Psion/Wilder Powers

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
2ND-LEVEL POWERS										
						Save DC: _____	Cost: 3 PP			
<input type="checkbox"/>	Anticipatory Strike ^{AUG}	Psyport	Aud	1 mmed.	Personal	Instantaneous	-	N	Take your action out of initiative order	RoD170
<input type="checkbox"/>	Bestow Power ^{AUG} [<i>Mind-Affecting</i>]	Telep	Men	1 act	20 ft	Instantaneous	-	N	Subject receives 2 power points	EPsi80
<input type="checkbox"/>	Biofeedback ^{AUG}	Psymet	Mat, Vis	1 act	Personal	1 min/lev (D)	-	N	Gain damage reduction 2/-	EPsi90
<input type="checkbox"/>	Body Equilibrium	Psymet	Mat, Vis	1 act	Personal	10 min/lev (D)	-	N	You can walk on non-solid surfaces	EPsi81
<input type="checkbox"/>	Cloud Mind [<i>Mind-Affecting</i>]	Telep	-	1 act	Close	1 min/lev	Will n.	Y	Erase knowledge of your presence from target	EPsi84
<input type="checkbox"/>	Concealing Amorphia	Metacr	Mat	1 act	0 ft	1 min/lev (D)	-	N	Quasi-real membrane grants concealment	EPsi85
<input type="checkbox"/>	Concussion Blast ^{AUG} [<i>Force</i>]	Psykin	Aud	1 act	Medium	Instantaneous	-	Y	Deal 1d6 force damage to target	EPsi85
<input type="checkbox"/>	Control Sound [<i>Sonic</i>]	Psykin	Aud	1 act	Medium	Concentration	-	N	Create very specific sounds	EPsi88
<input type="checkbox"/>	Detect Hostile Intent [<i>Mind-Affecting</i>]	Telep	Olf	1 act	30 ft	10 min/lev (D)	-	N	You can detect hostile creatures	EPsi91
<input type="checkbox"/>	Earth Walk ^{AUG}	Psymet	Vis	1 act	Personal	1 min/lev	-	N	You create a perfect mental bond with stone	RoS164
<input type="checkbox"/>	Ego Whip ^{AUG} [<i>Mind-Affecting</i>]	Telep	Aud	1 act	Medium	Instantaneous	Will 1/2	Y	Deal 1d4 Cha damage and daze for 1 round	EPsi98
<input type="checkbox"/>	Elfsight	Psymet	Vis	1 act	Personal	1 hour/lev	-	N	Gain low-light vision, +2 on Search and Spot	EPsi98
<input type="checkbox"/>	Energy Adaptation, Specified ^{AUG}	Psymet	Vis	1 act	Personal	10 min/lev	-	N	Gain resistance 10 against one energy type	EPsi100
<input type="checkbox"/>	Energy Emanation ^{AUG}	Psykin	Vis	1 act	5 ft	1 round/lev	For 1/2	Y	Deals 1d6 energy damage to surrounding creat.	FB108
<input type="checkbox"/>	Energy Push ^{AUG} [<i>Special</i>]	Psykin	Aud, Vis	1 act	Medium	Instantaneous	Special	Y	Deal 2d6 damage and knock subject back	EPsi102
<input type="checkbox"/>	Energy Stun ^{AUG} [<i>Special</i>]	Psykin	Aud	1 act	Close	Instantaneous	Special	Y	Deal 1d6 damage and stun target	EPsi104
<input type="checkbox"/>	Feat Leech ^{AUG}	Clairsen	Men, Vis	1 act	Touch	1 min/lev	Will n.	Y	Borrow another's psionic feats	EPsi107
<input type="checkbox"/>	Id Insinuation ^{AUG} [<i>Mind-Affecting</i>]	Telep	Aud	1 act	Close	Conc. +1 round	Will n.	Y	Tendrils of thought disrupt and confuse target	EPsi112
<input type="checkbox"/>	Identify, Psionic	Clairsen	Mat, Men	1 day	Touch	Instantaneous	-	N	Learn the properties of a psionic item	EPsi112
<input type="checkbox"/>	Inflict Pain ^{AUG} [<i>Mind-Affecting</i>]	Telep	Men	1 act	Close	1 round/lev	Will part.	Y	Give your foe -4 or -2 on attack rolls	EPsi115
<input type="checkbox"/>	Knock, Psionic	Psyport	Mat	1 act	Medium	Instantaneous	-	N	Opens locked or psionically sealed door	EPsi114
<input type="checkbox"/>	Levitate, Psionic	Psyport	Olf	1 act	Special	10 min/lev (D)	-	Y	Move up and down, forward and back	EPsi114
<input type="checkbox"/>	Mental Disruption ^{AUG} [<i>Mind-Affecting</i>]	Telep	Men	1 act	10 ft	Instantaneous	Will n.	Y	Daze creatures within 10 ft for 1 round	EPsi115
<input type="checkbox"/>	Missive, Mass ^{AUG} [<i>Mind-Aff., Lang.-Dep.</i>]	Telep	Men	1 act	Long	Instantaneous	Will n.	Y	Send a one-way telepathic message to an area	EPsi121
<input type="checkbox"/>	Psionic Lock	Psyport	Mat	1 act	Touch	Permanent	-	N	Secure a door, chest, or portal	EPsi125
<input type="checkbox"/>	Psychic Scimitar ^{AUG}	Psymet	Vis	1 act	Medium	1 min/lev (D)	-	N	Creates scimitar of the mind that attacks foes	SaSt129
<input type="checkbox"/>	Recall Agony ^{AUG} [<i>Mind-Affecting</i>]	Clairsen	Mat	1 act	Medium	Instantaneous	Will 1/2	Y	Foe takes 2d6 damage	EPsi129
<input type="checkbox"/>	Sense Link, Forced [<i>Mind-Affecting</i>]	Telep	Vis	1 act	Medium	Concentration	Will n.	Y	Sense what subject senses	EPsi131
<input type="checkbox"/>	Share Pain	Psymet	Mat, Men	1 act	Touch	1 hour/lev (D)	-	N	Willing subject takes some of your damage	EPsi132
<input type="checkbox"/>	Sustenance	Psymet	Mat	1 act	Personal	Instantaneous	-	N	Go without food and water for 1 day	EPsi134
<input type="checkbox"/>	Swarm of Crystals ^{AUG}	Metacr	Mat	1 act	15 ft	Instantaneous	-	N	Crystal shards do 5d4 slashing damage	EPsi134
<input type="checkbox"/>	Thought Shield ^{AUG} [<i>Mind-Affecting</i>]	Telep	Aud	1 mmed.	Personal	1 round	-	N	Gain PR 15 against mind-affecting powers	EPsi137
<input type="checkbox"/>	Tongues, Psionic [<i>Mind-Affecting</i>]	Telep	-	1 act	Personal	10 min/lev	-	N	You can communicate with intelligent creat.	EPsi138

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3RD-LEVEL POWERS										
						Save DC: _____	Cost: 5 PP			
<input type="checkbox"/>	Body Adjustment ^{AUG}	Psymet	Aud, Mat	1 round	Personal	Instantaneous	-	N	You heal 1d12 damage	EPsi80
<input type="checkbox"/>	Body Purification ^{AUG}	Psymet	Aud, Mat	1 round	Personal	Instantaneous	-	N	You restore 2 points of ability damage	EPsi81
<input type="checkbox"/>	Contrarian Urge ^{AUG}	Telep	Aud, Vis	1 act	Close	1 round	Will n.	Y	Forces target to do the opposite of its intent	RoW176
<input type="checkbox"/>	Danger Sense ^{AUG}	Clairsen	Vis	1 act	Personal	1 hour/lev (D)	-	N	You gain +4 bonus against traps	EPsi90
<input type="checkbox"/>	Darkvision, Psionic	Clairsen	Vis	1 act	Personal	1 hour/lev	-	N	See 60 ft in total darkness	EPsi90
<input type="checkbox"/>	Dismiss Ectoplasm	Metacr	Aud, Vis	1 act	Medium	Instantaneous	Will n.	N	Dissipates ectoplasmic targets and effects	EPsi94
<input type="checkbox"/>	Dispel Psionics ^{AUG}	Psykin	Vis	1 act	Medium	Special	-	N	Cancels psionic powers and effects	EPsi94
<input type="checkbox"/>	Energy Bolt ^{AUG} [<i>Special</i>]	Psykin	Aud	1 act	120 ft	Instantaneous	Special	Y	Deals 5d6 energy damage in 120-ft line	EPsi100
<input type="checkbox"/>	Energy Burst ^{AUG} [<i>Special</i>]	Psykin	Aud	1 act	40 ft	Instantaneous	Special	Y	Deals 5d6 energy damage in 40-ft burst	EPsi101
<input type="checkbox"/>	Energy Retort ^{AUG} [<i>Special</i>]	Psykin	Vis	1 act	Special	1 min/lev	Special	Y	Attacker takes 4d6 damage/round	EPsi105
<input type="checkbox"/>	Energy Wall [<i>Special</i>]	Metacr	Aud	1 act	Medium	Conc. +1 rd/lev	Special	N	Create wall of your chosen energy type	EPsi104
<input type="checkbox"/>	Eradicate Invisibility ^{AUG}	Psykin	Vis	1 act	50 ft	Instantaneous	Ref n.	N	Negate invisibility in 50-ft burst	EPsi105
<input type="checkbox"/>	Heavy Earth	Psymet	Vis	1 act	20 ft	Instantaneous	For n.	Y	Create an area of strange gravity	RoS164
<input type="checkbox"/>	Keen Edge, Psionic	Metacr	Vis	1 act	Close	10 min/lev	Will n.	Y	Doubles normal weapon's threat range	EPsi115
<input type="checkbox"/>	Mental Barrier ^{AUG}	Clairsen	Aud	1 mmed.	Personal	1 round	-	N	Gain +4 defl. bonus to AC until next action	EPsi115
<input type="checkbox"/>	Mind Trap ^{AUG} [<i>Mind-Affecting</i>]	Telep	Aud	1 mmed.	Personal	1 round	-	Y	Drain 1d6 power points from psionic attacker	EPsi120
<input type="checkbox"/>	Psionic Blast ^{AUG} [<i>Mind-Affecting</i>]	Telep	Aud	1 act	30 ft	Instantaneous	Will n.	Y	Stuns creatures in 30-ft cone for 1 round	EPsi125
<input type="checkbox"/>	Realized Potential	Clairsen	Vis	1 act	Touch	1 round/lev	Will n.	Y	Target gain +1 to attack and saves, +2 to skills	RoD170
<input type="checkbox"/>	Share Pain, Forced ^{AUG}	Psymet	Mat, Men	1 act	Close	1 round/lev (D)	For n.	Y	Unwilling subject takes some of your damage	EPsi132
<input type="checkbox"/>	Solicit Psycrystal ^{AUG}	Telep	Aud	1 Swift	Close	1 round/lev (D)	-	N	Psycrystal takes over concentration power	EPsi135
<input type="checkbox"/>	Telekinetic Force ^{AUG} [<i>Force</i>]	Psykin	Vis	1 act	Medium	Concentration	Will n.	Y	Move an object with the force of your mind	EPsi135
<input type="checkbox"/>	Telekinetic Thrust ^{AUG}	Psykin	Vis	1 act	Medium	Instantaneous	Will n.	Y	Hurl objects with the force of your mind	EPsi135
<input type="checkbox"/>	Time Hop ^{AUG}	Psyport	Aud, Vis	1 act	Close	1 round/lev	Will n.	Y	Subject hops forward in time 1 round/lev	EPsi137
<input type="checkbox"/>	Touchsight ^{AUG}	Psymet	Vis	1 act	Personal	1 min/lev (D)	-	N	Telekinetic field tells you where things are	EPsi138
<input type="checkbox"/>	Ubiquitous Vision	Clairsen	Vis	1 act	Personal	10 min/lev (D)	-	N	You have all-around vision	EPsi139

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PSYCHIC WARRIOR POWERS

Powers Known: _____
Max. Power Level: _____

Notes: _____

POWER POINTS

[PP/day] [Current]

PSIONIC FEATS

PSIONIC FEATS

- Aligned Attack
- Boost Construct
- Combat Manifestation
- Expanded Knowledge
- Focused Sunder
- Ghost Attack
- Inquisitor
- Mental Leap
- Metamorphic Transfer
- Narrow Mind
- Overchannel
- Talented
 - Body Fuel
- Power Penetration
- Greater Power Penetr.
- Power Specialization

- Greater Power Specializ.
- Psicrystal Affinity
- Improved Psicrystal
- Psicrystal Containment
- Psionic Body
- Psionic Dodge
- Psionic Endowment
- Greater Psionic Endow.
- Psionic Fist
- Greater Psionic Fist
- Unavoidable Strike
- Psionic Meditation
- Psionic Shot
- Greater Psionic Shot
- Fell Shot
- Return Shot
- Psionic Talent

- Psionic Weapon
- Greater Psionic Weapon
- Deep Impact
- Speed of Thought
- Psionic Charge
- Up the Walls
- Wounding Attack

ITEM CREATION FEATS

- Craft Cognizance Crystal
- Craft Dorje
- Craft Psicrown
- Craft Psi. Arms & Armor
- Craft Psionic Construct
- Craft Universal Item
- Imprint Stone
- Scribe Tattoo

METAPSIONIC FEATS

- Burrowing Power
- Chain Power
- Delay Power
- Empower Power
- Enlarge Power
- Extend Power
- Maximize Power
- Opportunity Power
- Quicken Power
- Split Psionic Ray
- Twin Power
- Unconditional Power
- Widen Power

PSYCHIC WARRIOR POWERS

Disc.	POWER NAME	DISCIPLINE	DISPLAY	MAN. TIME	RANGE	DURATION	SAVE	PR	EFFECT
1st-LEVEL POWERS									
							Save DC: _____		Cost: 1 PP
<input type="checkbox"/>	Astral Traveler	Psyport	-	1 hour	Touch	Special	Will n.	Y	You or another join an astral-caravan trip
<input type="checkbox"/>	Biofeedback ^{AUG}	Psymet	Mat, Vis	1 act	Personal	1 min/lev (D)	-	N	Gain damage reduction 2/-
<input type="checkbox"/>	Bite of the Wolf	Psymet	Vis	1 act	Personal	1 min/lev	-	N	Gain bite attack for 1d8 damage
<input type="checkbox"/>	Burst	Psyport	Aud	Swift	Personal	1 round	-	N	Gain +10 ft speed this round
<input type="checkbox"/>	Call Weaponry ^{AUG}	Psyport	Mat	1 round	0 ft	1 min/lev (D)	-	N	Create temporary weapon
<input type="checkbox"/>	Catfall ^{AUG}	Psyport	Aud	Immed.	Personal	1 round/lev	-	N	Instantly save yourself from a fall
<input type="checkbox"/>	Chameleon	Psymet	Olf	1 act	Personal	10 min/lev (D)	-	N	Gain +10 enhancement bonus on Hide
<input type="checkbox"/>	Claws of the Beast ^{AUG}	Psymet	Vis	Swift	Personal	1 hour/lev	-	N	Your hands become deadly claws
<input type="checkbox"/>	Compression ^{AUG}	Psymet	Olf	1 act	Personal	1 round/lev (D)	-	N	You grow smaller
<input type="checkbox"/>	Conceal Thoughts <i>[Mind-Affecting]</i>	Telep	Men	1 act	Close	1 hour/lev	Will n.	Y	You conceal your motives
<input type="checkbox"/>	Detect Psionics	Clairsen	Aud, Vis	1 act	60 ft	1 min/lev (D)	-	N	You detect the presence of psionics
<input type="checkbox"/>	Dissipating Touch ^{AUG}	Psyport	Aud, Vis	1 act	Touch	Instantaneous	-	Y	Touch deals 1d6 damage
<input type="checkbox"/>	Distract <i>[Mind-Affecting]</i>	Telep	Men	1 act	Close	1 min/lev (D)	Will n.	Y	Target gets -4 to several checks
<input type="checkbox"/>	Elfsight	Psymet	Vis	1 act	Personal	1 hour/lev	-	N	Gain low-light vision, +2 on Search and Spot
<input type="checkbox"/>	Empty Mind ^{AUG} <i>[Mind-Affecting]</i>	Telep	Aud	Immed.	Personal	1 round	-	N	You gain +2 on Will saves until next action
<input type="checkbox"/>	Expansion ^{AUG}	Psymet	Olf	1 act	Personal	1 min/lev (D)	-	N	Become one size category larger
<input type="checkbox"/>	Float	Psyport	Aud	1 act	Personal	1 round/lev (D)	-	N	You buoy yourself in liquids
<input type="checkbox"/>	Force Screen ^{AUG} <i>[Force]</i>	Psykin	Aud	1 act	Personal	1 min/lev	-	N	Invisible disc gives +4 shield bonus to AC
<input type="checkbox"/>	Grip of Iron ^{AUG}	Psymet	Vis	Immed.	Personal	1 round/lev	-	N	You get +4 bonus to grapple checks
<input type="checkbox"/>	Hammer ^{AUG}	Psymet	Aud, Mat	Swift	Touch	1 round	-	Y	Melee touch attack deals 1d8/round
<input type="checkbox"/>	Inertial Armor ^{AUG}	Psykin	Vis	1 act	Personal	1 hour/lev (D)	-	N	Field of force gives +4 armor bonus to AC
<input type="checkbox"/>	Metaphysical Claw ^{AUG}	Psymet	Aud	1 act	Personal	1 min/lev	-	N	Your natural weapon gains +1 bonus
<input type="checkbox"/>	Metaphysical Weapon ^{AUG}	Metacr	Aud	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus
<input type="checkbox"/>	My Light ^{AUG} <i>[Light]</i>	Psykin	Aud, Vis	1 act	Personal	10 min/lev (D)	-	N	Your eyes emit 20-ft cone of light
<input type="checkbox"/>	Precognition, Defensive ^{AUG}	Clairsen	Mat, Vis	1 act	Personal	1 min/lev (D)	-	N	Gain +1 insight bonus to AC and ST
<input type="checkbox"/>	Precognition, Offensive ^{AUG}	Clairsen	Mat, Vis	Special	Personal	1 min/lev (D)	-	N	Gain +1 insight bonus to attack rolls
<input type="checkbox"/>	Prescience, Offensive ^{AUG}	Clairsen	Mat, Vis	1 act	Personal	1 min/lev (D)	-	N	Gain +2 insight bonus to damage rolls
<input type="checkbox"/>	Prevenom ^{AUG}	Psymet	Mat	1 act	Personal	1 min/lev	-	N	Your claws gain a poison coating
<input type="checkbox"/>	Prevenom Weapon ^{AUG}	Psymet	Mat	1 act	Touch	1 min/lev	-	N	Your weapon is mildly venomous
<input type="checkbox"/>	Skate	Psyport	Mat, Vis	1 act	Touch	1 min/lev (D)	-	Y	Subject slides skillfully along the ground
<input type="checkbox"/>	Slow Breathing ^{AUG}	Psymet	Vis	1 act	Personal	1 hour/lev	-	N	Gain +4 on saves vs. altitude sickness
<input type="checkbox"/>	Stomp ^{AUG}	Psykin	Aud, Vis	1 act	20 ft	Instantaneous	Ref n.	N	Subject falls prone and takes 1d4 nonlethal
<input type="checkbox"/>	Stone Mind ^{AUG}	Psymet	Vis	1 act	Personal	1 min/lev	-	N	Gain +4 to Search, and +2 to detect stonework
<input type="checkbox"/>	Synesthete	Psymet	Mat	1 act	Personal	10 min/lev (D)	-	N	You get one kind of sense instead of another
<input type="checkbox"/>	Thicken Skin ^{AUG}	Psymet	Mat, Olf	1 act	Personal	10 min/lev	-	N	Gain +1 enhancement bonus to your AC
<input type="checkbox"/>	Urban Strider ^{AUG}	Psymet	Vis	1 act	Personal	1 min/lev	-	N	Move with ease across uneven surfaces/crowds
<input type="checkbox"/>	Vigor ^{AUG}	Psymet	Mat, Olf	1 act	Personal	1 min/lev	-	N	Gain 5 temporary hit points

PSYCHIC WARRIOR POWERS

DISC.	POWER NAME	DISCIPLINE	DISPLAY	MAN. TIME	RANGE	DURATION	SAVE	PR	EFFECT	
2ND-LEVEL POWERS										
						Save DC: _____			Cost: 3 PP	
<input type="checkbox"/>	Animal Affinity ^{AUG}	Psymet	Mat	1 act	Personal	1 min/lev	-	N	Gain +4 enhancement to one ability	EPsi76
<input type="checkbox"/>	Body Adjustment ^{AUG}	Psymet	Aud, Mat	1 round	Personal	Instantaneous	-	N	You heal 1d12 damage	EPsi80
<input type="checkbox"/>	Body Equilibrium	Psymet	Mat, Vis	1 act	Personal	10 min/lev (D)	-	N	You can walk on non-solid surfaces	EPsi81
<input type="checkbox"/>	Body Purification ^{AUG}	Psymet	Aud, Mat	1 round	Personal	Instantaneous	-	N	Restore 2 points of ability damage	EPsi81
<input type="checkbox"/>	Concealing Amorpha	Metacr	Mat	1 act	0 ft	1 min/lev (D)	-	N	Quasi-real membrane grants concealment	EPsi85
<input type="checkbox"/>	Darkvision, Psionic	Clairsen	Vis	1 act	Personal	1 hour/lev	-	N	See 60 ft in total darkness	EPsi90
<input type="checkbox"/>	Detect Hostile Intent ^(Mind-Affecting)	Telep	Olf	1 act	30 ft	10 min/lev (D)	-	N	You can detect hostile creatures	EPsi91
<input type="checkbox"/>	Dimension Swap ^{AUG}	Psyport	Vis	1 act	Close	Instantaneous	Will n.	Y	You and an ally switch positions	EPsi95
<input type="checkbox"/>	Dissolving Touch ^{AUG} ^(Acid)	Psymet	Vis	1 act	Touch	Instantaneous	-	N	Your touch deals 4d6 acid damage	EPsi95
<input type="checkbox"/>	Dissolving Weapon ^{AUG} ^(Acid)	Psymet	Vis	1 act	Personal	Instantaneous	-	N	Your weapon deals 4d6 acid damage	EPsi95
<input type="checkbox"/>	Earth Walk ^{AUG}	Psymet	Vis	1 act	Personal	1 min/lev	-	N	You create a perfect mental bond with stone	RoS164
<input type="checkbox"/>	Empathic Transfer ^{AUG}	Psymet	Aud, Mat	1 act	Touch	Instantaneous	-	N	Transfer another's wounds to yourself	EPsi98
<input type="checkbox"/>	Energy Adaptation, Specified ^{AUG}	Psymet	Vis	1 act	Personal	10 min/lev	-	N	Gain resistance 10 against one energy type	EPsi100
<input type="checkbox"/>	Energy Emanation ^{AUG}	Psykin	Vis	1 act	5 ft	1 round/lev	For 1/2	Y	Deals 1d6 energy damage to surrounding creat.	FB108
<input type="checkbox"/>	Feat Leech ^{AUG}	Clairsen	Men, Vis	1 act	Touch	1 min/lev	Will n.	Y	Borrow another's psionic feats	EPsi107
<input type="checkbox"/>	Hustle	Psymet	Aud	Swift	Personal	Instantaneous	-	N	Instantly gain a move action	EPsi111
<input type="checkbox"/>	Levitate, Psionic	Psyport	Olf	1 act	Special	10 min/lev (D)	-	Y	Move up and down, forward and back	EPsi114
<input type="checkbox"/>	Painful Strike ^{AUG}	Psymet	Mat, Vis	1 act	Personal	1 round/lev	-	N	Your natural weapons deal 1d6 extra nonlethal	EPsi125
<input type="checkbox"/>	Power Claws ^{AUG} ^(Force)	Psykin	Vis	Swift	Personal	1 round/lev	-	N	Encase a natural weapon in telekinetic force	RoS164
<input type="checkbox"/>	Power Weapon ^{AUG} ^(Force)	Psykin	Vis	Swift	Touch	1 round/lev	-	N	Encase a weapon in telekinetic force	RoS165
<input type="checkbox"/>	Prowess	Clairsen	Men	Immed.	Personal	Instantaneous	-	N	Instantly gain another attack of opportunity	EPsi125
<input type="checkbox"/>	Psionic Lion's Charge ^{AUG}	Psymet	Men	Swift	Personal	Instantaneous	-	N	You can charge and make a full attack	EPsi125
<input type="checkbox"/>	Psionic Scent	Psymet	Men	1 act	Personal	1 round/lev	-	N	Gain the scent ability	EPsi126
<input type="checkbox"/>	Strength of My Enemy ^{AUG}	Psymet	Vis	1 act	Personal	1 round/lev (D)	-	N	Siphon your enemy's strength and gain it	EPsi135
<input type="checkbox"/>	Sustenance	Psymet	Mat	1 act	Personal	Instantaneous	-	N	Go without food and water for 1 day	EPsi134
<input type="checkbox"/>	Thought Shield ^{AUG} ^(Mind-Affecting)	Telep	Aud	Immed.	Personal	1 round	-	N	Gain PR 15 against mind-affecting powers	EPsi157
<input type="checkbox"/>	Wall Walker	Psyport	Mat	1 act	Personal	1 min/lev	-	N	Grants ability to walk on walls and ceilings	EPsi140

3RD-LEVEL POWERS										
						Save DC: _____			Cost: 5 PP	
<input type="checkbox"/>	Claws of the Vampire	Psymet	Mat, Vis	1 act	Personal	1 round/lev	-	N	Heal half of your claw's base damage	EPsi84
<input type="checkbox"/>	Concealing Amorpha, Greater	Metacr	Mat	1 act	0 ft	1 round/lev (D)	-	N	Quasi-real membrane grants total concealm.	EPsi85
<input type="checkbox"/>	Danger Sense ^{AUG}	Clairsen	Vis	1 act	Personal	1 hour/lev (D)	-	N	You gain +4 bonus against traps	EPsi90
<input type="checkbox"/>	Dimension Slide ^{AUG}	Psyport	Vis	1 act	Close	Instantaneous	-	N	Teleports you very short distance	EPsi92
<input type="checkbox"/>	Duodimensional Claw	Psymet	Mat	1 act	Personal	10 min/lev	-	N	Increases natural weapon's threat range	EPsi97
<input type="checkbox"/>	Ectoplasmic Form	Psymet	Olf	1 act	Personal	1 min/lev (D)	-	N	You become insubstantial and can fly slowly	EPsi97
<input type="checkbox"/>	Empathic Feedback ^{AUG} ^(Mind-Affecting)	Telep	Aud, Mat	1 act	Personal	10 min/lev	-	N	Attacker takes damage when you are hit	EPsi98
<input type="checkbox"/>	Empathic Transfer, Hostile ^{AUG} ^(M-Aff)	Telep	Aud, Mat	1 act	Touch	Instantaneous	Will 1/2	Y	Transfer your hurt to another	EPsi99
<input type="checkbox"/>	Escape Detection	Clairsen	-	1 act	Personal	1 hour/lev	-	N	You become difficult to detect	EPsi105
<input type="checkbox"/>	Evade Burst ^{AUG}	Psymet	Mat	Immed.	Personal	Instantaneous	-	N	No damage from a burst on a Ref save	EPsi105
<input type="checkbox"/>	Exhalation of the Black Dragon ^{AUG} ^(Acid)	Psymet	Vis	1 act	Close	Instantaneous	-	Y	Your acid breath deals 5d6 damage	EPsi105
<input type="checkbox"/>	Graft Weapon	Psymet	Olf	1 act	Personal	24 hours (D)	-	N	Your hand is replaced by your weapon	EPsi110
<input type="checkbox"/>	Keen Edge, Psionic	Metacr	Vis	1 act	Close	10 min/lev	Will n.	Y	Doubles normal weapon's threat range	EPsi115
<input type="checkbox"/>	Mental Barrier ^{AUG}	Clairsen	Aud	Immed.	Personal	1 round	-	N	Gain +4 deflection bonus to AC till next act.	EPsi115
<input type="checkbox"/>	Perfect Archery ^{AUG}	Clairsen	Vis	Swift	Personal	1 round/lev	-	N	Ranged attacks don't provoke attacks of opp.	RoS164
<input type="checkbox"/>	Telekinetic Boomerang ^{AUG}	Psykin	Vis	Swift	Touch	1 round/lev (D)	Will n.	Y	Object has fast return ability	RoW176
<input type="checkbox"/>	Ubiquitous Vision	Clairsen	Vis	1 act	Personal	10 min/lev (D)	-	N	You have all-around vision	EPsi139
<input type="checkbox"/>	Vampiric Blade	Psymet	Mat, Vis	1 act	0 ft	1 round/lev	-	N	Heal half of your weapon's base damage	EPsi140

4TH-LEVEL POWERS										
						Save DC: _____			Cost: 7 PP	
<input type="checkbox"/>	Claw of Energy ^(Special)	Psykin	Vis	1 act	Personal	1 round/lev	-	N	Your claws deal additional energy damage	EPsi85
<input type="checkbox"/>	Dimension Door, Psionic ^{AUG}	Psyport	Vis	1 act	Long	Instantaneous	-/Will n.	Sp.	Teleports you short distance	EPsi92
<input type="checkbox"/>	Energy Adaptation ^{AUG} ^(Special)	Psymet	Vis	1 act	Personal	10 min/lev	-	N	Your body converts energy to harmless light	EPsi99
<input type="checkbox"/>	Freedom of Movement, Psionic	Psyport	Aud	1 act	Personal	10 min/lev	-	N	You cannot be held or rendered immobile	EPsi109
<input type="checkbox"/>	Immovability ^{AUG}	Psymet	Vis	1 act	Personal	Concentration	-	N	You are almost immovable, gain DR 15/-	EPsi112
<input type="checkbox"/>	Inertial Barrier	Psykin	Aud, Men	1 act	Personal	10 min/lev	-	N	Gain DR 5/-	EPsi115
<input type="checkbox"/>	Psychic Vampire	Psymet	Men	1 act	Touch	Instantaneous	For n.	Y	Touch attack drains 2 power points/lev	EPsi127
<input type="checkbox"/>	Steadfast Perception	Clairsen	Vis	1 act	Personal	10 min/lev (D)	-	N	Gain immunity to illusions, +6 to Spot/Search	EPsi135
<input type="checkbox"/>	Truevenom	Psymet	Mat	Swift	Personal	1 min/lev	-/For n.	N	Your natural weapons are covered in poison	EPsi139
<input type="checkbox"/>	Truevenom Weapon	Psymet	Mat	Swift	Touch	1 min/lev	-/For n.	N	Your weapon is horribly poisonous	EPsi139
<input type="checkbox"/>	Weapon of Energy ^(Special)	Psykin	Vis	1 act	Touch	1 round/lev	For n.	N	Your weapon deals additional energy damage	EPsi140

PSYCHIC WARRIOR POWERS

DISC.	POWER NAME	DISCIPLINE	DISPLAY	MAN. TIME	RANGE	DURATION	SAVE	PR	EFFECT	
5TH-LEVEL POWERS										
						Save DC: ____	Cost: 9 PP			
<input type="checkbox"/>	Adapt Body	Psymet	Vis	1 act	Personal	1 hour/lev (D)	-	N	Your body adapts to hostile environments	EPsi75
<input type="checkbox"/>	Catapsi ^{AUG} <i>[Mind-Affecting]</i>	Telep	Men, Vis	1 act	30 ft	1 round/lev	Will n.	Y	Psychic static inhibits power manifestation	EPsi82
<input type="checkbox"/>	Living Arrow ^{AUG}	Metacr	Aud	1 act	Touch	1 round/lev	Will n.	Y	Give a semblance of life to projectiles	RoW176
<input type="checkbox"/>	Metaconcert ^{AUG} <i>[Mind-Affecting]</i>	Telep	Vis	1 min	20 ft	1 min/lev	-	N	Mental concerto of two or more	EPsi115
<input type="checkbox"/>	Oak Body ^{AUG}	Psymet	Aud	1 act	Personal	1 min/lev (D)	-	N	Your body becomes as hard as an oak	EPsi122
<input type="checkbox"/>	Perfect Riposte ^{AUG}	Clairsen	Vis	1 act	Touch	1 round/lev	-	N	Form a perfect bond with your melee weapon	RoS164
<input type="checkbox"/>	Psychofeedback	Psymet	Vis	1 act	Personal	1 round/lev (D)	-	N	Boost Str, Dex, or Con, reduce other scores	EPsi127
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										

6TH-LEVEL POWERS										
						Save DC: ____	Cost: 11 PP			
<input type="checkbox"/>	Blackstone Hammer ^{AUG}	Psymet	Vis	1 act	Touch	1 round/lev	Special	Sp.	Alter the nature of one weapon	RoS165
<input type="checkbox"/>	Breath of the Black Dragon ^{AUG} <i>[Acid]</i>	Psymet	Vis	1 act	Close	Instantaneous	Ref 1/2	Y	Breathe acid for 11d6 damage	EPsi81
<input type="checkbox"/>	Dispelling Buffer	Psykin	Mat, Olf	1 act	Personal	1 hour/lev (D)	-	Y	You are buffered from one dispel psionics	EPsi95
<input type="checkbox"/>	Form of Doom ^{AUG}	Psymet	Vis	1 act	Personal	1 round/lev (D)	-	N	You transform into a frightening beast	EPsi108
<input type="checkbox"/>	Inconstant Location ^{AUG}	Psyport	Vis	1 act	Personal	1 min	-	N	Allows swift instantaneous moves in combat	SaSk129
<input type="checkbox"/>	Mind Blank, Personal <i>[Mind-Affecting]</i>	Telep	Olf	1 act	Personal	1 day	-	N	You are immune to scrying and mental effects	EPsi118
<input type="checkbox"/>	Mind Over Energy	Psymet	Vis	1 act	Personal	1 round/lev	-	N	Gain brief immunity to chosen energy type	FB109
<input type="checkbox"/>	Suspend Life	Psymet	Olf	1 act	Personal	Until dismissed	-	N	Puts yourself into suspended animation	EPsi154
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										





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: <u> </u> + <u> </u> = <u> </u> Save DC: <u> </u>									
___	Accelerated Movement	Tr	VSM	Swift	Personal	1 round/lev (D)	-	N	Balance, Climb or Move Silently at normal spd CV142
___	Alarm	Ab	VSD	1 act	Close	2 hrs/lev (D)	-	N	Wards an area for 2 hrs/lev PHB197
___	Animal Messenger <i>[Mind-Affecting]</i>	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place PHB198
___	Arrow Mind	Di	VSM	Immed.	Personal	1 min/lev (D)	-	N	Threaten nearby squares, don't provoke AoO CV143
___	Bloodhound	Di	VS	1 act	Personal	24 hours (D)	-	N	Retry if you fail a Survival check when tracking CV144
___	Branch to Branch	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	You gain +10 to Climb, can brachiate in forest CV144
___	Calm Animals <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 HD + 1 HD/lev of animals PHB207
___	Camouflage	Tr	VS	1 act	Personal	10 min/lev	-	N	Grants +10 bonus on Hide checks CD157
___	Charm Animal <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend PHB208
___	Conjure Ice Beast I <i>[Cold]</i>	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you FB91
___	Crunchy Snow (FROSTFELL) <i>[Cold]</i>	Tr	VS	1 act	Medium	1 hour/lev	-	N	-20 penalty to Move Silently checks in area FB92
___	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
___	Ease of Breath <i>[Cold]</i>	Ne	VSD	1 act	Touch	1 hour/lev	-	N	+20 on Fort save to resist altitude sickness FB93
___	Easy Trail	Ab	VS	1 act	40 ft	1 hour/lev (D)	-	Y	You make a temporary trail CV147
___	Embrace the Wild	Tr	V	1 act	Personal	10 min/lev (D)	-	N	You gain an animal's senses CV147
___	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
___	Exacting Shot	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Ranged weap. automatically confirms criticals CV148
___	Eyes of the Avoral	Tr	S	1 act	Touch	10 min/lev	Will n.	Y	Subject gets +8 on Spot checks BED99
___	Guided Arrow	Di	V	Swift	Personal	1 round	-	N	Ranged attack targets don't get cover MHB36
___	Guided Shot	Di	V	Swift	Personal	1 round	-	N	You ignore distance penalties CV150
___	Hawkeye	Tr	V	1 act	Personal	10 min/lev	-	N	Gain +5 on Spot and fire ranged weap. better CD166
___	Healing Lorecall	Di	VSM	1 act	Personal	1 min/lev	-	N	Can remove harmful conditions with spells CV151
___	Hide from Animals	Ab	SD	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't perceive one subject/lev PHB241
___	Ice Skate	Tr	VSD	1 act	Touch	10 min/lev (D)	For n.	Y	Your speed increases by 60 ft while on ice FB100
___	Impede Sun's Brilliance	Ab	S	1 act	Close	10 min/lev (D)	-	N	Diminishes heat and light of the sun in area SaSt117
___	Instant Search	Di	VS	Swift	Personal	1 round	-	N	Make Search checks at +2 as free action CV153
___	Ivory Flesh	Tr	VS	1 act	Touch	1 hour/lev	Will n.	Y	Flesh turns white, +5 to Hide in snow/ice FB101
___	Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks PHB246
___	Lay of the Land	Di	VSF	3 rds	Personal	Instantaneous	-	N	Gain an overview of the geography around PHB100
___	Lightfoot	Tr	V	Swift	Personal	1 round	-	N	Your move does not provoke attacks of opp. MHB57
___	Locate City	Di	V	1 round	10 mi/lev	Instantaneous	-	N	Find nearest city RoD166
___	Locate Water	Di	VSD	1 act	Long	Concentration	-	N	Reveals location, size, quality of water sources SaSt117
___	Longstrider	Tr	VSM	1 act	Personal	1 hour/lev (D)	-	N	Increases your speed PHB249
___	Low-Light Vision	Tr	VM	1 act	Touch	1 hour/lev	Will n.	Y	See twice as far as a human in poor illumination CA115
___	Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage PHB250
___	Naturewatch	Ne	S	1 act	Close	10 min/lev	-	N	Reveals how near death animals/pl. are in 30-ft CD170
___	Pass without Trace	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks PHB259
___	Raptor's Sight	Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	Gain +5 on Spot, range penalties are halved RoVW175
___	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
___	Resist Planar Alignment	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Subject resists penalties for being on a Plane PHB104
___	Silvered Claws	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Creature's natural attacks treated as silver BED107
___	Sniper's Shot	Di	VS	Swift	Personal	1 round	-	N	No ranged limit on next ranged sneak attack CV157
___	Snowsight	Tr	VSD	1 act	Touch	1 hour/lev	-	Y	Normal vision in winter weather conditions FB104
___	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals PHB281
___	Summon Desert Ally I	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls dustform creature to fight SaSt122
___	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
___	Traveler's Mount	Tr	VS	1 act	Touch	1 hour/lev	Will n.	Y	Creature moves faster but can't attack CD184
___	Vine Strike	Di	VP	Swift	Personal	1 round	-	N	You can sneak attack plant creatures CV158
___	Waste Strider	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	Move through wasteland without penalties SaSt128

RANGER SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Aerial Alarm	Ab	VSD	1 act	Medium	2 hrs/lev (D)	-	N	Wards an area for 2 hrs/lev	HoB124
Balancing Lorecall	Di	VSD	1 act	Personal	1 min/lev (D)	-	N	Gain +4 on Balance, can balance everywhere	CV143
Barkskin	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher to natural armor	PHB205
Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205
Blades of Fire	Co	V	Swift	Touch	1 round	-	N	Your melee weapons deal +1d6 fire damage	CA99
Briar Web	Tr	VSD	1 act	Medium	1 min/lev	Ref n.	N	Entangles creatures and thorns deal 2d6 dmg	CD156
Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
Conjure Ice Beast II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB91
Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
Curse of Impending Blades	Ne	VSD	1 act	Medium	1 min/lev	-	Y	Subject takes -2 penalty to AC	MH534
Easy Climb	Tr	VS	1 act	Medium	10 min/lev (D)	-	Y	Vertical surfaces are easy to climb (DC 10)	CV147
Freedom of Breath	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Protects against suffocation and vapors	SaSt116
Halo of Sand	Ab	VSD	1 act	Personal	10 min/lev	-	N	Grants +1 deflection bonus to AC/3 lev	SaSt117
Haste, Swift	Tr	V	Swift	Personal	1 round	-	N	Move faster, +1 to attack, AC, Ref saves	CV151
Hold Animal	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
Hydrate	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heals desiccation damage	SaSt117
Invoke the Cerulean Sign	Ev	S	1 act	30 ft	Instantaneous	For n.	N	Aberrations become sickened, nauseated, etc.	LoM211
Listening Lorecall	Di	VSD	1 act	Personal	10 min/lev (D)	-	N	Gain +4 on Listen, blindsense and blindsight	CV154
Nature's Favor	Ev	VSD	1 act	Touch	1 min	Will n.	Y	Animal gains +1/3 lev to attack and damage	CV155
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 Dessiccation	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 10 points/lev dmg from desiccation	SaSt119
Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 dmg/lev from one kind of energy	PHB266
Scent	Tr	VSM	1 act	Touch	10 min/lev	-	Y	Grants the scent special ability	CD178
Silvered Weapon	Tr	VS	1 act	Touch	1 round/lev	For n.	Y	Turns one weapon into a silvered weapon	BED107
Snare	Tr	VSD	3 rds	Touch	Until triggered	-	N	Creates a magical booby trap	PHB280
Snow Walk	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	Move fast on snow leaving no tracks	FB104
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 Desert Ally II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls dustform creatures to fight	SaSt122
Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 2nd or 1d5 1st level)	PHB288
Train Animal	En	VSD	10 min	Touch	1 hour/lev	Will n.	Y	Animal gains 1/2 caster lev tricks	CV157
Trip Vine	Tr	VSD	1 act	Medium	1 hour/lev	Ref n.	N	Plants trip creatures entering area	HoB128
Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PHB502
Woodland Veil	Il	VS	1 act	Close	10 min/lev (D)	Will n.	Y	Blend into natural surroundings with friends	RoW176
Zone of Glacial Cold	Co	VSM	1 act	Medium	1 round/lev	For 1/2	N	Deals 1d6 cold damage in 20-ft radius area	FB106

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Binding Snow (FROSTFELL)	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref n.	Y	Snow freezes, impeding movement	FB99
Blade Storm	Tr	V	Swift	Personal	1 round	-	N	You make melee attacks vs. all foes threatened	CV144
Bottle of Smoke	Co	VSF	10 min	Touch	1 hour/lev	-	N	Uncorking bottle creates smoky horse	CD155
Command Plants	Tr	V	1 act	Close	1 day/lev	Will n.	Y	Sway the actions of 1 or more plant creatures	PHB211
Conjure Ice Beast III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you	FB91
Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1 per level (max +10)	PHB216
Curse of Impending Blades, Legion's	Ne	VSD	1 act	Medium	1 min/lev	-	Y	Subjects take -2 penalty to AC	MH535
Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PHB216
Detect Favored Enemy	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	You know if favored enemies are in area	CD162
Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of norm. plants	PHB221
Find the Gap	Di	V	1 act	Personal	1 round/lev	-	N	Your attacks ignore armor and natural armor	Dra115
Forestfold	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	Grants +20 to Hide and Move Silently	CV149
Habooob	Co	VSM	1 act	Medium	1 min/lev	Special	N	Cloud of dust obscures sight, abrades	SaSt117
Inspired Aim	En	V	1 act	40 ft	Concentration	Will n.	Y	Allies in range gain +2 on ranged attacks	BED101
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
Mark of the Hunter	Di	VSM	1 act	Medium	10 min/lev	Will n.	Y	Rune on creature makes it easier to track	CD168
Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
Phantasmal Decoy	Il	VS	1 act	Medium	1 round/lev	Will dis.	Y	Creates illusory enemy for foe to chase	CD172
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
Skin of the Cactus	Ab	VSM	1 act	Touch	10 min/lev	-	Y	Grants natural AC, thorns, no dehydration	SaSt120
Summon Desert Ally III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls dustform creatures to fight	SaSt122
Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 3rd/1d5 2nd/1d4 +1 1st)	PHB288
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: ___

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
Arrow Storm	Tr	V	Swift	Personal	1 round	-	N	Make a ranged attack vs. foes in 1 range incr. CV143
Aura of Cold, Lesser	Tr	VSD	1 act	5 ft	1 round/lev (D)	-	Y	Cold deals 1d6 damage to creatures in 5 ft FB88
Bane Bow	Ev	VS	1 act	Touch	1 round/lev	-	N	Weapon becomes +5 bane vs. favored enemy CD151
Blinding Beauty (ABSTINENCE)	Tr	VS	1 act	Personal	1 round/lev	-	N	You become beautiful as a nymph, can blind BED92
Camouflage, Mass	Tr	VS	1 act	Medium	10 min/lev	-	N	Grants +10 bonus on Hide checks CD157
Commune with Nature	Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/lev PHB211
Conjure Ice Beast IV	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Conjures ice creature to fight for you FB91
Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15) PHB216
Foebane	Ev	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Weapons becomes +5, deals +2d6 vs. enemy CV149
Freedom of Movement	Ab	VSP	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments PHB253
Frostfell Slide (FROSTFELL)	Co	VSD	1 act	Personal	Special	-	N	Teleport between areas of frostfell FB96
Implacable Pursuer	Di	VS	1 min	Long	1 hour/lev	Will n.	Y	You know where moving prey is CD166
Lion's Charge	Tr	V	Swift	Personal	1 round	-	N	You can make a full attack on a charge MHB57
Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying PHB257
Planar Tolerance	Ab	V	1 act	20 ft	1 hour/lev	-	Y	Temporary protection against planar traits PHB103
Slipsand	Tr	VSM	1 act	Close	Permanent	Special	N	Creates a volume of slipsand SaSt121
Spear of Valarian	Tr	VS	1 act	Touch	1 round/lev (D)	For n.	Y	Weapon becomes special +1 silvered spear BED107
Stars of Arvandor	Ev	VS	1 act	Close	1 min/lev (D)	-	Y	Bursts deal 1d8 each, 1/2 nonlethal if not evil BED108
Summon Desert Ally IV	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls dustform creatures to fight SaSt125
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





SHUGENJA POWERS

Element Focus: _____

Sense Elements:

SHUGENJA SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	C.T.	RANGE	DURATION	SAVE	SR	EFFECT	
0-LEVEL SPELLS		Spells: ___ + ___ = ___	Cast: □□□□□□□□□□				Save DC: ___	Max. known: 1o/___/___			
Order											
<input type="checkbox"/>		Air									
<input type="checkbox"/>		Daze <i>[Mind-Affecting]</i>	En	VSM	1 act	Close	1 round	Will n.	Y	Humanoid creat. up to 4 HD loses next action PH8217	
<input type="checkbox"/>		Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Fignents sound PH8255	
<input type="checkbox"/>		Guidance	Di	VS	1 act	Touch	1 min	Will n.	Y	+1 on one attack, roll, check or save PH8238	
<input type="checkbox"/>		Know Direction	Di	VS	1 act	Personal	Instantaneous	-	N	You discern north PH8246	
Earth											
<input type="checkbox"/>		Mage Hand	Tr	VS	1 act	Close	Concentration	-	N	5-pound telekinesis PH8249	
<input type="checkbox"/>		Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object PH8255	
<input type="checkbox"/>		Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws PH8272	
<input type="checkbox"/>		Virtue	Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hit point PH8298	
Fire											
<input type="checkbox"/>		Dancing Lights <i>[Light]</i>	Ev	VS	1 act	Medium	1 min (D)	-	N	Creates torches or other lights PH8216	
<input type="checkbox"/>		Disrupt Undead	Ne	VS	1 act	Close	Instantaneous	-	Y	Deals 1d6 damage to one undead PH8225	
<input type="checkbox"/>		Flare <i>[Light]</i>	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack rolls) PH8252	
<input type="checkbox"/>		Light <i>[Light]</i>	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch PH8248	
Water											
<input type="checkbox"/>		Create Water <i>[Water]</i>	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons/lev of pure water PH8215	
<input type="checkbox"/>		Cure Minor Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1 point of damage PH8216	
<input type="checkbox"/>		Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object PH8219	
<input type="checkbox"/>		Purify Food and Drink	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water PH8267	
All											
<input type="checkbox"/>		Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft PH8219	
<input type="checkbox"/>		Read Magic	Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks PH8269	

1st-LEVEL SPELLS		Spells: ___ + ___ = ___	Cast: □□□□□□□□□□				Save DC: ___	Max. known: 1o/___/___			
Order											
<input type="checkbox"/>		Air									
<input type="checkbox"/>		Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	-	N	Reveals natural or primitive traps PH8220	
<input type="checkbox"/>		Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance PH8222	
<input type="checkbox"/>		Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Your speed increases by 30 ft PH8228	
<input type="checkbox"/>		Feather Fall	Tr	V	Immed.	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly PH8229	
<input type="checkbox"/>		Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design PH8279	
<input type="checkbox"/>		Sleep <i>[Mind-Affecting]</i>	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber PH8280	
Earth											
<input type="checkbox"/>		Magic Stone	Tr	VSD	1 act	Touch	30 min	Will n.	Y	3 stones gain +1 to hit and do 1d6+1 damage PH8251	
<input type="checkbox"/>		Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus PH8251	
<input type="checkbox"/>		Pass without Trace	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks PH8259	
<input type="checkbox"/>		Sanctuary	Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack PH8274	
<input type="checkbox"/>		Shield of Faith	Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus PH8278	
Fire											
<input type="checkbox"/>		Burning Hands <i>[Fire]</i>	Ev	VS	1 act	15 ft	Instantaneous	Ref 1/2	Y	1d4 fire damage/lev (max 5d4) PH8207	
<input type="checkbox"/>		Cause Fear <i>[Fear, Mind-Affecting]</i>	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees PH8208	
<input type="checkbox"/>		Faerie Fire <i>[Light]</i>	Ev	VSD	1 act	Long	1 min/lev (D)	-	Y	Outlines subjects with light PH8229	
<input type="checkbox"/>		Hypnotism <i>[Mind-Affecting]</i>	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures PH8242	
<input type="checkbox"/>		Shocking Grasp <i>[Electricity]</i>	Ev	VS	1 act	Touch	Instantaneous	-	Y	Touch deals 1d6/lev electricity (max 5d6) PH8279	
Water											
<input type="checkbox"/>		Bless <i>[Mind-Affecting]</i>	En	VSD	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attack and saves vs. fear PH8205	
<input type="checkbox"/>		Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5) PH8215	
<input type="checkbox"/>		Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you PH8258	
<input type="checkbox"/>		Remove Fear	Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on saves vs. fear for 1 subject +1/4 lev PH8271	
<input type="checkbox"/>		Speak with Animals	Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals PH8281	
All											
<input type="checkbox"/>		Endure Elements	Ab	VS	1 act	Touch	24 hrs	-	Y	Exist comfortably in hot or cold environm. PH8226	

SHUGENJA SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	C.T.	RANGE	DURATION	SAVE	SR	EFFECT
4TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: 1o/___/___										
Order										
<input type="checkbox"/>		Air								
<input type="checkbox"/>		Air Walk <i>[Air]</i>	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Subject treads on air as if solid (45 deg. climb) PH8196
<input type="checkbox"/>		Detect Scrying	Di	VSM	1 act	40 ft	24 hours	-	N	Alerts you of magical eavesdropping PH8219
<input type="checkbox"/>		Discern Lies	Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehood PH8221
<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 PH8238
<input type="checkbox"/>		Illusory Wall	Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is illusory PH8243
Earth										
<input type="checkbox"/>		Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects PH8217
<input type="checkbox"/>		Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	-	Y	Bars extradimensional movement PH8221
<input type="checkbox"/>		Dismissal	Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane PH8222
<input type="checkbox"/>		Spell Immunity	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject is immune to 1 spell/4 levels PH8282
<input type="checkbox"/>		Spike Stones <i>[Earth]</i>	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d8 damage and may be slowed PH8285
Fire										
<input type="checkbox"/>		Fire Shield <i>[Fire/Cold]</i>	Ev	VSM	1 act	Personal	1 round/lev (D)	-	N	Attackers take dmg; protected from heat/cold PH8250
<input type="checkbox"/>		Flame Arrow <i>[Fire]</i>	Tr	VSM	1 act	Close	10 min/lev	-	N	Up to 50 arrows deal +1d6 fire damage PH8251
<input type="checkbox"/>		Lightning Bolt <i>[Electricity]</i>	Ev	VSM	1 act	120 ft	Instantaneous	Ref 1/2	Y	Electricity deals 1d6/level PH8248
<input type="checkbox"/>		Quench	Tr	VSD	1 act	Medium	Instantaneous	-/Will n.	Sp.	Extinguish nonmagical fires or 1 magic item PH8267
<input type="checkbox"/>		Wall of Fire <i>[Fire]</i>	Ev	VSM	1 act	Medium	Conc. + 1 r/lev	-	Y	2d4 dmg (10 ft), 1d4 (20), 2d6+1/lev passing PH8298
Water										
<input type="checkbox"/>		Control Water <i>[Water]</i>	Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water PH8214
<input type="checkbox"/>		Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20) PH8215
<input type="checkbox"/>		Locate Creature	Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature PH8249
<input type="checkbox"/>		Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject PH8257
<input type="checkbox"/>		Restoration	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains PH8272

5TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: 1o/___/___										
Order										
<input type="checkbox"/>		Air								
<input type="checkbox"/>		Control Winds <i>[Air]</i>	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed PH8214
<input type="checkbox"/>		Dimension Door	Co	V	1 act	Long	Instantaneous	-/Will n.	Sp.	Teleports you short distance PH8221
<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"/>		Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lev	Will dis.	N	Terrain and structure appear like another PH8254
<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
Earth										
<input type="checkbox"/>		Passwall	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Creates passage through wood or stone wall PH8259
<input type="checkbox"/>		Spell Resistance	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +12 +1/level Spell Resistance PH8282
<input type="checkbox"/>		Wall of Iron	Co	VSF	1 act	Medium	Instantaneous	Special	N	30 hp/4 lev, can topple onto foes PH8299
<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 PH8299
Fire										
<input type="checkbox"/>		Confusion <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behaves oddly for 1 round/lev PH8212
<input type="checkbox"/>		Dragon Breath <i>[Evil/Good]</i>	Ev	VSD	1 act	Personal	1 round/lev	-	N	You mimic the breath of a red or gold dragon CD164
<input type="checkbox"/>		Energy Vortex <i>[Fire]</i>	Ev	VS	1 act	20 ft	Instantaneous	Ref 1/2	Y	Burst of fire damages nearby creatures CD164
<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 PH8229
<input type="checkbox"/>		Flame Strike <i>[Fire]</i>	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level) PH8251
Water										
<input type="checkbox"/>		Atonement	Ab	VSMFDX	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject PH8201
<input type="checkbox"/>		Cure Light Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/lev for many creatures PH8216
<input type="checkbox"/>		Righteous Might	Tr	VSD	1 act	Personal	1 round/lev (D)	-	N	Your size increases, and you gain bonuses PH8273
<input type="checkbox"/>		Scrying	Di	VSPD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance PH8274
<input type="checkbox"/>		Wall of Ice <i>[Cold]</i>	Ev	VSM	1 act	Medium	1 min/lev	Ref n.	Y	Creates wall with 15 hp+1/lev or hemisphere PH8299
All										
<input type="checkbox"/>		Commune with Nature	Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/level PH8211
<input type="checkbox"/>		Summon Nature's Ally V	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls a medium elemental to fight PH8289



SPELLTHIEF POWERS

Sneak Attack:	+ ____ d6	Steal Spell:	Lev. ____	Trapfinding:	<input checked="" type="checkbox"/>
Spellgrace:	+ ____	Steal Energy resistance:	____	Detect Magic:	<input type="checkbox"/>
		Steal Spell Effect:	<input type="checkbox"/>	Absorb Spell:	<input type="checkbox"/>
		Steal Spell-like Ability:	<input type="checkbox"/>	Immediate Casting:	<input type="checkbox"/>
		Steal Spell Resistance:	<input type="checkbox"/>	Arcane Sight:	<input type="checkbox"/>
				Discover Spells:	<input type="checkbox"/>

SPELLTHIEF SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
1st-LEVEL SPELLS Spells: ____ + ____ = ____ Cast: □□□□□□□□□□ Save DC: ____ Max. known: ____ □□□□□										
<input type="checkbox"/>		Accelerated Movement	Tr	VSM	Swift	Personal	1 round/lev (D)	-	N	Balance, Climb or Move Silently at normal spd CV142
<input type="checkbox"/>		Alarm	Ab	VSF	1 act	Close	2 hours/lev (D)	-	N	Wards an area, for 2 hours/lev PHB197
<input type="checkbox"/>		Animate Rope	Tr	VS	1 act	Medium	1 round/lev	-	N	Makes a rope move at your command PHB199
<input type="checkbox"/>		Arrow Mind	Di	VSM	Immed.	Personal	1 min/lev (D)	-	N	Threaten nearby squares, don't provoke AoO CV143
<input type="checkbox"/>		Charm Person <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend PHB209
<input type="checkbox"/>		Color Spray <i>[Mind-Affecting]</i>	Il	VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat. PHB210
<input type="checkbox"/>		Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages PHB212
<input type="checkbox"/>		Critical Strike	Di	V	Swift	Personal	1 round	-	N	You gain +1d6 damage, doubled threat range CV145
<input type="checkbox"/>		Detect Secret Doors	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft PHB220
<input type="checkbox"/>		Detect Undead	Di	VSM	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft PHB220
<input type="checkbox"/>		Discern Bloodline	Di	VSM	1 act	Close	1 round/lev	Will n.	Y	Know the race of one creature/lev RoD165
<input type="checkbox"/>		Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance PHB222
<input type="checkbox"/>		Distract Assailant <i>[Mind-Affecting]</i>	En	VSM	Swift	Close	1 round	Will n.	Y	One creature is flat-footed for 1 round CV146
<input type="checkbox"/>		Ectoplasmic Armor	Ab	V	1 act	Personal	1 hour/lev (D)	-	N	Gain +6 armor bonus against incorporeal att. LM64
<input type="checkbox"/>		Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment PHB226
<input type="checkbox"/>		Enlarge Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature doubles in size PHB226
<input type="checkbox"/>		Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes PHB227
<input type="checkbox"/>		Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Your speed increases by 30 ft PHB228
<input type="checkbox"/>		Expeditious Retreat, Swift	Tr	V	Swift	Personal	1 round	-	N	Your speed increases by 30 feet for 1 round CV149
<input type="checkbox"/>		Feather Fall	Tr	V	Immed.	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly PHB229
<input type="checkbox"/>		Fist of Stone <i>[Earth]</i>	Tr	VSM	1 act	Personal	1 min	-	N	Gain +6 Strength and natural slam attack CA107
<input type="checkbox"/>		Float	Tr	VSM	1 act	Long	1 min/lev	For n.	Y	Subject becomes buoyant FB94
<input type="checkbox"/>		Friendly Face	Il	VS	1 act	Personal	10 min/lev (D)	-	N	Gain +5 on Diplomacy and Gather Information RoD166
<input type="checkbox"/>		Golem Strike	Di	V	Swift	Personal	1 round	-	N	You can sneak attack constructs CV149
<input type="checkbox"/>		Guided Shot	Di	V	Swift	Personal	1 round	-	N	You ignore distance penalties CV150
<input type="checkbox"/>		Hold Portal	Ab	V	1 act	Medium	1 min/lev (D)	-	N	Holds door shut PHB241
<input type="checkbox"/>		Hypnotism <i>[Mind-Affecting]</i>	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures PHB242
<input type="checkbox"/>		Identify	Di	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item PHB243
<input type="checkbox"/>		Incite <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 min/lev	Will n.	Y	Subject can't ready actions or delay MHB56
<input type="checkbox"/>		Inhibit <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject delays until next round MHB56
<input type="checkbox"/>		Insightful Feint	Di	V	Swift	Personal	1 round	-	N	Gain +10 to your next Bluff check to feint CV153
<input type="checkbox"/>		Instant Locksmith	Di	VS	Swift	Personal	1 round	-	N	Disable Device/Open Lock are free actions, +2 CV153
<input type="checkbox"/>		Instant Search	Di	VS	Swift	Personal	1 round	-	N	Make Search checks at +2 as free action CV153
<input type="checkbox"/>		Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks PHB246
<input type="checkbox"/>		Locate City	Di	V	1 round	10 mi/lev	Instantaneous	-	N	Find nearest city RoD166
<input type="checkbox"/>		Locate Touchstone	Di	VS	1 act	Special	Instantaneous	-	N	Find nearest planar touchstone PHB100
<input type="checkbox"/>		Low-Light Vision	Tr	VM	1 act	Touch	1 hour/lev	Will n.	Y	See twice as far as a human in poor illumination CA113
<input type="checkbox"/>		Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus PHB251
<input type="checkbox"/>		Master's Touch	Di	VF	Swift	Personal	1 min/lev (D)	-	N	You gain proficiency in a weapon or shield CV154
<input type="checkbox"/>		Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura PHB257
<input type="checkbox"/>		Protection from Chaos <i>[Lawful]</i>	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control PHB266
<input type="checkbox"/>		Protection from Evil <i>[Good]</i>	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control PHB266
<input type="checkbox"/>		Protection from Good <i>[Evil]</i>	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control PHB266
<input type="checkbox"/>		Protection from Law <i>[Chaotic]</i>	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control PHB266
<input type="checkbox"/>		Reduce Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size PHB269
<input type="checkbox"/>		Repair Light Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs 1d8 +1/lev (max +5) dmg to construct CA120
<input type="checkbox"/>		Resist Planar Alignment	Ab	VSM	1 act	Touch	10 min/lev	For n.	Y	Subject resists penalties for being on a Plane PHB104
<input type="checkbox"/>		Scholar's Touch	Di	VSMF	1 act	Personal	1 round/lev	-	N	Read books in seconds RoD167
<input type="checkbox"/>		Shield <i>[Force]</i>	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gives +4 AC, blocks magic missiles PHB278
<input type="checkbox"/>		Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design PHB279
<input type="checkbox"/>		Sleep <i>[Mind-Affecting]</i>	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber PHB280
<input type="checkbox"/>		Slide	Tr	V	1 act	Close	Instantaneous	Will n.	Y	Move subject 5 feet MHB39
<input type="checkbox"/>		Sniper's Shot	Di	VS	Swift	Personal	1 round	-	N	No ranged limit on next ranged sneak attack CV157
<input type="checkbox"/>		Snowdrift	Tr	VSM	1 act	Touch	Instantaneous	-	N	Forms existing snow into another shape FB104
<input type="checkbox"/>		True Strike	Di	VF	1 act	Personal	Special	-	N	+20 on your next attack roll PHB296
<input type="checkbox"/>		Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev PHB298

SPELLTHIEF 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"/>		Arcane Lock	Ab.	VSM	1 act	Touch	Permanent	-	N	Magically locks a portal or chest PHB200
<input type="checkbox"/>		Augment Familiar	Tr.	VS	1 act	Close	Conc.+1 rd/lev	For n.	Y	Your familiar becomes more powerful CW116
<input type="checkbox"/>		Balancing Lorecall	Di.	VSM	1 act	Personal	1 min/lev (D)	-	N	Gain +4 on Balance, can balance everywhere CV145
<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"/>		Belker Claws [Air]	Tr.	VS	1 act	Touch	1 round/3 lev	For 1/2	Y	One touch/lev deals damage and lingers PHB96
<input type="checkbox"/>		Bladeweave	Il.	V	Swift	Personal	1 round/lev (D)	Special	Sp.	Your melee attack dazes your opponent CV144
<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"/>		Body of the Sun [Fire]	Tr.	VS	1 act	5 ft	1 round/lev	-	N	Your body emanates fire, dealing 1d4+1 dmg CD155
<input type="checkbox"/>		Brumal Stiffening [Cold]	Tr.	VS	1 act	Close	1 round/lev	Ref n.	Y	Brittle weapon's hardness reduced by 5 FB89
<input type="checkbox"/>		Bull's Strength	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev PHB207
<input type="checkbox"/>		Cat's Grace	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev PHB208
<input type="checkbox"/>		Cloak Pool	Il.	VS	1 act	Close	1 hour/lev (D)	Will n.	N	Hide a color pool on the Astral Plane PHB96
<input type="checkbox"/>		Daggerspell Stance	Ab.	VF	Swift	Personal	1 round/lev (D)	-	N	You gain attack/damage bonus, SR, DR CV145
<input type="checkbox"/>		Darkvision	Tr.	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness PHB216
<input type="checkbox"/>		Daze Monster [Mind-Affecting]	En.	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action PHB217
<input type="checkbox"/>		Detect Thoughts [Mind-Affecting]	Di.	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts PHB220
<input type="checkbox"/>		Discolor Pool	Il.	VSM	1 act	Close	1 hour/lev (D)	Will dis.	N	Change the color of a color pool PHB97
<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"/>		Earthen Grasp [Earth]	Tr.	VSM	1 act	Close	2 rounds/lev	-	Y	Arm made of earth grapples foes CA104
<input type="checkbox"/>		Fly, Swift	Tr.	V	Swift	Personal	1 round	-	N	You fly for 1 round CV149
<input type="checkbox"/>		Fox's Cunning	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev PHB235
<input type="checkbox"/>		Frost Weapon	Tr.	VSM	1 act	Touch	1 round/lev	Will n.	N	Weapons deals +1d6 cold damage FB95
<input type="checkbox"/>		Ghost Touch Armor	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Armor works against incorporeal attacks LM65
<input type="checkbox"/>		Hypnotic Pattern [Mind-Affecting]	Il.	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures PHB242
<input type="checkbox"/>		Icicle [Cold]	Ab.	VS	1 act	Close	Until dis. (D)	Special	Y	Magical trap deals 4d6 damage when triggered FB101
<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"/>		Listening Lorecall	Di.	VS	1 act	Personal	10 min/lev (D)	-	N	Gain +4 on Listen, blindsense and blindsight CV154
<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"/>		Mechanus Mind [Lawful/Mind-Affecting]	En.	VS	1 act	Touch	1 min/lev	For n.	Y	Reformats subject's mind to be calculating PHB101
<input type="checkbox"/>		Mindless Rage [Mind-Affecting]	En.	VSF	1 act	Close	1 round/lev	Will n.	Y	Target compelled to attack you physically CV155
<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"/>		Phantasmal Assailants [Fear, Mind-Aff]	Il.	VS	1 act	Close	Instantaneous	Special	Y	Nightmare creatures strike target CA117
<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"/>		Proud Arrogance	En.	VSM	1 act	Medium	1 min/lev	Will n.	Y	Target gains +4 to saves vs. charm, comp., fear RoD167
<input type="checkbox"/>		Pyrotechnics	Tr.	VSM	1 act	Long	Special	Special	Sp.	Turns fire into blinding light or smoke PHB267
<input type="checkbox"/>		Repair Moderate Damage	Tr.	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 2d8 +1/lev (max +10) hp CA120
<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"/>		Scent	Tr.	VSM	1 act	Touch	10 min/lev	-	Y	Grants the scent special ability CD178
<input type="checkbox"/>		See Invisibility	Di.	VSM	1 act	Personal	10 min/lev (D)	-	N	Reveals invisible creatures or objects PHB275
<input type="checkbox"/>		Slide, Greater	Tr.	V	1 act	Medium	Instantaneous	Will n.	Y	Move subject 20 feet MHB59
<input type="checkbox"/>		Snake's Swift	Tr.	VS	1 act	Close	Instantaneous	Will n.	Y	Subject immediately makes one attack MHB59
<input type="checkbox"/>		Sonic Weapon [Sonic]	Tr.	V	1 act	Touch	1 min/lev (D)	-	N	Weapon touched deals +1d6 sonic damage CV157
<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"/>		Swim [Water]	Tr.	VSM	1 round	Medium	10 min/lev (D)	-	Y	Subject gains swim speed and +8 to Swim checks CA125
<input type="checkbox"/>		Tasha's Hideous Laughter [Mind-Aff]	En.	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses actions for 1 round/lev PHB292
<input type="checkbox"/>		Touch of Idiocy [Mind-Affecting]	En.	VS	1 act	Touch	10 min/lev	-	Y	Subject takes 1d6 points of Int, Wis, Cha PHB294
<input type="checkbox"/>		Undeniable Gravity	Tr.	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creature loses flying ability MHB40
<input type="checkbox"/>		Wall of Gloom [Darkness, Fear, Mind-Aff]	Il.	VSM	1 act	Medium	Conc. +1 rd/lev	Will n.	Y	Shadow barrier obscures vision, deters passage CA129
<input type="checkbox"/>		Whirling Blade	Tr.	VSF	1 act	60 ft	Instantaneous	-	N	Hurled slashing weapons attacks foes in 60 ft CA129
<input type="checkbox"/>		Whispering Wind [Air]	Tr.	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev PHB501
<input type="checkbox"/>		Wraithstrike	Tr.	VS	Swift	Personal	1 round	-	N	Melee attacks strike as touch attacks CV158

SPELLTHIEF 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"/>		Anticipate Teleportation	Ab	VSF	1 round	Touch	1 hour/lev	-	N	Predict and delay teleportating creatures CA97
<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"/>		Assay Resistance	Di	VS	Swift	Personal	1 round/lev	-	N	+10 bonus to one level check against SR CA98
<input type="checkbox"/>		Attune Form	Tr	VSM	1 act	Touch	2 hours/lev	-	N	Temporary protection against damaging traits PHB94
<input type="checkbox"/>		Balor Nimbus	Tr	VSM	1 act	Personal	1 round/lev	-	N	Subject's flaming body damages foe in grapple PHB95
<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"/>		Confusion <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behaves oddly for 1 round/lev PHB212
<input type="checkbox"/>		Corporeal Instability	Tr	VS	1 act	Touch	1 round/lev (D)	For n.	Y	Transforms target into an amorphous mass PHB97
<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"/>		Darkvision, Mass	Tr	VSM	1 act	10 ft	1 hour/lev	Will n.	Y	Creatures in 10-ft can see 60 ft in darkness CA102
<input type="checkbox"/>		Demon Dirge	Tr	VS	1 act	Close	Special	Special	Sp	Demons are stunned and take damage PHB97
<input type="checkbox"/>		Detect Scrying	Di	VSM	1 act	40 ft	24 hours	-	N	Alerts you of magical eavesdropping PHB219
<input type="checkbox"/>		Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	-	Y	Bars extradimensional movement PHB221
<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"/>		Entangling Staff	Tr	VF	Swift	Touch	1 round/lev (D)	Will n.	Y	Quarterstaff can grab and constrict foes CV147
<input type="checkbox"/>		False Gravity	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Move on a surface as if it had its own gravity PHB98
<input type="checkbox"/>		Fire Trap <i>[Fire]</i>	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/lev damage PHB251
<input type="checkbox"/>		Geas, Lesser <i>[Language-Dep., Mind-Affecting]</i>	En	V	1 round	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less PHB255
<input type="checkbox"/>		Glacial Ward <i>[Cold]</i>	Ab	VSM	1 act	Touch	1 min/lev (D)	-	N	Subject gains SR 18 against fire spells and effects FB96
<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 PHB256
<input type="checkbox"/>		Hallucinatory Terrain	Ab	VSM	10 min	Long	2 hours/lev (D)	Will dis.	N	Makes one type of terrain appear like another PHB258
<input type="checkbox"/>		Ice Shield	Il	VSMC	1 act	Touch	1 min/lev	Will n.	Y	Subject gains damage reduction 15/- FB99
<input type="checkbox"/>		Illusory Wall	Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is illusory PHB245
<input type="checkbox"/>		Infernal Wound <i>[Evil]</i>	Tr	VS	1 act	Touch	1 round/lev	-	N	Weapon inflicts persistent, bleeding wounds PHB99
<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"/>		Locate Creature	Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature PHB249
<input type="checkbox"/>		Otiluke's Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	-	N	Dispels magic on creatures and items, +10 check CA116
<input type="checkbox"/>		Perinarch	Tr	VS	1 act	Close	1 round/lev	Special	N	Gain control over Limbo's morphic essence PHB101
<input type="checkbox"/>		Phantasmal Killer <i>[Fear, Mind-Affecting]</i>	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 <i>[Mind-Affecting]</i>	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 <i>[Wizard]</i>	Tr	VSMF	10 min	Personal	Instantaneous	-	N	Prepares extra spells or retains one just cast PHB268
<input type="checkbox"/>		Reduce Person, Mass	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Reduces several creatures PHB269
<input type="checkbox"/>		Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse PHB270
<input type="checkbox"/>		Repair Critical Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 4d8 +1/lev (max +20) hp CA120
<input type="checkbox"/>		Resist Energy, Mass	Ab	VS	1 act	Close	10 min/lev	For n.	Y	Subjects ignore damage from one energy type CA120
<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 Conjunction	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th level, 20% real PHB276
<input type="checkbox"/>		Stone Shape <i>[Earth]</i>	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"/>		Touchstone Lightning <i>[Electricity]</i>	Tr	VS	1 act	Medium	Instantaneous	-	Y	Fuel damaging rays with planar touchstone PHB106
<input type="checkbox"/>		Undeniable Gravity, Legion's	Tr	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creatures lose flying ability MHB40
<input type="checkbox"/>		Unluck	Di	VSM	1 act	Close	1 round/lev	Will n.	Y	Target remakes all rolls, taking worse result CA128

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

18th-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□

<input type="checkbox"/>	Aberate (FIEND) [Evil]	Tr	VS	1 act	Touch	10 min/lev	For n.	Y	Subject becomes an aberration	BVD84
<input type="checkbox"/>	Accelerated Movement	Tr	VSM	Swift	Personal	1 round/lev (D)	-	N	Balance, Climb or Move Silently at normal spd	CV142
<input type="checkbox"/>	Alarm	Ab	VSF	1 act	Close	2 hours/lev (D)	-	N	Wards an area, for 2 hours/lev	PHB197
<input type="checkbox"/>	Animate Rope	Tr	VS	1 act	Medium	1 round/lev	-	N	Makes a rope move at your command	PHB199
<input type="checkbox"/>	Arrow Mind	Di	VSM	Immed.	Personal	1 min/lev (D)	-	N	Threaten nearby squares, don't provoke AoO	CV143
<input type="checkbox"/>	Backbiter	Ne	VSF	1 act	Close	1 round/lev	Will n.	Y	Wooden-hafted weapon strikes wielder	CA98
<input type="checkbox"/>	Benign Transposition	Co	V	1 act	Close	Instantaneous	-	N	Two willing subject switch places	MHB54
<input type="checkbox"/>	Bestow Wound	Tr	VSM	1 act	Touch	Instantaneous	For n.	Y	Transfer 1 hp/lev of wounds to another	BVD85
<input type="checkbox"/>	Black Bag [Evil]	Co	VSM	1 act	Touch	24 hours	-	N	Create extradimensional bag of torture tools	BVD86
<input type="checkbox"/>	Breath Flare (BREATH) [Light]	Tr	S	1 act	Personal	Instantaneous	-	N	Your breath weapon dazzles targets	Dra77
<input type="checkbox"/>	Burning Hands [Fire]	Ev	VS	1 act	15 ft	Instantaneous	Ref 1/2	Y	1d4 fire damage/lev (max 5d4)	PHB207
<input type="checkbox"/>	Cause Fear [Fear, Mind-Affecting]	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees	PHB208
<input type="checkbox"/>	Charm Person [Mind-Affecting]	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend	PHB209
<input type="checkbox"/>	Cheat [Evil]	Tr	VSF	1 act	Personal	1 min/lev	-	N	Caster rerolls for games of chance	Dra109
<input type="checkbox"/>	Chill Touch	Ne	VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PHB209
<input type="checkbox"/>	Color Spray [Mind-Affecting]	Il	VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat.	PHB210
<input type="checkbox"/>	Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB212
<input type="checkbox"/>	Critical Strike	Di	V	Swift	Personal	1 round	-	N	You gain +1d6 damage, doubled threat range	CV145
<input type="checkbox"/>	Darklight [Darkness]	Ev	VS	1 act	Touch	1 min/lev	-	N	Create 5-ft area where all can see without light	BVD91
<input type="checkbox"/>	Death Grimace [Evil]	Ne	S	1 act	Touch	Permanent	-	N	Leave magical "calling card" on a corpse	BVD91
<input type="checkbox"/>	Detect Secret Doors	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft	PHB220
<input type="checkbox"/>	Detect Undead	Di	VSM	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft	PHB220
<input type="checkbox"/>	Discern Bloodline	Di	VSM	1 act	Close	1 round/lev	Will n.	Y	Know the race of one creature/lev	RoD165
<input type="checkbox"/>	Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance	PHB222
<input type="checkbox"/>	Distract Assailant [Mind-Affecting]	En	VSM	Swift	Close	1 round	Will n.	Y	One creature is flat-footed for 1 round	CV146
<input type="checkbox"/>	Drug Resistance	En	VM	1 act	Touch	1 hour/lev	For n.	Y	Subject is immune to addiction	BVD93
<input type="checkbox"/>	Ectoplasmic Armor	Ab	V	1 act	Personal	1 hour/lev (D)	-	N	Gain +6 armor bonus against incorporeal att	LM64
<input type="checkbox"/>	Endure Elements	Ab	VS	1 act	Touch	2 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
<input type="checkbox"/>	Enlarge Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature doubles in size	PHB226
<input type="checkbox"/>	Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB227
<input type="checkbox"/>	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Your speed increases by 30 ft	PHB228
<input type="checkbox"/>	Expeditious Retreat, Swift	Tr	V	Swift	Personal	1 round	-	N	Your speed increases by 30 feet for 1 round	CV149
<input type="checkbox"/>	Extract Drug	Co	VSF	1 min	Touch	Permanent	-	N	Creates drug from inanimate object	BVD94
<input type="checkbox"/>	Eyes of the Avoral	Tr	S	1 act	Touch	10 min/lev	Will n.	Y	Subject gets +8 on Spot checks	BED99
<input type="checkbox"/>	Feather Fall	Tr	V	Immed.	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB229
<input type="checkbox"/>	Fist of Stone [Earth]	Tr	VSM	1 act	Personal	1 min	-	N	Gain +6 Strength and natural slam attack	CA107
<input type="checkbox"/>	Float	Tr	VSM	1 act	Long	1 min/lev	For n.	Y	Subject becomes buoyant	FB94
<input type="checkbox"/>	Friendly Face	Il	VS	1 act	Personal	10 min/lev (D)	-	N	Gain +5 on Diplomacy and Gather Information	RoD166
<input type="checkbox"/>	Glaze Lock [Cold]	Co	VS	1 act	Touch	10 min/lev	-	N	Raises Open Locks DC by 10 and hardness by 5	FB97
<input type="checkbox"/>	Golem Strike	Di	V	Swift	Personal	1 round	-	N	You can sneak attack constructs	CV149
<input type="checkbox"/>	Grease	Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB257
<input type="checkbox"/>	Guided Shot	Di	V	Swift	Personal	1 round	-	N	You ignore distance penalties	CV150
<input type="checkbox"/>	Guiding Light [Light]	Ev	VS	1 act	Long	1 min/lev (D)	-	Y	+1 on ranged attacks vs. creatures in the light	MHB56
<input type="checkbox"/>	Hold Portal	Ab	V	1 act	Medium	1 min/lev (D)	-	N	Holds door shut	PHB241
<input type="checkbox"/>	Hypnotism [Mind-Affecting]	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB242
<input type="checkbox"/>	Identify	Di	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item	PHB245
<input type="checkbox"/>	Incite [Mind-Affecting]	En	VS	1 act	Close	1 min/lev	Will n.	Y	Subject can't ready actions or delay	MHB56
<input type="checkbox"/>	Inhibit [Mind-Affecting]	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject delays until next round	MHB56
<input type="checkbox"/>	Insightful Feint	Di	V	Swift	Personal	1 round	-	N	Gain +10 to your next bluff check to feint	CV153
<input type="checkbox"/>	Instant Locksmith	Di	VS	Swift	Personal	1 round	-	N	Disable Device/Open Lock are free actions, +2	CV153
<input type="checkbox"/>	Instant Search	Di	VS	Swift	Personal	1 round	-	N	Make Search checks at +2 as free action	CV153
<input type="checkbox"/>	Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
<input type="checkbox"/>	Lantern Light (ABSTINENCE) [Good, Light]	Ev	S	1 act	Close	1 round/lev	-	Y	Ranged touch attacks deal 1d6 damage	BED101
<input type="checkbox"/>	Light of Lunia [Good, Light]	Ev	VS	1 act	Medium	Special	-	Y	You radiate light, can use 2 bolts for 1d6 dmg	PHB100
<input type="checkbox"/>	Locate City	Di	V	1 round	10 mi/lev	Instantaneous	-	N	Find nearest city	RoD166
<input type="checkbox"/>	Locate Touchstone	Di	VS	1 act	Special	Instantaneous	-	N	Find nearest planar touchstone	PHB100
<input type="checkbox"/>	Locate Water	Di	VSF	1 act	Long	Concentration	-	N	Reveals location, size, quality of water sources	SASt117
<input type="checkbox"/>	Low-Light Vision	Tr	VM	1 act	Touch	1 hour/lev	Will n.	Y	See twice as far as a human in poor illumination	CA113
<input type="checkbox"/>	Mage Armor [Force]	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gives subject +4 armor bonus	PHB249
<input type="checkbox"/>	Magic Missile [Force]	Ev	VS	1 act	Medium	Instantaneous	-	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB251
<input type="checkbox"/>	Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
<input type="checkbox"/>	Master's Touch	Di	VF	Swift	Personal	1 min/lev (D)	-	N	You gain proficiency in a weapon or shield	CV154
<input type="checkbox"/>	Mount	Co	VSM	1 round	Close	2 hours/lev	-	N	Summons riding horse for 2 hours/lev	PHB256
<input type="checkbox"/>	Mordenkainen's Buzzing Bee	Co	VSM	1 act	Medium	1 min/lev (D)	-	N	-10 to Concentration and Move Silently	MHB57
<input type="checkbox"/>	Necrotic Awareness	Ne	VSF	1 act	60 ft	Up to 1 min/l	-	N	Sense encysted subjects	LM67
<input type="checkbox"/>	Nether Trail	Co	SM	1 act	Touch	10 min/lev	Will n.	N	Trail compels evil outsiders to follow	BVD99
<input type="checkbox"/>	Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura	PHB257
<input type="checkbox"/>	Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
<input type="checkbox"/>	Orb of Acid, Lesser [Acid]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	CA115
<input type="checkbox"/>	Orb of Cold, Lesser [Cold]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	CA116
<input type="checkbox"/>	Orb of Electricity, Lesser [Electricity]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	CA116
<input type="checkbox"/>	Orb of Fire, Lesser [Fire]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	CA116
<input type="checkbox"/>	Orb of Sound, Lesser [Sonic]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d6 +1d6/2 lev	CA116
<input type="checkbox"/>	Parching Touch	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	One touch/lev deals 1d6 dëssicc., possibly Con	SASt118
<input type="checkbox"/>	Protection from Chaos [Lawful]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Protection from Evil [Good]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Protection from Good [Evil]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Protection from Law [Chaotic]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Ray of Enfeeblement	Ne	VS	1 act	Close	1 min/lev	-	Y	Ray deals 1d6 +1/2 lev Str damage	PHB269
<input type="checkbox"/>	Reduce Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size	PHB269
<input type="checkbox"/>	Repair Light Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs 1d8 +1/lev (max +5) dmg to construct	CA120
<input type="checkbox"/>	Resist Planar Alignment	Ab	VSM	1 act	Touch	10 min/lev	For n.	Y	Subject resists penalties for being on a Plane	PHB104
<input type="checkbox"/>	Sacrificial Skill [Evil]	En	VSM	1 act	Personal	1 min/lev	-	N	Gain +5 on Knowledge (religion) for sacrifice	BVD105
<input type="checkbox"/>	Scholar's Touch	Di	VSMF	1 act	Personal	1 round/lev	-	N	Read books in seconds	RoD167

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

CONTINUED FROM PREVIOUS PAGE

<input type="checkbox"/>	Shield	[Force]	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gives +4 AC, blocks <i>magic missiles</i>	PH8278
<input type="checkbox"/>	Shivering Touch, Lesser	[Cold]	Ne	VS	1 act	Touch	1 round/lev	-	Y	Touch deals 1d6 Dexterity damage	FB104
<input type="checkbox"/>	Shocking Grasp	[Electricity]	Ev	VS	1 act	Touch	Instantaneous	-	Y	Touch deals 1d6/lev electricity (max 5d6)	PH8279
<input type="checkbox"/>	Silent Image		Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design	PH8279
<input type="checkbox"/>	Sleep	[Mind-Affecting]	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber	PH8280
<input type="checkbox"/>	Slide		Tr	V	1 act	Close	Instantaneous	Will n.	Y	Move subject 5 feet	MHB39
<input type="checkbox"/>	Sniper's Shot		Di	VS	Swift	Personal	1 round	-	N	No ranged limit on next ranged sneak attack	CV157
<input type="checkbox"/>	Snowdrift		Tr	VSM	1 act	Touch	Instantaneous	-	N	Forms existing snow into another shape	FB104
<input type="checkbox"/>	Stupor	[Mind-Affecting]	En	SM	1 min	Touch	1 hour/lev	For n.	Y	One helpless subject is put in a state of stupor	BVD106
<input type="checkbox"/>	Summon Monster I		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature to fight (1 1st-lev)	PH8285
<input type="checkbox"/>	Summon Undead I	[Evil]	Co	VSF	1 round	Close	1 round/lev	-	N	Summons undead to fight for you	LM71
<input type="checkbox"/>	Sunstroke		Ne	VS	1 act	Close	Instantaneous	For part.	Y	Target takes 2d6 nonlethal dmg and is fatigued	SASt125
<input type="checkbox"/>	Suspend Disease		Ab	VSM	1 act	Touch	24 hours	For n.	Y	Keeps disease from harming creature	BVD106
<input type="checkbox"/>	Tenser's Floating Disk	[Force]	Ev	VSM	1 act	Close	1 hour/lev	-	N	3-ft diam. disk that holds 100 lbs/lev	PH8294
<input type="checkbox"/>	Tongue Tendrils	[Evil]	Tr	VSM	1 act	Personal	1 hour/lev	-	N	Caster spits out tendrils that grapple	BVD107
<input type="checkbox"/>	True Strike		Di	VF	1 act	Personal	Special	-	N	+20 on your next attack roll	PH8296
<input type="checkbox"/>	Unseen Servant		Co	VSM	1 act	Close	1 hour/lev	-	N	Invisible force obeys your commands	PH8297
<input type="checkbox"/>	Ventriloquism		Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PH8298
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											



SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□

Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	DC
Addiction (DRUG)	En	VS	1 act	Touch	Instantaneous	For n.	Y	Subject becomes addicted to a drug	BVD84
Aerial Alarm	Ab	VSF	1 act	Medium	2 hrs/lev (D)	-	N	Wards an area for 2 hrs/lev	HoB124
Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	Assume form of a similar creature	PHB197
Arcane Lock	Ab	VSM	1 act	Touch	Permanent	-	N	Magically locks a portal or chest	PHB200
Ashstar [Evil]	Co	VS	1 act	Medium	1 round/lev	For n.	N	Hovering construct dehydrates wounded creat	SaSt111
Augment Familiar	Tr	VS	1 act	Close	Conc.+1 rd/lev	For n.	Y	Your familiar becomes more powerful	CW116
Balancing Lorecall	Di	VSM	1 act	Personal	1 min/lev (D)	-	N	Gain +4 on Balance, can balance everywhere	CV145
Baleful Transposition	Co	V	1 act	Close	Instantaneous	Will n.	Y	Two subject switch places	MHB34
Bear's Endurance	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205
Belker Claws [Air]	Tr	VS	1 act	Touch	1 round/3 lev	For 1/2	Y	One touch/lev deals damage and lingers	PHB96
Bigby's Slapping Hand [Force]	Ev	VSF	1 act	Medium	Instantaneous	-	Y	Hand makes creature provoke att of opp.	MHB54
Blade of Pain and Fear	Ev	VS	1 act	0 ft	1 min/lev (D)	Will part.	Y	Creates blade of gnashing teeth	LM65
Blades of Fire [Fire]	Co	V	Swift	Touch	1 round	-	N	Your melee weapons deal +1d6 fire damage	CA99
Bladeweave	Il	V	Swift	Personal	1 round/lev (D)	Special	Sp	Your melee attack dazes your opponent	CV144
Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB206
Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time	PHB206
Body of the Sun [Fire]	Tr	VS	1 act	5 ft	1 round/lev	-	N	Your body emanates fire, dealing 1d4+1 dmg	CD155
Bone Chill	Ne	VSM	1 act	Close	1 round/lev	For n.	N	Corporeal undead are held by layer of frost	FB89
Brumal Stiffening [Cold]	Tr	VS	1 act	Close	1 round/lev	Ref n.	Y	Brittle weapon's hardness reduced by 5	FB89
Bull's Strength	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
City Lights [Light]	Ev	VSM	1 act	60 ft	Instantaneous	For part.	Y	Absorbs nearby light to release as flare	RoD164
Cloak Pool	Il	VS	1 act	Close	1 hour/lev (D)	Will n.	N	Hide a color pool on the Astral Plane	PHB96
Command Undead	Ne	VSM	1 act	Close	1 day/lev	Will n.	Y	Undead creature obeys your commands	PHB211
Continual Flame [Light]	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent, heatless torch	PHB215
Curse of Impending Blades	Ne	VSM	1 act	Medium	1 min/lev	-	Y	Subject takes -2 penalty to AC	MHB34
Daggerspell Stance	Ab	VF	Swift	Personal	1 round/lev (D)	-	N	You gain attack/damage bonus, SR, DR	CV145
Dance of Ruin [Evil]	Ne	VS	1 round	Close	Instantaneous	Ref 1/2	Y	Nondemons take 2d20 damage	BVD90
Darkbolt [Darkness, Evil]	Ev	VS	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 damage/2 lev, stuns for 1 round	LoM210
Darkness [Darkness]	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PHB216
Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PHB216
Daze Monster [Mind-Affecting]	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action	PHB217
Desiccate	Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Deals 1d6/2 lev damage and dehydrates	SaSt114
Detect Aberration	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect the presence of aberrations	LoM210
Detect Thoughts [Mind-Affecting]	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB220
Discolor Pool	Il	VSM	1 act	Close	1 hour/lev (D)	Will dis.	N	Change the color of a color pool	PHB97
Eagle's Splendor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
Earthbind	Tr	VS	1 act	Close	1 min/lev (D)	For part.	Y	Subject creature cannot fly	Dra112
Earthen Grasp [Earth]	Tr	VSM	1 act	Close	2 rounds/lev	-	Y	Arm made of earth grapples foes	CA104
Energize Potion	Tr	VSM	1 act	Close	Instantaneous	Ref 1/2	Y	Transforms a potion into an energy grenade	BD98
Entice Giff [Mind-Affecting]	En	VS	1 act	Close	1 round	Will n.	Y	Subject gives caster what it's holding	Dra113
False Life	Ne	VSM	1 act	Personal	1 hour/lev	-	Y	Subject gains 10+1/lev (max. +10) temp. hp	PHB229
Familiar Pocket	Vn	VSM	1 act	Touch	1 hour/lev (D)	-	N	Create extradimensional safe haven for familiar	CA106
Fireburst [Fire]	Ev	VSM	1 act	5 ft	Instantaneous	Ref 1/2	Y	Adjacent subjects take 1d8/lev (max 5d8) dmg	CA107
Flaming Sphere [Fire]	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	PHB252
Fly, Swift	Tr	V	Swift	Personal	1 round	-	N	You fly for 1 round	CV149
Fog Cloud	Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB252
Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB255
Frost Weapon	Tr	VSM	1 act	Touch	1 round/lev	Will n.	N	Weapons deals +1d6 cold damage	FB95
Ghost Touch Armor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Armor works against incorporeal attacks	LM65
Ghoul Glyph	Ne	VSM	1 min	Touch	Until discharg.	For part.	Y	Glyph wards area, paralyzes victims	LM66
Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench	PHB255
Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB256
Graz'zt's Long Grasp [Evil]	Tr	VS	1 act	Personal	10 min/lev	-	N	Caster's hand flies from arm and grapples	BVD96
Gust of Wind [Air]	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB258
Heat Leech [Cold]	Ne	VSM	1 act	Close	1 round/lev	For n.	Y	Subject takes 1d8 cold damage/round	FB97
Hypnotic Pattern [Mind-Affecting]	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures	PHB242
Ice Darts [Cold]	Co	VS	1 act	Close	Instantaneous	-	N	Ice missiles deal 2d4 damage, half is cold	FB98
Icicle [Cold]	Ab	VS	1 act	Close	Until dis. (D)	Special	Y	Magical trap deals 4d6 damage when triggered	FB101
Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject invisible for 1 min/lev or until attacks	PHB245
Knock	Tr	V	1 act	Medium	Instantaneous	-	N	Opens locked or magically sealed doors	PHB246
Leomund's Tiny Igloo [Cold]	Ev	VSM	1 act	5 ft	2 hours/lev (D)	-	N	Creates an igloo that lasts 2 hours/lev	FB101
Leomund's Trap	Il	VSM	1 act	Touch	Permanent (D)	-	N	Makes item seem trapped	PHB247
Levitate	Tr	VSF	1 act	Close	1 min/lev (D)	-	N	Subject moves up and down at your direction	PHB248
Light of Mercuria [Good, Light]	Ev	VS	1 act	Medium	Special	-	Y	You radiate light, can use 2 bolts	PHB100
Listening Lorecall	Di	VS	1 act	Personal	10 min/lev (D)	-	N	Gain +4 on Listen, blindsense and blindsight	CV154
Locate Object	Di	VSF	1 act	Long	1 min/lev	-	N	Senses direction towards object	PHB249
Magic Mouth	Il	VSM	1 act	Close	Until discharg.	Will n.	Y	Speaks once when triggered	PHB251
Masochism [Evil]	En	VSM	1 act	Personal	1 round/lev	-	N	Makes +1 to hit, ST, checks for every 10 hp taken	BVD99
Mechanus Mind [Lawful, Mind-Affecting]	En	VS	1 act	Touch	1 min/lev	For n.	Y	Reformats subject's mind to be calculating	PHB101
Melf's Acid Arrow [Acid]	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	-	N	Ranged touch attack, 2d4 for 1 round +1/5 lev	PHB255
Mesmerizing Glare [Mind-Affecting]	En	S	1 act	Close	1 round/lev	Will n.	Y	Your gaze dazes creatures	Dra80
Mindless Rage [Mind-Affecting]	En	VSF	1 act	Close	1 round/lev	Will n.	Y	Target compelled to attack you physically	CV155
Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHB254
Mirror Image	Il	VS	1 act	Personal	1 min/lev (D)	-	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHB254
Misdirection	Il	VS	1 act	Close	1 hour/lev	Special	N	Misleads divinations for a creature or object	PHB254
Molten Strike [Fire]	Ev	VSM	1 act	Long	Instantaneous	Ref n.	Y	5-ft radius burst deals 2d6 fire damage, ignites	HoB127
Necrotic Cyst [Evil]	Ne	VSF	1 act	Touch	Instantaneous	For n.	Y	Encyst undead sac of tissue in subject	LM68
Necrotic Scrying [Evil]	Ne	VSF	1 act	Unlim.	1 min/lev (D)	-	N	Hear or see encusted subject at a distance	LM69
Numbing Sphere [Cold]	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Ball of cold deals 1d6 plus 1d4 Dex damage	FB102
Obscure Object	Ab	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258
Obscuring Snow [Air, Cold]	Co	VS	1 act	30 ft	1 hour/lev	-	N	Obscures sight in 30-ft radius around the caster	FB105
Owl's Wisdom	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
Phantasmal Assailants [Fear, Mind-Aff.]	Il	VS	1 act	Close	Instantaneous	Special	Y	Nightmare creatures strike target	CA117

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

CONTINUED FROM PREVIOUS PAGE

<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"/>	Proud Arrogance	En	VSM	1 act	Medium	1 min/lev	Will n.	Y	Target gains +4 to saves vs. charm, comp., fear	RoD167
<input type="checkbox"/>	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp	Turns fire into blinding light or smoke	PHB267
<input type="checkbox"/>	Razorfangs	Tr	V	1 act	Personal	1 round/lev	-	N	Your bite or claw threatens on 19-20	Dra80
<input type="checkbox"/>	Repair Moderate Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 2d8 +1/lev (max +10) hp	CA120
<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"/>	Returning Weapon	Tr	V	Swift	Touch	1 round/lev (D)	-	N	Thrown weapon returns to thrower	RoW175
<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"/>	Sadism <i>[Evil]</i>	En	VSM	1 act	Personal	1 round/lev	-	N	Gain +1 to hit, ST, checks for every 10 hp dealt	BVD103
<input type="checkbox"/>	Sap Strength <i>[Evil]</i>	En	VSM	1 act	Touch	Instantaneous	For n.	Y	Subject becomes exhausted	BVD103
<input type="checkbox"/>	Scale Weakening	Tr	VSM	1 act	Close	10 min/lev (D)	-	Y	Subject's natural armor weakens	Dra114
<input type="checkbox"/>	Scare <i>[Fear, Mind-Affecting]</i>	Ne	VSM	1 act	Medium	Special	Will part.	Y	Panics creatures of less than 6 HD	PHB274
<input type="checkbox"/>	Scent	Tr	VSM	1 act	Touch	10 min/lev	-	Y	Grants the scent special ability	CD178
<input type="checkbox"/>	Scimitar of Sand <i>[Earth]</i>	Ev	VSD	1 act	0 ft	1 min/lev (D)	For part.	Y	Sand sword deals 1d6 dmg +1/2 lev and dehydr.	SaSt120
<input type="checkbox"/>	Scintillating Scales	Ab	V	1 act	Personal	1 round/lev	-	N	You gain AC deflection equal to Con mod.	Dra80
<input type="checkbox"/>	Scorching Ray <i>[Fire]</i>	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 <i>[Sonic]</i>	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB278
<input type="checkbox"/>	Shriveling (DISEASE) <i>[Evil]</i>	Ne	VS	1 act	Close	Instantaneous	Ref 1/2	Y	Subject takes 1d4 damage per level	BVD103
<input type="checkbox"/>	Slide, Greater	Tr	V	1 act	Medium	Instantaneous	Will n.	Y	Move subject 20 feet	MHB59
<input type="checkbox"/>	Slow Consumption (LOCATION) <i>[Evil]</i>	Ne	VS	10 min	Touch	Permanent	For n.	Y	Caster absorbs health from helpless subject	BVD103
<input type="checkbox"/>	Snake's Swiftess	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Subject immediately makes one attack	MHB59
<input type="checkbox"/>	Sonic Weapon <i>[Sonic]</i>	Tr	V	1 act	Touch	1 min/lev (D)	-	N	Weapon touched deals +1d6 sonic damage	CV157
<input type="checkbox"/>	Spawn Screen	Ne	VS	1 act	Touch	1 hour/lev	Will n.	Y	You resist trasformation into undead spawn	LM71
<input type="checkbox"/>	Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	-	N	Disembodied hand delivers touch attacks	PHB282
<input type="checkbox"/>	Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings	PHB285
<input type="checkbox"/>	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar to fight (1 2nd or 1d5 1st)	PHB286
<input type="checkbox"/>	Summon Undead II <i>[Evil]</i>	Co	VSF	1 round	Close	1 round/lev	-	N	Summons undead to fight for you	LM71
<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"/>	Swim <i>[Water]</i>	Tr	VSM	1 round	Medium	10 min/lev (D)	-	Y	Subject gains swim speed and +8 to Swim checks	CA125
<input type="checkbox"/>	Tasha's Hideous Laughter <i>[Mind-Aff.]</i>	En	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses actions for 1 round/lev	PHB292
<input type="checkbox"/>	Touch of Idiocy <i>[Mind-Affecting]</i>	En	VS	1 act	Touch	10 min/lev	-	Y	Subject takes 1d6 points of Int, Wis, Cha	PHB294
<input type="checkbox"/>	Undeniable Gravity	Tr	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creature loses flying ability	MHB40
<input type="checkbox"/>	Unheavened (DRUG) <i>[Evil]</i>	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Subject gains +4 save bonus vs. good outsiders	BVD107
<input type="checkbox"/>	Veil of Shadow <i>[Darkness]</i>	Ev	VS	1 act	Personal	1 min/lev	-	N	Darkness grants you concealment	MHB40
<input type="checkbox"/>	Wall of Gloom <i>[Darkness, Fear, Mind-Aff.]</i>	Il	VSM	1 act	Medium	Conc. +1 rd/lev	Will n.	Y	Shadow barrier obscures vision, deters passage	CA129
<input type="checkbox"/>	Web	Co	VSM	1 act	Medium	10 min/lev (D)	Ref n.	N	Fills 20-ft radius with sticky spider webs	PHB301
<input type="checkbox"/>	Whirling Blade	Tr	VSF	1 act	60 ft	Instantaneous	-	N	Hurled slashing weapons attacks foes in 60 ft	CA129
<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
<input type="checkbox"/>	Wings of Air	Tr	V	1 act	Touch	1 min/lev	-	N	Target's flight maneuverability improves	Dra82
<input type="checkbox"/>	Wither Limb <i>[Evil]</i>	Ne	VS	1 act	Close	1 round/lev	For n.	Y	Reduces subject's speed or hampers it	BVD110
<input type="checkbox"/>	Wracking Touch	Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	Deal 1d6 +1 damage/lev, can sneak attack	CV158
<input type="checkbox"/>	Wraithstrike	Tr	VS	Swift	Personal	1 round	-	N	Melee attacks strike as touch attacks	CV158
<input type="checkbox"/>	Yoke of Mercy (ABSTINENCE) <i>[Good, M-Aff.]</i>	En	V	1 act	Close	1 round/lev	Will n.	N	Target deals nonlethal damage	BED112
<input type="checkbox"/>	Zone of Glacial Cold <i>[Cold]</i>	Co	VSM	1 act	Medium	1 round/lev	For 1/2	N	Deals 1d6 cold damage in 20-ft radius area	FBI06



SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□

Spell Name	School	Component	Cast Time	Range	Duration	Save	SR	Effect
Analyze Portal	Di	VSM	1 min	60 ft	1 round/lev (D)	Special	N	Find a nearby portal and its properties PHB92
Analyze Touchstone	Di	VSM	1 min	60 ft	1 round/lev (D)	Special	N	Find a nearby touchstone and its properties PHB93
Arcane Sight	Di	VS	1 act	Personal	1 min/lev (D)	-	N	Magical auras become visible to you PHB201
Arctic Haze	Co	VS	1 act	Medium	10 min/lev	For 1/2	N	Fog deals 4 damage/round and obscures vision FB88
Arms of Plenty	Tr	VSM	1 act	Touch	1 round/lev	-	N	Grow two additional arms LoM209
Avoid Planar Effects	Ab	V	1 act	20 ft	1 min/lev	-	Y	Temporary protection against planar traits PHB94
Babau Slime	Tr	VSM	1 act	Touch	1 min/lev	Special	Y	Body-covering acid damages foes' weapons PHB95
Bands of Steel	Co	VSM	1 act	Medium	1 round/lev	Ref part.	N	Metallic bands immobilize or entangle target CA98
Battlemagic Perception	Di	VS	1 act	Personal	10 min/lev (D)	-	N	Sense and counter spellcasting within 100 ft HoB125
Blinding Breath (BREATH)	Tr	S	1 act	Personal	Instantaneous	-	N	Your breath weapon blinds targets Dra77
Blink	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	Randomly vanish and reappear for 1 round/lev PHB206
Blood Snow	Ne	VS	1 act	Medium	1 round/lev	For n.	Y	Snow drains 1d2 Con/round and nauseates FB89
Body Blaze	Ev	VSM	1 act	Personal	1 round/lev (D)	-	N	You are surrounded by fire and leave a trail SaSt112
Clairaudience/Clairvoyance	Di	VSF	10 min	Long	1 min/lev (D)	-	N	Hear or see at a distance for 1 min/lev PHB209
Control Temperature (Cold, Fire)	Tr	VSM	1 round	20 ft/lev	1 hour/lev	-	N	Raise /lower temperature by one band/5 lev FB92
Corpse Candle	Co	SM	1 act	Close	1 min/lev (D)	-	N	Ghostly hand and candle sheds light CA101
Crack Ice (Force)	Ev	VSM	1 act	Close	Instantaneous	For 1/2	Y	Shatters ice structures or creatures FB92
Cruel Disappointment (Fear, Evil, M-A)	Il	VS	1 act	Medium	Instantaneous	Special	Y	Fools subject for 1 round, then -4 penalty BVD99
Curse of Impending Blades, Legion's	Ne	VSM	1 act	Medium	1 min/lev	-	Y	Subjects take -2 penalty to AC MHB55
Curse of the Putrid Husk (Fear, Evil, M-A)	Il	VSM	1 act	Close	1 rd +1d10 min	Will n.	Y	Subject is unconscious for 1d10 min BVD99
Daylight (Light)	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft-radius of bright light PHB216
Deep Slumber (Mind-Affecting)	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Put 10 HD of creatures to sleep PHB217
Devil Blight	Tr	VS	1 act	Close	Special	Special	Sp.	Damage and confuse baatezu PHB97
Devil's Eye (Evil)	Di	VS	1 act	Personal	1 min/lev	-	N	Caster can see 30 ft in even magical darkness BVD92
Discern Shapechanger	Di	VSM	1 round	Personal	1 round/lev	-	N	Penetrates disguises, identifies shapechangers CA105
Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects PHB225
Displacement	Il	VM	1 act	Touch	1 round/lev (D)	Will n.	Y	Attacks miss subject 50% PHB225
Distilled Joy	Tr	VSF	1 day	Touch	Permanent	For n.	Y	Creates ambrosia BED96
Dolorous Motes (SACRIFICE) (Mind-Affect)	En	VS	1 act	Long	1 round/lev (D)	Will n.	Y	Cloud of flickering light dazzles creatures BED97
Dragonskin	Tr	SM	1 act	Personal	10 min/lev	-	N	Gain +4 natural AC, energy resistance 10 Dra112
Dread Word (Evil)	Ev	V	1 act	Close	Instantaneous	For n.	Y	1d3 Cha drain on one subject BVD95
Drown (Evil)	Co	V	1 act	Medium	Instantaneous	For n.	Y	Subject begins to drown or takes 2d6 damage BVD95
Ectoplasmic Feedback	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Incorporeal attackers take 1d6 damage LM64
Elation (Mind-Affecting)	En	VS	1 act	80 ft	1 round/lev	Will n.	Y	Allies gain +2 to Str and Dex, and +5 ft speed BED98
Enhance Familiar	Un	VS	1 act	Touch	1 hour/lev	-	Y	+2 bonus to saves, combat rolls, and AC CA105
Evil Eye (Evil)	En	S	1 act	Close	Instantaneous	Will n.	Y	Subject takes -2 on attacks, saves, checks BVD94
Explosive Runes (Force)	Ab	VS	1 act	Touch	Until disc. (D)	Special	Y	Deals 6d6 damage when read PHB228
Eyes of the Zombie	Di	VSF	30 min	Personal	1 hour/lev (D)	-	Y	Caster sees through a zombie's eyes BVD94
Fireball (Fire)	Ev	VSM	1 act	Long	Instantaneous	Ref 1/2	Y	20-ft-radius, 1d6 damage per level PHB231
Flame Arrow (Fire)	Tr	VSM	1 act	Close	10 min/lev	-	N	Up to 50 arrows deal +1d6 fire damage PHB251
Fly	Tr	VSF	1 act	Touch	1 min/lev	Will n.	Y	Subject flies at speed of 60 ft PHB252
Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	-	N	Subject is insubstantial and can fly slowly PHB254
Gentle Repose	Ne	VSM	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse PHB255
Glacial Globe of Invulnerability (Cold)	Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 3rd-level fire spells, conceals FB96
Glimpse of Truth (DRUG) (Evil)	Di	VS	1 act	Personal	1 hour	-	N	Caster gets an answer to a yes-or-no question BVD96
Habooob (Air, Earth)	Co	VSM	1 act	Medium	1 min/lev	Special	N	Cloud of dust obscures sight, abrades SaSt117
Halt Undead	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Immobilizes undead for 1 round/lev PHB258
Hamatula Barbs	Tr	VSM	1 act	Touch	10 min/lev	For n.	Y	Subject grows barbs PHB98
Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	One creat./lev is faster, +1 to AC, Ref. attack PHB259
Healing Touch (Good)	Ne	VS	1 act	Touch	Instantaneous	Will n.	Y	Take up 1d6 dmg/2 lev, heal target that much BED100
Heroism (Mind-Affecting)	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 bonus on attacks, saves, and skills PHB240
Hold Person (Mind-Affecting)	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/lev PHB241
Illusory Script (Mind-Affecting)	Il	VSM	1 min+	Touch	1 day/lev (D)	Will n.	Y	Only intended reader can decipher PHB245
Incorporeal Enhancement (Evil)	Ne	VSM	1 round	Close	24 hours	-	N	Grants bonuses to incorporeal undead LM67
Invisibility Sphere	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Makes everyone within 10 ft invisible PHB245
Invoke the Cerulean Sign	Ev	S	1 act	30 ft	Instantaneous	For n.	N	Aberrations become sickened, nauseated, etc. LoM211
Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a normal weapon's threat range PHB246
Leomund's Tiny Hut (Force)	Ev	VSM	1 act	20 ft	2 hours/lev (D)	-	N	Creates shelter for 10 creatures PHB247
Light of Venya (Good, Light)	Ev	VS	1 act	Medium	Special	-	Y	You radiate light, can use 2 bolts PHB100
Lightning Bolt (Electricity)	Ev	VSM	1 act	120 ft	Instantaneous	Ref 1/2	Y	Electricity deals 1d6/level PHB248
Mage Armor, Greater (Force)	Co	VSM	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +6 armor bonus CA114
Magic Circle against Chaos (Lawful)	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB249
Magic Circle against Evil (Good)	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB249
Magic Circle against Good (Evil)	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB250
Magic Circle against Law (Chaotic)	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB250
Magic Weapon, Greater	Tr	VSM	1 act	Close	1 hour/lev	Will n.	Y	+1/4 levels (max +5) PHB251
Major Image	Il	VSF	1 act	Long	Conc.+3 rds.	Will dis.	N	Creates visual, sound, smell, thermal illusion PHB252
Miser's Envy (Mind-Affecting)	En	VSM	1 act	Close	1 round/lev	Special	Sp.	Subject jealously covets a nearby object Dra114
Necrotic Bloat (Evil)	Ne	VSF	1 act	Medium	Instantaneous	-	N	Encysted subject takes 1d6/level damage LM67
Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying PHB257
Phantom Guardians	Il	VSM	1 act	Medium	1 hour/lev	Will dis.	N	Create illusion of group of guards RoD167
Phantom Steed	Co	VS	10 min	0 ft	1 hour/lev (D)	-	N	Magic horse appears for 1 hr/lev PHB260
Planar Tolerance	Ab	V	1 act	20 ft	1 hour/lev	-	Y	Temporary protection against planar traits PHB103
Protection from Dessiccation	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 10 points/lev dmg from dessiccation SaSt119
Protection from Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/lev from one energy PHB266
Rage (Mind-Affecting)	En	VS	1 act	Medium	Conc.+1 rd/lev	-	Y	Gives +2 Str, +2 Con, +1 Will, -2 AC PHB268
Ray of Exhaustion	Ne	VSM	1 act	Close	1 min/lev	For part.	Y	Ray makes subject exhausted PHB269
Reality Blind (Evil, Mind-Affecting)	Il	VSM	1 act	Close	Concentration	Will n.	N	Subject can take no action, don't heal naturally BVD101
Repair Serious Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 3d8 +1/lev (max +15) hp CA120
Resonating Bolt (Sonic)	Ev	VS	1 act	60 ft	Instantaneous	Ref 1/2	Y	Sonic energy deals 1d4/lev damage (max 10d4) CA121
Secret Page	Tr	VSM	10 min	Touch	Permanent	-	N	Changes one page to hide its real content PHB275
Sepia Snake Sigil (Force)	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader PHB276
Shadow Binding	Il	VSM	1 act	Close	1 round/lev	Will n.	Y	Ribbonlike shadows daze and entangle in 10 ft CA122
Shivering Touch (Cold)	Ne	VS	1 act	Touch	1 round/lev	-	Y	Touch deals 3d6 Dexterity damage FB104

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

CONTINUED FROM PREVIOUS PAGE

<input type="checkbox"/>	Shrink Item	Tr.	VS	1 act	Touch	1 day/lev	Will n.	Y	Object shrinks to one-sixteenth size	PH8279
<input type="checkbox"/>	Sign of Sealing	Ab.	VSM	1 round	Close	Permanent	Ref 1/2	N	Magical sigil deal 1d4/lev damage if opened	CA122
<input type="checkbox"/>	Sleet Storm	Co.	VSM	1 act	Long	1 round/lev	-	N	Hampers vision and movement	PH8280
<input type="checkbox"/>	Slow	Tr.	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subj./lev takes only 1 action/r, -2 AC and hit	PH8280
<input type="checkbox"/>	Snake's Swiftmess, Legion's	Tr.	VSM	1 act	Medium	Instantaneous	Will n.	Y	Allies each immediately make one attack	MH839
<input type="checkbox"/>	Spectral Weapon	Il.	VS	Swift	Personal	1 round/lev (D)	Will part.	Y	Use quasi-real weapon to make touch attacks	CV157
<input type="checkbox"/>	Spell Vulnerability	Tr.	VS	1 round	Close	1 min/lev	For n.	N	Reduces target's SR by 1 per lev (max 15)	PH8104
<input type="checkbox"/>	Stars of Arvandor	Ev.	VS	1 act	Close	1 min/lev (D)	-	Y	Bursts deal 1d8 each, 1/2 nonlethal if not evil	BED108
<input type="checkbox"/>	Stinking Cloud	Co.	VSM	1 act	Medium	1 round/lev	For n.	N	Nauseating vapors, 1 round/lev	PH8284
<input type="checkbox"/>	Stony Grasp	Tr.	VSM	1 act	Close	1 round/lev	-	Y	Arm made of earth grapples foes	CA124
<input type="checkbox"/>	Storm Mote	Ev.	VSM	1 act	Medium	1 round/lev	For 1/2	Y	Dust devil of flensing sand	SaSt121
<input type="checkbox"/>	Suggestion	En.	VM	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow course of action	PH8285
<input type="checkbox"/>	Summon Monster III	Co.	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 1st, 1d3 2nd or 1d4+1 1st)	PH8286
<input type="checkbox"/>	Summon Undead III	Co.	VSF	1 round	Close	1 round/lev	-	N	Summons undead to fight for you	LM71
<input type="checkbox"/>	Suppress Breath Weapon	En.	V	1 act	Close	1 min/lev	Will n.	Y	Subject can't use breath weapon	Dra115
<input type="checkbox"/>	Telepathic Bond, Lesser	Di.	VS	1 act	30 ft	10 min/lev	-	N	Link lets you and target communicate	CD185
<input type="checkbox"/>	Thin Air	Ne.	VS	1 act	Medium	1 min/lev	For n.	N	Creatures suffer from altitude sickness	FB105
<input type="checkbox"/>	Tongue Serpents	Tr.	VSM	1 act	Personal	1 hour/lev	-	N	Caster spits out one Tiny viper/4 lev	BVD107
<input type="checkbox"/>	Tongues	Di.	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PH8294
<input type="checkbox"/>	Tormenting Thirst	En.	VS	1 act	Close	1 round/lev	Will n.	Y	Subject is overwhelmed by thirst	SaSt124
<input type="checkbox"/>	Undulant Innards	Tr.	VS	1 act	Close	1 round/lev	-	N	Gain immunity to criticals and sneak attacks	LoM215
<input type="checkbox"/>	Vampiric Touch	Ne.	VS	1 act	Touch	Special	-	Y	Touch deals 1d6/2 lev, caster gains dmg as hp	PH8298
<input type="checkbox"/>	Vile Lance	Ev.	VSM	1 act	Touch	10 min/lev	-	N	Creates +2 shortspear that deals vile damage	BVD108
<input type="checkbox"/>	Walk the Mountain's Path	Tr.	VSM	1 act	Touch	10 min/lev	Will n.	Y	Infuse subject with the strength of the earth	RoS165
<input type="checkbox"/>	Wall of Chains	Co.	VSM	1 act	Medium	1 min/lev	-	N	Creates barrier of chains with 20 hp/4 lev	BVD108
<input type="checkbox"/>	Warcry	En.	V	1 act	30 ft	Instantaneous	For n.	Y	Creatures in a 30-ft cone cower for 1d4 rds	BED111
<input type="checkbox"/>	Water Breathing	Tr.	VSM	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PH8300
<input type="checkbox"/>	Whispering Sand	Tr.	VSF	1 act	Special	10 min/lev (D)	-	N	Sand delivers your message	SaSt128
<input type="checkbox"/>	Wind Wall	Ev.	VSM	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PH8302
<input type="checkbox"/>										
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<input type="checkbox"/>										
<input type="checkbox"/>										



SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

4TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast:

Save DC: ___

Max. known: ___

<input type="checkbox"/>	Abyssal Might (DEMON)	[Evil]	Co	VSM	1 act	Personal	10 min/lev	-	N	Caster gains +2 to Str, Dex, Con, and SR	BVD84
<input type="checkbox"/>	Aerial Alacrity		Tr	V	Swift	Personal	1 min/lev (D)	-	N	+30 ft fly speed, +1 AC and Ref	RoW174
<input type="checkbox"/>	Affliction	[Good]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Inflicts evil subject with chosen affliction	BED89
<input type="checkbox"/>	Animate Dead	[Evil]	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies	PHB198
<input type="checkbox"/>	Anticipate Teleportation		Ab	VSF	1 round	Touch	1 hour/lev	-	N	Predict and delay teleportating creatures	CA97
<input type="checkbox"/>	Antidragon Aura		Ab	VSM	1 act	Close	1 min/lev	Will n.	Y	Allies gain bonus to AC and saves vs. dragons	Dra109
<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"/>	Assay Resistance		Di	VS	Swift	Personal	1 round/lev	-	N	+10 bonus to one level check against SR	CA98
<input type="checkbox"/>	Attune Form		Tr	VSM	1 act	Touch	2 hours/lev	-	N	Temporary protection against damaging traits	PHB94
<input type="checkbox"/>	Balor Nimbus		Tr	VSM	1 act	Personal	1 round/lev	-	N	Subject's flaming body damages foe in grapple	PHB95
<input type="checkbox"/>	Battlefield Fortification	[Earth]	Tr	VS	1 round	Close	Instantaneous	-	N	Create trench or berm	HoB125
<input type="checkbox"/>	Bestow Curse		Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability, -4 on rolls, or 50% losing action	PHB205
<input type="checkbox"/>	Blast of Flame	[Fire]	Co	VSM	1 act	60 ft	Instantaneous	Ref 1/2	N	Cone of fire deals 1d6/lev dmg (max 10d6)	CA99
<input type="checkbox"/>	Blast of Sand	[Earth]	Co	VSM	1 act	30 ft	Instantaneous	Ref 1/2	N	Cone deals 1d6 damage/lev	SaSt112
<input type="checkbox"/>	Blistering Radiance	[Fire, Light]	Ev	VSM	1 act	Long	1 round/lev	Special	Y	Blind creatures and deals 2d6 damage in 50 ft	CA99
<input type="checkbox"/>	Bloodstar		Co	VSM	1 act	Medium	1 round/lev	For n.	Y	Hovering construct wounds foe	LM65
<input type="checkbox"/>	Boiling Oil	[Fire]	Co	VS	1 act	Medium	Special	Ref 1/2	N	10-ft cylinder deals 4d6 damage or more	HoB125
<input type="checkbox"/>	Breath Weapon Substitution (BREATH)		Tr	S	1 act	Personal	Instantaneous	-	N	Your breath weapon deals different damage	Dra78
<input type="checkbox"/>	Burning Blood		Ne	VSM	1 act	Medium	1 round/lev (D)	For part.	Y	Target takes 1d8 acid + 1d8 fire damage/round	CA100
<input type="checkbox"/>	Celestial Brilliance	[Good, Light]	Ev	VS	1 act	Touch	1 day/lev (D)	-	N	Object sheds light to 120 ft, harms undead	BED94
<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"/>	Column of Ice	[Cold]	Co	VSM	1 act	Close	Permanent	Ref n.	N	Column of ice erupts from the ground	FB90
<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	Inflicts subject with chosen disease	PHB215
<input type="checkbox"/>	Corporeal Instability		Tr	VS	1 act	Touch	1 round/lev (D)	For n.	Y	Transforms target into an amorphous mass	PHB97
<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"/>	Damning Darkness	[Darkness, Evil]	Ev	VM	1 act	Touch	10 min/lev (D)	-	Sp.	Darkness deals either 2d6 or 1d6 dmg/round	LoM210
<input type="checkbox"/>	Dancing Chains		Tr	VS	1 act	Close	1 min/lev	-	N	Animates one chain per level	BVD90
<input type="checkbox"/>	Dancing Web	[Good]	Ev	VSM	1 act	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 nonlethal/lev, entangles evil 1d6 rd.	BED96
<input type="checkbox"/>	Darkvision, Mass		Tr	VSM	1 act	10 ft	1 hour/lev	Will n.	Y	Creatures in 10-ft can see 60 ft in darkness	CA102
<input type="checkbox"/>	Defenestrating Sphere	[Air]	Ev	VSF	1 act	Medium	1 round/lev (D)	For part.	Y	Sphere knocks enemies prone and hurls them	CA103
<input type="checkbox"/>	Demon Dirge		Tr	VS	1 act	Close	Special	Special	Sp.	Demons are stunned and take damage	PHB97
<input type="checkbox"/>	Desert Diversion		Co	VS	1 act	Medium	1 min/lev	-	Y	Those attempting planar travel are diverted	SaSt115
<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"/>	Dispelling Breath (BREATH)		Ab	S	1 act	Personal	Instantaneous	-	N	Your breath weapon dispels magic	Dra78
<input type="checkbox"/>	Distort Summons	[Evil]	Tr	VS	1 act	Medium	1 hour/lev	-	N	Create area where only evil can be summoned	BVD92
<input type="checkbox"/>	Dweomer of Transference		Ev	VS	1 min	Close	1 round/lev	Will n.	Y	Converts spellcasting into psionic PP	EPs220
<input type="checkbox"/>	Early Twilight	[Darkness]	Ev	VM	1 round	Long	10 min/lev (D)	-	N	Reduce light in 80-ft radius cylinder	HoB126
<input type="checkbox"/>	Enduring Flight		Tr	V	1 round	Personal	Special	-	N	Carry medium loads at full fly speed	RoW175
<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"/>	Entangling Staff		Tr	VF	Swift	Touch	1 round/lev (D)	Will n.	Y	Quarterstaff can grab and constrict foes	CV147
<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"/>	Evil Glare	[Evil, Fear, Mind-Affecting]	Ne	VS	1 act	30 ft	Special	Will n.	Y	Paralyze creature with your glare	PHB98
<input type="checkbox"/>	False Gravity		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Move on a surface as if it had its own gravity	PHB98
<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"/>	Fortify Familiar		Un	VS	1 act	Touch	1 hour/lev	-	Y	+2d8 hp, +2 armor, 25% avoid criticals/sneak	CA108
<input type="checkbox"/>	Fuse Sand	[Earth]	Tr	VSM	1 act	Close	Instantaneous	Special	N	Hardens sand and may trap creatures	SaSt116
<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"/>	Glacial Ward	[Cold]	Ab	VSM	1 act	Touch	1 min/lev (D)	-	N	Subject gains SR 18 against fire spells and effects	FB96
<input type="checkbox"/>	Globe of Invulnerability, Lesser		Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 3rd-level spell effects	PHB236
<input type="checkbox"/>	Grim Revenge (UNDEAD)	[Evil]	Ne	VS	1 act	Medium	Instantaneous	For n.	Y	Tears hand from target, 6d6 dmg, hand attacks	BVD97
<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"/>	Hell's Power (DEVIL)	[Evil]	Co	VSM	1 act	Personal	10 min/lev	-	N	Caster gains +2 AC and +1 to existing DR	BVD97
<input type="checkbox"/>	Ice Shield (COLDFIRE)		Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains damage reduction 15/-	FB99
<input type="checkbox"/>	Ice Ship		Co	VSM	1 act	Close	1 hour/lev (D)	-	N	Creates ice runner or ice galleon	FB99
<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"/>	Ice Web (COLDFIRE)	[Cold]	Co	VS	1 act	Medium	10 min/lev (D)	Ref n.	N	Coldfire webs entangle and deal 1d6 dmg/rd	FB100
<input type="checkbox"/>	Illusory Wall		Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is illusory	PHB245
<input type="checkbox"/>	Infernal Wound	[Evil]	Tr	VS	1 act	Touch	1 round/lev	-	N	Weapon inflicts persistent, bleeding wounds	PHB99
<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"/>	Liquid Pain		Ne	VSF	1 day	Touch	Permanent	For n.	Y	Extracts one dose of liquid pain from victim	BVD98
<input type="checkbox"/>	Locate Creature		Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature	PHB249
<input type="checkbox"/>	Lower Spell Resistance		Tr	VS	1 round	Close	1 min/lev	For n.	N	Subject's spell resistance is reduced	Dra114
<input type="checkbox"/>	Mindfrost	[Cold]	Ne	VSM	1 act	Close	Instantaneous	For 1/2	Y	Deals 5d6 cold damage, 1d4 Int damage	FB102
<input type="checkbox"/>	Minor Creation		Co	VSM	1 min	0 ft	1 hour/lev (D)	-	N	Creates one cloth or wood object	PHB253
<input type="checkbox"/>	Mirror Sending		Ev	VSF	Special	Special	Instantaneous	-	Y	Caster sends his image to a mirror, can speak	BVD99
<input type="checkbox"/>	Necrotic Domination	[Evil]	Ne	VSF	1 round	Close	1 day/lev	Will n.	Y	Completely control encysted subject	LM68
<input type="checkbox"/>	Orb of Acid	[Acid]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, sickens	CA115
<input type="checkbox"/>	Orb of Cold	[Cold]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, blinds	CA115
<input type="checkbox"/>	Orb of Electricity	[Electricity]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, entangles	CA116
<input type="checkbox"/>	Orb of Fire	[Fire]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, dazes	CA116
<input type="checkbox"/>	Orb of Force	[Force]	Co	VS	1 act	Medium	Instantaneous	-	N	Ranged touch attack deals 1d6/lev (max 10d6)	CA116
<input type="checkbox"/>	Orb of Sound	[Sonic]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d4/lev, deafens	CA116
<input type="checkbox"/>	Otiluke's Dispelling Screen		Ab	VSM	1 act	Close	1 min/lev (D)	-	N	Dispels magic on creatures and items, +10 check	CA116
<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"/>	Parboil	[Fire]	Ev	VSM	1 act	20 ft	Instantaneous	For part.	Y	Heated air deals fire and Int damage	SaSt118
<input type="checkbox"/>	Perfect Summons	[Good]	Tr	VS	1 act	Medium	1 hour/lev	-	N	Creates area where only good can be summ.	BED105
<input type="checkbox"/>	Perinarch		Tr	VS	1 act	Close	1 round/lev	Special	N	Gain control over Limbo's morphic essence	PHB101

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: ___ □□□□

Spell Name	School	Component	Cast Time	Range	Duration	Save	SR	Effect
Acid Rain [Acid]	Co	VSM	1 act	Long	1 rd + 1 rd/lev	-	N	20-ft radius cylinder deals 7d6 acid damage
Aiming at the Target	Ab	s	Swift	Personal	Up to 20 min	-	N	+10 bonus on Concentration checks
Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size
Animate Legion [Evil]	Ne	VSM	1 act	Close	1 round/lev	-	N	Creates skeletons or zombies
Anticold Sphere	Ab	VS	1 act	10 ft	10 min/lev (D)	-	Y	Mobile field provides immunity to cold
Antifire Sphere	Ab	VS	1 act	Touch	10 min/lev	-	N	Creatures in sphere gain immunity to fire
Arc of Lightning [Electricity]	Co	VSM	1 act	Close	Instantaneous	Ref 1/2	N	Line of electricity between 2 creat. (1d6/lev)
Baleful Polymorph	Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal
Bigby's Interposing Hand [Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover vs. one opponent
Blight	Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	1d6 damage/lev to plant creature, or wither
Blink, Greater	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You randomly vanish and reappear
Boreal Wind [Cold]	Ev	VS	1 act	Long	1 rd + 1r/2 lev	For n.	Y	Gust of cold deals 1d4/lev and knock back
Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments
Call Dretch Horde (SOUL) [Evil]	Co	VS	1 min	Close	1 year	-	N	Summons 2d4 dretches
Call Lemure Horde (SOUL) [Evil]	Co	VS	1 min	Close	1 year	-	N	Summons 3d4 lemures
Call Faithful Servants (ABST., CEL.) [Good]	Co	VS	1 min	Close	Instantaneous	-	N	Summons 1d4 archons, eladrins, or guardians
Call Nightmare (SOUL) [Evil]	Co	VS	1 min	Medium	1 week	-	N	Summons a nightmare
Call Zelekhut [Lawful]	Co	VXS	10 min	Close	Instantaneous	-	N	A zelekhut aids you in hunting a fugitive
Charm Person, Mass [Mind-Affecting]	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes all within 50 ft your friends
Choking Sands	Ne	VSM	1 act	Touch	Instantaneous	For n.	Y	Creature begins to suffocate on sand
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
Cone of Cold [Cold]	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y	1d6 cold damage/level
Contact Other Plane	Di	V	10 min	Personal	Concentration	-	N	Ask questions to extraplanar entity
Contingent Energy Resistance	Ab	VSM	1 min	Personal	1 hour/lev (D)	-	N	Energy damage triggers resist energy spell
Death Throes [Force]	Ne	VS	1 act	Personal	1 hour/lev	-	N	Your body explodes when you die
Dismissal	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane
Dispel Water	Ab	VS	1 act	Medium	Instantaneous	Special	Sp.	Cancels water spells, dispises water creatures
Dominate Person [Mind-Affecting]	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically
Draconic Might	Tr	VSM	1 act	Touch	1 min/lev (D)	For n.	Y	Gain +5 Str, Con, Cha, +4 natural AC, immun.
Draconic Polymorph	Tr	V	1 act	Personal	1 min/lev (D)	-	N	You change into a dragon's form
Dragon Ally, Lesser	Co	VX	10 min	Close	Instantaneous	-	N	Exchange services with a 9 HD dragon
Dragon Breath [Evil/Good]	Ev	VSM	1 act	Personal	1 round/lev	-	N	You choose a dragon type and mimic its breath
Dragonsight	Tr	VSF	1 act	Personal	1 min/lev (D)	-	N	Gain low-light vis., darkvision, blindsense
Dream [Mind-Affecting]	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping
Duelward	Ab	VSM	1 act	Personal	1 round/lev (D)	-	N	+4 on Spellcraft, counterspells are immediate
Emerald Burst [Good]	Ev	VSM	1 act	Close	Instantaneous	For n.	Y	20-ft radius burst dazes neutral, stuns evil
Ethereal Breath (BREATH)	Tr	s	1 act	Personal	Instantaneous	-	N	Your breath weapon manifests on the Ethereal
Fabricate	Tr	VSM	Special	Close	Instantaneous	-	N	Transforms raw materials into finished items
False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion
Feeblemind [Mind-Affecting]	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int and Cha drop to 1
Fire Shield, Mass [Fire/Cold]	Ev	VSM	1 act	Close	1 round/lev (D)	Will n.	N	Attackers take dmg; protected from heat/cold
Fireburst, Greater [Fire]	Ev	VSM	1 act	5 ft	Instantaneous	Ref 1/2	Y	Subjects in 10 ft take 1d8/lev dmg
Flaywind Burst [Air, Earth]	Ev	VSM	1 round	60 ft	Instantaneous	Special	N	Cone deals 1d6 dmg/lev, knocks down
Flesh to Ice	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turns subject into statue of ice
Flesh to Salt	Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Turns creature into a statue of salt
Flight of the Dragon	Tr	VM	1 act	Personal	1 hour/lev (D)	-	N	You grow dragon wings
Fly, Mass	Tr	VS	1 act	Close	1 min/lev	Will n.	Y	One creature/lev flies at speed of 60 ft
Freezing Fog [Cold]	Co	VS	1 act	Medium	1 min/lev	-	N	Fog slows creatures, obscures vision
Gelid Blood [Cold]	Ne	VSM	1 act	Close	1 round/lev	For part.	Y	Subject takes penalties
Haunt Shift	Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Turn undead into haunting presences
Hold Monster [Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev
Ice Shape [Cold]	Tr	VS	1 act	Touch	Instantaneous	-	N	Sculpts ice into any shape
Ice to Flesh	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores frozen creature
Imprison Possessor	Ab	VS	1 act	Close	Permanent (D)	Will n.	Y	Subject that can possess is trapped in body
Kiss of the Vampire	Ne	VSM	1 act	Personal	1 round/lev	-	N	You gain vampirelike abilities and weaknesses
Leomund's Billet	Co	VSM	1 act	Close	2 hours/lev	-	N	Creates sturdy barracks
Leomund's Hidden Lodge	Co	VSF	10 min	Close	24 hours	-	N	Creates sturdy camouflaged cottage
Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	-	N	Hides expensive chest on Ethereal Plane
Magic Fang, Superior	Tr	VS	1 act	Personal	1 round/lev	-	N	Your natural weapons gain +1 bonus/4 lev
Magic Jar	Ne	VSF	1 act	Medium	1 hour/lev	Will n.	Y	Enables possession of another creature
Major Creation	Co	VSM	10 min	Close	Special	-	N	Creates a cloth, wood, stone or metal object
Mind Fog [Mind-Affecting]	En	VS	1 act	Medium	Special	Will n.	Y	Subjects in fog get -10 Wis and Will checks
Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lv	Will dis.	N	Terrain and structure appear like another
Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	Special	-	N	Phantom dog can guard and attack
Mordenkainen's Private Sanctum	Ab	VSM	10 min	Close	24 hours (D)	-	N	Prevents anyone from viewing/scrying
Necrotic Burst [Evil]	Ne	VSF	1 act	Medium	Instantaneous	For part.	N	Encysted subject killed, cyst roams
Night's Caress [Evil]	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	Touch deals 1d6/lev damage, plus 1d6+2 Con
Nightmare [Mind-Affecting, Evil]	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue
Nightstalker's Transformation	Tr	VSM	1 act	Personal	1 round/lev (D)	-	N	Gain +4 Dex, +3 AC, +5 Ref, +5d6 sneak attack
Opalescent Glare [Death, Good]	Ne	VS	1 act	60 ft	Instantaneous	Will part.	Y	Kill evil creatures with a look
Overland Flight	Tr	VS	1 act	Personal	1 hour/lev	-	N	Fly at a speed of 40 ft over long distances
Passwall	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Creates passage through wood or stone wall
Permanency	Un	VXS	2 rds	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 concent.
Planar Binding, Lesser	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Traps extraplanar up to 6 HD to perform a task
Precipitate Breach	Co	VM	10 min	0 ft	Special	-	Y	Force planar boundaries to rip
Prismatic Ray	Ev	VS	1 act	Medium	Instantaneous	Special	Y	Ray of light blinds and deals random effect
Prying Eyes	Di	VSM	1 min	1 mile	1 hour/lev (D)	-	N	1d4 floating eyes +1/lev scout for you
Psychic Turmoil	Ab	VS	1 act	Close	1 round/lev	Will part.	Y	Invisible field leeches psionic PP away
Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev (D)	-	N	Link lets allies communicate
Reciprocal Gyre	Ab	VSM	1 act	Medium	Instantaneous	Special	N	Target takes 1d6 damage/lev of spell
Refusal	Ab	VSM	1 act	Medium	1 hour/lev	Will n.	Y	Spell-using creatures prevented from entering
Resonating Resistance (FIEND)	Tr	V	1 act	Personal	1 min/lev	-	N	Foes must check SR twice against caster
Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of one person/2 lev.

CONTINUES ON NEXT PAGE

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

6TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

Spell Name	School	Component	Cast Time	Range	Duration	Save	SR	Effect	Page
Acid Fog	Co	VSM	1 act	Medium	1 round/lev	-	N	Fog deals acid damage	PH8196
Alert Bebilith	Co	VSM	1 act	Close	Instantaneous	-	N	Summons bebilith to deal with a demon	BVD84
Analyze Dweomer	Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject	PH8197
Antimagic Field	Ab	VSM	1 act	10 ft	10 min/lev (D)	-	Sp	Negates magic within 10 ft	PH8200
Arrow of Bone	Ne	VSM	10 min	Touch	8 hours	For part.	Y	Missile gains +4 hit, deals 3d6+1/lev or death	CA97
Ashen Union	Ne	VSM	1 act	Medium	Instantaneous	Special	Y	Drains moisture from a creature	SASt110
Aura of Evasion	Ab	VSM	1 act	0 ft	1 min/lev	-	N	All within 10 ft gain evasion vs. breath weap.	Dra109
Aura of Terror	Tr	V	1 act	Personal	1 min/lev	-	N	You gain or improve an aura of fear	Dra77
Bear's Endurance, Mass	Tr	VS	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Con	PH8203
Bigby's Forceful Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand pushes creatures away	PH8204
Brilliant Blade	Tr	V	1 act	Close	1 min/lev	Will n.	Y	Weapons shed light and ignore armor	CA100
Bull's Strength, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Str	PH8207
Cat's Grace, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Dex	PH8208
Chain Lightning	Ev	VSF	1 act	Long	Instantaneous	Ref 1/2	Y	1d6 dmg/lev, secondary bolts half damage	PH8208
Circle of Death	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD of creatures per level	PH8209
Cloak of the Sea	Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain blur, freedom of movem., water breath	CV144
Contingency	Ev	VSMF	10 min+	Personal	1 day/lev (D)	-	N	Sets trigger condition for another spell	PH8215
Control Water	Tr	VSM	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PH8214
Create Undead	Ne	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies, mohrgs	PH8215
Desiccate, Mass	Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Deals 1d6/2 lev damage and dehydrates	SASt114
Disintegrate	Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Makes one creature or object vanish	PH8222
Dispell Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects, +20 on check	PH8225
Eagle's Splendor, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Cha	PH8225
Ectoplasmic Enhancement	Ne	VS	1 round	Close	24 hours	-	N	Incorporeal undead gains several bonuses	BVD95
Entomb	Ev	VSM	1 act	Medium	Special	For n.	Y	Captures subjects in block of ice, suffocating	FB95
Eye of Stone	Di	VS	1 act	Personal	1 round/lev (D)	-	N	Magical sensor can move through stone	RoS162
Eyebite	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PH8228
False Sending	Il	VSM	10 min	Special	1 round	Will n.	Y	As sending, but the caster imitates another	BVD95
Fiendform	Tr	VSM	1 act	Personal	1 min/lev	-	N	Assume form and abilities of fiendish creature	CA106
Fiendish Quickening (FIEND)	Tr	VS	1 round	Personal	1 round/lev	-	N	Caster's ability to teleport is quickened	BVD95
Fires of Purity	Ev	VS	1 act	Touch	1 round/lev	Ref n.	Y	Target bursts into magical flames	CD165
Flesh to Stone	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue	PH8232
Fox's Cunning, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Int	PH8233
Freezing Gance	En	V	1 act	Close	1 round/lev	Will n.	Y	Gaze freezes subjects in place	FB95
Geas/Quest	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PH8234
Ghoul Gauntlet	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Convert victim to a controlled ghoul	LM66
Globe of Invulnerability	Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 4th-level spell effects	PH8236
Guards and Wards	Ab	VSMF	30 min	Special	2 hours/lev	Special	Sp	Array of magic effects protects area	PH8237
Heartfreeze	Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Subject exhausted, dies in 1d5+2 rounds	FB97
Heroism, Greater	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+ 4 to attack, saves, skills, temporary hp	PH8240
Ice Rift	Ev	VSM	1 act	Long	1 round	Special	N	Intense quake shakes 40-ft spread of ice	FB99
Illusory Pit	Il	VS	1 round	Medium	Conc. + 1 rd/l.	Will part.	Y	Creatures in area are stunned or prone	CA112
Imbue Familiar with Spell Ability	Vn	VS	1 act	Touch	1 hour/lev	Will n.	Y	Transfer spells and casting abilities to familiar	CA112
Imperious Glare	Ne	S	1 act	Close	1 round/lev	Will n.	Y	You cause targets to cower in fear	Dra79
Impotent Possessor	Ab	VS	1 act	Close	Permanent (D)	Will n.	Y	Subject that can possess is rendered powerless	BVD98
Incorporeal Nova	Ne	VS	1 act	Medium	Instantaneous	Will n.	Y	Destroy incorporeal undead	LM67
Legend Lore	Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PH8246
Mental Pinnacle	Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain the mental powers of a psion	EPs220
Mislead	Il	S	1 act	Close	Special	-/Will dis.	N	Turns you invisible and creates illusory double	PH8255
Mordenkainen's Lucubration (WIZARD)	Tr	VS	1 act	Personal	Instantaneous	-	N	Recalls spell of 5th level or lower	PH8256
Move Earth	Tr	VSM	Special	Long	Instantaneous	-	N	Dig trenches and build hills	PH8257
Move Snow and Ice	Tr	VSM	Special	Long	Instantaneous	-	N	Digs trenches and builds hills in ice and snow	FB102
Mummify	Ne	VSM	1 act	Touch	Instantaneous	For part.	Y	Touched creature dies and is mummified	SASt118
Necrotic Eruption	Ne	VSF	1 act	Medium	Instantaneous	For part.	N	Encysted subject killed, nearby creat. damaged	LM69
Otiluke's Freezing Sphere	Ev	VSF	1 act	Long	Special	Ref 1/2	Y	Freezes water or deals cold damage	PH8258
Owl's Wisdom, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Wis	PH8259
Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PH8260
Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Sp	Extraplanar up to 12 HD must perform a task	PH8261
Probe Thoughts	Di	VS	1 min	Close	Concentration	Will n.	Y	Read subject's memory, one question/round	CD176
Programmed Image	Il	VSF	1 act	Long	Special	Will dis.	N	Creates full illusion triggered by event	PH8265
Quickshift (CELESTIAL)	Tr	VS	1 round	Personal	1 round/lev	-	N	Caster can teleport as a free action	BED104
Rary's Interplanar Telepathic Bond	Di	VSM	1 act	Close	10 min/lev (D)	-	N	Link lets allies communicate across planes	PH8104
Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PH8271
Revive Undead	Ne	VSM	1 min	Touch	Instantaneous	-	Y	Restores undead to destroyed undead	LM70
Scalding Mud	Tr	VSM	1 act	Medium	Permanent	Special	N	Transmutes rock or earth into boiling muck	SASt120
Seal Portal	Ab	VSM	1 act	Close	Permanent (D)	-	N	Seal an interplanar portal or gate	PH8104
Sign of Sealing, Greater	Ab	VSM	1 round	Close	10 min	Ref 1/2	N	Magical sigil deal 1d6/lev damage if opened	CA122
Shadow Walk	Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PH8277
Snare Astral Traveler	Ab	VS	1 act	Medium	1 round/lev	Will n.	Y	Captures and holds one astral creature	BVD104
Spectral Touch	Ne	VS	1 act	Touch	1 round/lev (D)	For n.	Y	Your touch bestows 1 negative level/round	LM71
Starmantle	Ab	VSM	1 act	Touch	1 min/lev (D)	-	Y	Cloak destroys on touch nonmagical weapons	BED108
Stone to Flesh	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature	PH8285
Subvert Planar Essence	Tr	VSM	1 act	Medium	1 round/lev	For n.	Y	Reduces target's DR and SR	CD183
Suggestion, Mass	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels one subject/lev to course of action	PH8285
Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d5 5th or 1d4+1 4th)	PH8287
Suppress Flame (COLDFIRE)	Tr	VS	1 round	Medium	1 hour/lev	-	N	Reduces damage and illumination from fire	FB105
Symbol of Fear	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PH8290
Symbol of Persuasion	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PH8290
Symbol of Thirst	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune overwhelms with thirst	SASt123
Tenser's Transformation	Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain combat bonuses	PH8294
Transfix	En	VSM	1 round	Medium	1 hour/lev	Will n.	Y	Humanoids freeze in place until condition	CA127
True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PH8296
Undeath to Death	Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20d4) undead	PH8297

SORCERER/WIZARD SPELLS

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

CONTINUED FROM PREVIOUS PAGE

<input type="checkbox"/>	---	Veil	Il	vs	1 act	Long	Conc. + 1 hr/l.	Will n.	Y	Changes appearance of group of creatures	PH8298
<input type="checkbox"/>	---	Wages of Sin (ABSTINENCE) <i>(Good, M-Aff.)</i>	En	v	1 act	Medium	1 round/lev	Will n.	Y	Evil creatures attack one another	BED111
<input type="checkbox"/>	---	Wall of Gears	Co	vsm	1 act	Medium	1 min/lev	Special	N	Moving gears deal 1d6/2 lev within 10 ft	PHB106
<input type="checkbox"/>	---	Wall of Iron	Co	vSF	1 act	Medium	Instantaneous	Special	N	30 hp/4 lev, can topple onto foes	PHB299
<input type="checkbox"/>	---	Waves of Cold (COLDFIRE) <i>(Cold)</i>	Ne	vs	1 act	60 ft	1 round/lev	Will n.	Y	Fire creatures shaken, cold lose immunity	FB106
<input type="checkbox"/>	---										
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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"/>	Amber Sarcophagus	Ev	VSM	1 act	Close	1 day/lev	-	Y	Target is trapped in stasis inside amber	BED90
<input type="checkbox"/>	Animate Breath (BREATH)	Tr	S	1 act	Personal	1 round/lev	-	N	Your breath weapon becomes a construct	Dra76
<input type="checkbox"/>	Antimagical Ray	Ab	VSM	1 act	Close	1 round/lev	Will n.	Y	Target loses all magical powers	Dra109
<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"/>	Avasculate <i>[Death, Evil]</i>	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Reduce foe to 0 hp and stuns him for 1 round	LM62
<input type="checkbox"/>	Awaken Undead <i>[Evil]</i>	Ne	VSMX	1 act	Close	Permanent (D)	-	Y	Grants sentience to mindless undead	LM62
<input type="checkbox"/>	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PHB205
<input type="checkbox"/>	Barghest's Feast <i>[Evil]</i>	Ne	VSM	1 round	Touch	Instantaneous	Will n.	Y	Destroy target corpse	PHB95
<input type="checkbox"/>	Bigby's Grasping Hand <i>[Force]</i>	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes, or grapples	PHB204
<input type="checkbox"/>	Cacophonous Shield <i>[Sonic]</i>	Ev	VS	1 act	10 ft	1 min/lev (D)	For part.	Y	Shield blocks sound, deals damage, deafens	CV144
<input type="checkbox"/>	Call Kolyarut <i>[Lawful]</i>	Co	VXS	10 min	Close	Instantaneous	-	N	A kolyarut aids in punishing an oath-breaker	PHB96
<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"/>	Delayed Blast Fireball <i>[Fire]</i>	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"/>	Dragon Ally	Co	VX	10 min	Close	Instantaneous	-	N	Exchange services with a 18 HD dragon	Dra111
<input type="checkbox"/>	Drawmij's Instant Summons	Co	VSM	1 act	Special	Until discharg.	-	N	Prepared object appears in your hand	PHB225
<input type="checkbox"/>	Eladrin Form <i>[Good]</i>	Tr	V	1 act	Personal	1 round/lev (D)	-	N	You become an incorporeal globe	BED97
<input type="checkbox"/>	Emerald Flame Fist <i>[Fire]</i>	Ev	VS	1 act	Touch	1 round/lev	Special	Y	Touch attack deals 3d6+1/lev fire damage	CA105
<input type="checkbox"/>	Energy Ebb <i>[Evil]</i>	Ne	VS	1 act	Close	1 round/lev	For n.	Y	Give subject 1 negative level/round	LM64
<input type="checkbox"/>	Energy Immunity	Ab	VS	1 act	Touch	24 hours	-	Y	Subject immune to damage from one energy	CA105
<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"/>	Eye of the Beholder <i>[Evil]</i>	Tr	VS	1 act	Personal	1 round/lev	-	N	Caster's eye gains random beholder ray	BVD94
<input type="checkbox"/>	Fiendish Clarity <i>[Evil]</i>	Di	VS	1 act	Personal	10 min/lev	-	N	Caster sees invisible, in darkness, detect good	BVD95
<input type="checkbox"/>	Finger of Death <i>[Death]</i>	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject	PHB230
<input type="checkbox"/>	Flesh to Salt, Mass	Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Turns several creatures into statues of salt	SaSt116
<input type="checkbox"/>	Forcecage <i>[Force]</i>	Ev	VSM	1 act	Close	2 hours/lev (D)	-	N	Cube or cage of force imprisons those inside	PHB235
<input type="checkbox"/>	Ghost Trap	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Incorporeal creatures turn corporeal	LM65
<input type="checkbox"/>	Glacial Ward, Greater (COLDFIRE) <i>[Cold]</i>	Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Area gives SR 25 against fire spells and effects	FB96
<input type="checkbox"/>	Hide from Dragons	Ab	SM	1 act	Touch	10 min/lev (D)	Will n.	Y	Dragons can't perceive 1 subject/2 lev	Dra115
<input type="checkbox"/>	Hiss of Sleep <i>[Mind-Affecting]</i>	En	V	1 round	Close	1 round/lev	Will n.	N	You induce comatose slumber in targets	Dra79
<input type="checkbox"/>	Hold Person, Mass <i>[Mind-Affecting]</i>	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes all humanoid within 30 ft	PHB241
<input type="checkbox"/>	Ice Castle (FROSTFELL) <i>[Cold]</i>	Co	VSF	10 min	Medium	24 hours	-	N	Creates magical castle of snow and ice	FB98
<input type="checkbox"/>	Insanity <i>[Mind-Affecting]</i>	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	VXS	1 act	Special	Special	-	Y	Alters reality within spell limits	PHB248
<input type="checkbox"/>	Miasma of Entropy	Ne	VS	1 act	30 ft	Instantaneous	Special	Y	Rot all natural material in 30-ft cone burst	PHB101
<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 <i>[Force]</i>	Ev	VSF	1 act	Close	1 round/lev (D)	-	Y	Floating magic blade strikes opponents	PHB256
<input type="checkbox"/>	Necrotic Tumor <i>[Evil]</i>	Ne	VSF	1 act	Medium	Special	For part.	N	Permanently control encysted subject	LM69
<input type="checkbox"/>	Otiluke's Greater Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	-	N	Dispels magic on creatures and items, +20 check	CA117
<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"/>	Planar Bubble	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	Bubble emulates target's native environment	PHB102
<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 <i>[Mind-Affecting]</i>	En	V	1 act	Close	Special	-	Y	Blinds creature with 200 hp or less	PHB265
<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"/>	Psychic Turmoil, Greater	Ab	VSM	1 act	Close	1 round/lev	Will part.	Y	Field leeches psionic PP away, grants hit points	EPs1221
<input type="checkbox"/>	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	-	N	Objects and creatures fall upwards	PHB275
<input type="checkbox"/>	Righteous Glare <i>[Death, Good]</i>	Ne	VS	1 act	Personal	1 round/lev	-	N	Gaze attack kills evil creatures up to 4 HD	BED105
<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 Conjunction, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjunction up to 6th level, 60% real	PHB276
<input type="checkbox"/>	Simulacrum	Il	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"/>	Statue	Tr	VSM	1 round	Touch	1 hour/lev (D)	Will n.	Y	Subject can become a statue at will	PHB284
<input type="checkbox"/>	Stunning Breath, Greater (BREATH)	Tr	S	1 act	Personal	Instantaneous	-	N	Your breath weapon also stuns for 2d4 rounds	Dra81
<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"/>	Sword of Darkness <i>[Evil]</i>	Ev	VSM	1 act	Medium	1 round/lev (D)	-	Y	Blade of energy deals 1d4 damage, 1 neg. lev	CA126
<input type="checkbox"/>	Symbol of Stunning <i>[Mind-Affecting]</i>	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"/>	Tomb of Light <i>[Good]</i>	Tr	VSM	1 round	Touch	Concentration	For part.	Y	Entraps and harms evil outsiders	BED110
<input type="checkbox"/>	Vision	Di	VSMX	1 act	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB298
<input type="checkbox"/>	Vitrify <i>[Earth]</i>	Tr	VSM	1 act	Medium	Permanent	Special	N	Melts sand into glass	SaSt125
<input type="checkbox"/>	Wall of Eyes <i>[Evil]</i>	Co	VSM	1 act	Medium	Instantaneous	Will n.	N	Barrier paralyzes and consumes on touch	BVD108
<input type="checkbox"/>	Waves of Exhaustion	Ne	VS	1 act	60 ft	Instantaneous	-	Y	Several targets become exhausted	PHB501
<input type="checkbox"/>	Whirlwind of Teeth <i>[Evil]</i>	Ev	VSM	1 act	Medium	1 round/lev	Ref 1/2	Y	Moving 5-ft cylinder deals 1d8/2 lev each rd.	BVD110

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"/>	Anticipate Teleportation, Greater	Ab	VSF	10 min	Touch	24 hours	-	N	Predict and delay teleportating creatures	CA97
<input type="checkbox"/>	Antipathy <i>[Mind-Affecting]</i>	En	VSM	1 hour	Close	2 hours/lev	Will part.	Y	Object or location repels certain creatures	PHB200
<input type="checkbox"/>	Avascular Mass <i>[Death, Evil]</i>	Ne	VS	1 act	Close	Special	Special	Y	Reduce foe to 0 hp and stuns him for 1 round	LM62
<input type="checkbox"/>	Axiomatic Creature (ARCHON)	Tr	VSMX	1 round	Touch	Permanent	For n.	Y	Transforms creature into axiomatic creature	BED91
<input type="checkbox"/>	Bestow Curse, Greater	Tr	VS	1 act	Touch	Permanent	Will n.	Y	Bestows a curse with severe penalties	CD153
<input type="checkbox"/>	Bigby's Clenched Fist <i>[Force]</i>	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Large hand provides cover, attacks your foes	PHB205
<input type="checkbox"/>	Binding <i>[Mind-Affecting]</i>	En	VSM	1 min	Close	Special	Will n.	Y	Array of techniques to imprison a creature	PHB204
<input type="checkbox"/>	Blackfire <i>[Evil]</i>	Ne	VSM	1 act	Medium	1 round/lev	Special	Y	Black flames deal 1d4 Con damage, can spread	CA99
<input type="checkbox"/>	Breath Weapon Admixture (BREATH)	Tr	S	1 act	Personal	Instantaneous	-	N	Your breath weapon also deals 2nd damage	Dra78
<input type="checkbox"/>	Charm Monster, Mass <i>[Mind-Affecting]</i>	En	V	1 act	Close	1 day/lev	Will n.	Y	Make monsters in 50 ft believe they're friends	PHB209
<input type="checkbox"/>	Clone	Ne	VSMF	10 min	0 ft	Instantaneous	-	N	Duplicate awakens when original dies	PHB210
<input type="checkbox"/>	Create Greater Undead <i>[Evil]</i>	Ne	VSM	1 hour	Close	Instantaneous	-	N	Create shadows, wraiths, spectres, devourers	PHB215
<input type="checkbox"/>	Demand <i>[Mind-Affecting]</i>	En	VSM	10 min	Special	1 round	Will part.	Y	Delivers short message/suggestion anywhere	PHB217
<input type="checkbox"/>	Desert Binding <i>[Mind-Affecting]</i>	En	VSM	1 min	Close	Special	Will n.	Y	Imprisons creature as sand in hourglass	SaSt115
<input type="checkbox"/>	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	-	Y	Blocks teleport/dimensional travel	PHB221
<input type="checkbox"/>	Discern Location	Di	VS	10 min	Unlimit.	Instantaneous	-	N	Reveals exact location of creature or object	PHB222
<input type="checkbox"/>	Earth Glide	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject can glide through earth and stone	RoS162
<input type="checkbox"/>	Energizing Breath (BREATH)	Ne	S	1 act	Personal	Instantaneous	-	N	Your breath weapon also bestows 2d4 neg. lev. Dra79	
<input type="checkbox"/>	Fierce Pride of the Beastl. <i>[Chaos, Good]</i>	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons celestial lions and dire lions	PHB98
<input type="checkbox"/>	Fimbulwinter <i>[Cold]</i>	Tr	VXS	10 min	1 mi/lev	4d12 weeks	-	N	Creates winter weather for miles around you	FB95
<input type="checkbox"/>	Fensing <i>[Evil]</i>	Tr	VSM	1 act	Close	Up to 4 rounds	For part.	Y	Deal 2d6 damage, 1d6 Con, 1d6 Cha per round	CA108
<input type="checkbox"/>	Ghostform	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You assume incorporeal form, with benefits	CA109
<input type="checkbox"/>	Gutwrench (UNDEAD) <i>[Evil, Death]</i>	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills subject, caster gains 4d6 hp and +4 Str	BVD97
<input type="checkbox"/>	Heart of Stone	Ne	VSEFX	1 hour	Personal	1 year	-	N	Exchange your heart for dmg and energy res.	CA110
<input type="checkbox"/>	Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For 1/2	Y	Deals 1d6 damage/level within 30 ft	PHB242
<input type="checkbox"/>	Incendiary Cloud <i>[Fire]</i>	Co	VS	1 act	Medium	1 round/lev	Ref 1/2	N	Cloud deals 4d6 fire damage/round	PHB244
<input type="checkbox"/>	Iron Body	Tr	VSM	1 act	Personal	1 min/lev (D)	-	N	Body becomes iron	PHB245
<input type="checkbox"/>	Last Judgment (CELESTIAL) <i>[Death, Good]</i>	Ne	V	1 round	Close	Instantaneous	Will part.	Y	Evil creatures die and go to Lower Planes	BED102
<input type="checkbox"/>	Maddening Whispers <i>[Mind-Affecting]</i>	En	V	1 round	Close	1 round/lev	Will n.	Y	You induce confusion and madness in targets	Dra80
<input type="checkbox"/>	Maze	Co	VS	1 act	Close	Special	-	Y	Traps subject in extradimensional maze	PHB252
<input type="checkbox"/>	Mind Blank	Ab	VS	1 act	Close	24 hours	Will n.	Y	Subject is immune to mental magic/scrying	PHB255
<input type="checkbox"/>	Moment of Prescience	Di	VS	1 act	Personal	1 hour/lev	-	N	Gain bonus on single attack, save, or check	PHB255
<input type="checkbox"/>	Necrotic Empowerment <i>[Evil]</i>	Ne	VSF	1 act	Personal	1 round/lev	-	N	Draw vigor from mother cyst	LM68
<input type="checkbox"/>	Otiluke's Telekinetic Sphere <i>[Force]</i>	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Movable force globe protects one subject	PHB259
<input type="checkbox"/>	Otto's Irresistible Dance <i>[Mind-Aff]</i>	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance	PHB259
<input type="checkbox"/>	Phantasmal Thief	Co	VSM	1 act	Close	1 round/lev	-	N	Unseen force steals from others	Dra114
<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	PHB261
<input type="checkbox"/>	Plane Shift, Greater	Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB105
<input type="checkbox"/>	Polar Ray <i>[Cold]</i>	Ev	VSF	1 act	Close	Instantaneous	-	Y	Ranged touch attack deals 1d6/lev cold damage	PHB262
<input type="checkbox"/>	Polymorph Any Object	Tr	VSM	1 act	Close	Special	For n.	Y	Changes any subject into anything else	PHB263
<input type="checkbox"/>	Power Word Stun <i>[Mind-Affecting]</i>	En	V	1 act	Close	Special	-	Y	Stuns creature with 150 hp or less	PHB265
<input type="checkbox"/>	Prismatic Wall	Ab	VS	1 act	Close	10 min/lev (D)	Special	Sp.	Wall's colors have array of effects	PHB264
<input type="checkbox"/>	Protection from Spells	Ab	VSMF	1 act	Touch	10 min/lev	Will n.	Y	Confers a +8 resistance bonus	PHB266
<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	PHB267
<input type="checkbox"/>	Scintillating Pattern <i>[Mind-Affecting]</i>	Il	VSM	1 act	Close	Conc. +2 rds	-	Y	Twisting colors confuse, stun, render unconsc.	PHB274
<input type="checkbox"/>	Screen	Il	VS	10 min	Close	24 hours	-/Will dis.	N	Illusion hides area from vision and scrying	PHB274
<input type="checkbox"/>	Shadow Evocation, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation up to 7th level, 60% real	PHB277
<input type="checkbox"/>	Shout, Greater <i>[Sonic]</i>	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 dmg, stuns, damages objects	PHB279
<input type="checkbox"/>	Soul's Treasure Lost	Tr	VSM	1 act	Close	Instantaneous	For n.	Y	Disintegrates subject's most valuable object	BVD104
<input type="checkbox"/>	Steal Life (LOCATION) <i>[Evil]</i>	Ne	VS	1 act	Close	Concentration	For n.	Y	Caster drain 1 ability point/round, gets young	BVD106
<input type="checkbox"/>	Summon Monster VIII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (18th, 1d57th or 1d4+16th)	PHB287
<input type="checkbox"/>	Sunburst <i>[Light]</i>	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds all within 10 ft, deals 6d6 damage	PHB289
<input type="checkbox"/>	Symbol of Death <i>[Death]</i>	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures	PHB289
<input type="checkbox"/>	Symbol of Insanity <i>[Mind-Affecting]</i>	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders creatures insane	PHB290
<input type="checkbox"/>	Sympathy <i>[Mind-Affecting]</i>	En	VSM	1 hour	Close	2 hours/lev (D)	Will n.	Y	Object or location attracts certain creatures	PHB292
<input type="checkbox"/>	Temporal Stasis	Tr	VSM	1 act	Touch	Permanent	For n.	Y	Puts subject into suspended animation	PHB295
<input type="checkbox"/>	Transcribe Symbol	Ab	VSF	1 act	Touch	10 min	-	N	Safely moves untriggered magical symbol	SaSt124
<input type="checkbox"/>	Trap the Soul	Co	VSMF	Special	Close	Permanent	Special	Y	Imprisons subject within gem	PHB295
<input type="checkbox"/>	Veil of Undeath <i>[Evil]</i>	Ne	VSM	1 act	Personal	10 min/lev	-	N	You gain undead traits	LM72

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

9TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

<input type="checkbox"/>	Absorption	Ab	VS	1 act	Personal	10 min/lev	-	N	You absorb targeted spell energy to fuel yours	CA96
<input type="checkbox"/>	Abyssal Army <i>[Chaotic, Evil]</i>	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons demons to fight for you	PH892
<input type="checkbox"/>	Astral Projection	Ne	VSM	30 min	Touch	Special	-	Y	Projects you and companions onto Astral Pl.	PH8201
<input type="checkbox"/>	Call Marut <i>[Lawful]</i>	Co	VXS	10 min	Close	Instantaneous	-	N	A marut aids punishing a time-cheater	PH896
<input type="checkbox"/>	Bigby's Crushing Hand <i>[Force]</i>	Ev	VSMF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes/crushes foes	PH8205
<input type="checkbox"/>	Blinding Glory <i>[Good]</i>	Co	VSM	1 hour	Close	1 hour/lev	-	N	100-ft/lev radius light blinds evil creatures	BED92
<input type="checkbox"/>	Crushing Fist of Spite (DIS.) <i>[Evil, Force]</i>	Ev	VSM	1 act	Medium	1 round/lev	Special	Y	Fist deals 1d6 damage/lev each round	BVD89
<input type="checkbox"/>	Deafening Breath (BREATH) <i>[Sonic]</i>	Tr	S	1 act	Personal	Instantaneous	-	N	Your breath weapon also deals sonic damage	Dra78
<input type="checkbox"/>	Dominate Monster <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls monster telepathically	PH8224
<input type="checkbox"/>	Dragon Ally, Greater	Co	VX	10 min	Close	Instantaneous	-	N	Exchange services with a 27 HD dragon	Dra111
<input type="checkbox"/>	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels	PH8226
<input type="checkbox"/>	Etherealness	Tr	VS	1 act	Touch	1 minn/lev (D)	-	Y	Travel to Ethereal Plane with companions	PH8228
<input type="checkbox"/>	Foresight	Di	VSM	1 act	Touch	10 min/lev	Special	Sp.	"Sixth sense" warns of impending danger	PH8233
<input type="checkbox"/>	Freedom	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Releases creature from imprisonment	PH8235
<input type="checkbox"/>	Frostfell <i>[Cold]</i>	Tr	VSM	1 round	Medium	1 hour/lev	For part.	Sp.	Turns all subject in area into ice	FB95
<input type="checkbox"/>	Gate	Co	VXS	1 act	Medium	Special	-	N	Connects two planes to travel or summon	PH8234
<input type="checkbox"/>	Heavenly Host <i>[Good, Lawful]</i>	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons archons to fight for you	PH8899
<input type="checkbox"/>	Hellish Horde <i>[Lawful, Evil]</i>	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons devils to fight for you	PH8899
<input type="checkbox"/>	Hindsight	Di	VSM	1 hour	Personal	Instantaneous	-	N	You see into the past	CV151
<input type="checkbox"/>	Hold Monster, Mass <i>[Mind-Affecting]</i>	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes creatures within 30 ft	PH8241
<input type="checkbox"/>	Ice Assassin	Ev	VSMX	8 hrs	Touch	Instantaneous	-	N	Creates murderous duplicate of creature	FB97
<input type="checkbox"/>	Iceberg <i>[Cold]</i>	Il	VS	1 act	Long	Instantaneous	Special	Y	Block of ice deals 20d6 and buries subjects	FB101
<input type="checkbox"/>	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Entombs creature beneath the earth	PH8244
<input type="checkbox"/>	Invoke Magic	Ev	VSM	Swift	Personal	1 round	-	N	Momentarily negate antimagic effects	LoM212
<input type="checkbox"/>	Meteor Swarm <i>[Fire]</i>	Ev	VS	1 act	Long	Instantaneous	Special	Y	4 spheres deal 6d6 fire damage	PH8253
<input type="checkbox"/>	Mindrape <i>[Evil, Mind-Affecting]</i>	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Caster learns everything subject knows	BVD99
<input type="checkbox"/>	Mordenkainen's Disjunction	Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchants magic items	PH8255
<input type="checkbox"/>	Necrotic Termination <i>[Evil]</i>	Ne	VSF	1 act	Medium	Instantaneous	For part.	N	Permanently eliminates encysted subject	LM69
<input type="checkbox"/>	Perinarch, Planar	Tr	VSF	1 act	Close	1 round/lev	Special	N	Gain control over morphic plane area	PH8102
<input type="checkbox"/>	Plague of Undead <i>[Evil]</i>	Ne	VSM	1 act	Close	Instantaneous	-	N	Animates horde of undead	LM70
<input type="checkbox"/>	Power Word Kill <i>[Death, Mind-Affecting]</i>	En	V	1 act	Close	Instantaneous	-	Y	Kills one creature with up to 100 hp	PH8265
<input type="checkbox"/>	Precipitate Complete Breach	Co	VMX	10 min	0 ft	Special	-	Y	Rip wide the boundaries between 2 planes	PH8104
<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"/>	Programmed Amnesia <i>[Mind-Affecting]</i>	En	VSM	10 min	Close	Permanent	Will n.	Y	Destroy, alter or replace memories	CA118
<input type="checkbox"/>	Reaving Dispel	Ab	VS	1 act	Medium	Instantaneous	Special	N	On a dispel, steal spell power and effect	CA119
<input type="checkbox"/>	Refuge	Co	VSM	1 act	Touch	Until discharg.	-	N	Alters item to transport its possessor to you	PH8269
<input type="checkbox"/>	Shades	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 8th level, 80% real	PH8276
<input type="checkbox"/>	Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	-	N	Change into any creature once/round	PH8277
<input type="checkbox"/>	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent resurrection	PH8281
<input type="checkbox"/>	Sphere of Ultimate Destruction	Co	VSM	1 act	Medium	1 round/lev (D)	For part.	Y	Black sphere didintegrates on ranged touch att.	CA125
<input type="checkbox"/>	Summon Elemental Monolith <i>[Special]</i>	Co	VSM	1 round	Medium	1 round/lev (D)	-	N	Calls powerful elemental creature to fight	CA124
<input type="checkbox"/>	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (19th, 1d3 8th or 1d4+17th)	PH8288
<input type="checkbox"/>	Superior Invisibility	Il	VS	10 min	Touch	1 hour/lev (D)	Will n.	N	Subject invisible to all senses, can attack	CA125
<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"/>	Transmute Rock to Lava <i>[Earth, Fire]</i>	Tr	VS	1 act	Medium	Instantaneous	Ref 1/2	N	Transforms one 10-ft cube, with fire damage	CA127
<input type="checkbox"/>	Unbinding	Ab	VSM	1 round	180 ft	Instantaneous	-	N	Frees everyone from spells that constrain	CD185
<input type="checkbox"/>	Utterdark <i>[Evil]</i>	Co	VSM	3 rds	Close	1 hour/lev	-	N	100-ft/lev of darkness, evil creatures can see	LoM215
<input type="checkbox"/>	Wail of the Banshee <i>[Death, Sonic]</i>	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level	PH8298
<input type="checkbox"/>	Weird <i>[Fear, Mind-Affecting]</i>	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subjects within 30 ft. or deals 3d6	PH8301
<input type="checkbox"/>	Wish	Un	VX	1 act	Special	Special	Special	Y	Alters reality	PH8302

WARLOCK POWERS

Eldritch Blast: ___ d6

Fiendish Resilience: ___

Detect Magic:

Damage Reduction: ___/cold iron

Energy Resistance: ___/___

Deceive Item:

Imbue Item:

WARLOCK INVOCATIONS

KN. INVOCATION NAME LEVEL DESCRIPTION

LEAST INVOCATIONS

Save DC: 10 + equivalent level + CHA

<input type="checkbox"/>	Baleful Utterance	2	You speak a syllable of the Dark Speech affecting an object or area as if by a <i>shatter</i> spell	CA152
<input type="checkbox"/>	Beguiling Influence	2	You gain a +6 bonus on Bluff, Diplomacy, and Intimidate checks for a period of 24 hours	CA152
<input type="checkbox"/>	Breath of the Night	1	You create a misty cloud of fog in a 20-foot radius around you, as the spell <i>fog cloud</i>	CA152
<input type="checkbox"/>	Dark One's Own Luck	2	You gain a luck bonus equal to your Charisma bonus (max equal to level) to either For, Ref or Will saves for 24 hours	CA153
<input type="checkbox"/>	Darkness	2	You can use <i>darkness</i> as the spell	CA153
<input type="checkbox"/>	Devil's Sight	2	You see normally in darkness and magical darkness out to 30 ft for 24 hours	CA153
<input type="checkbox"/>	Earthen Grasp	2	You can use <i>earthen grasp</i> as the spell	CA153
<input type="checkbox"/>	Eldritch Spear [BLAST SHAPE]	2	The range of your <i>eldritch blast</i> increases to 250 ft with no range increment	CA153
<input type="checkbox"/>	Entropic Warding	2	You can deflect incoming ranged attacks, leave no trail, and prevent being tracked by scent	CA154
<input type="checkbox"/>	Frightful Blast [ESSENCE]	2	Change your <i>eldritch blast</i> so that creatures struck must make a Will save or become shaken	CA154
<input type="checkbox"/>	HIDEOUS BLOW [BLAST SHAPE]	1	You can make a single melee attack; if you hit the target is affected as by your <i>eldritch blast</i>	CA154
<input type="checkbox"/>	Leaps and Bounds	2	You gain a +6 bonus on Balance, Jump, and Tumble checks for a period of 24 hours	CA154
<input type="checkbox"/>	Miasmatic Cloud	1	You can create a cloud of mist that grants concealment and fatigues those who enter	CA154
<input type="checkbox"/>	See the Unseen	2	You gain <i>see invisibility</i> as the spell and darkvision out to 60 ft for a period of 24 hours	CA155
<input type="checkbox"/>	Sickening Blast [ESSENCE]	2	Change your <i>eldritch blast</i> so that living creatures struck must make a Fortitude save or become sickened	CA155
<input type="checkbox"/>	Spiderwalk	2	You gain <i>spider climb</i> as the spell and are immune to webs	CA155
<input type="checkbox"/>	Summon Swarm	2	You can use <i>summon swarm</i> as the spell	CA155
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

LESSER INVOCATIONS

Save DC: 10 + equivalent level + CHA

<input type="checkbox"/>	Beshadowed Blast [ESSENCE]	4	Change your <i>eldritch blast</i> so that living creatures struck must make a Fortitude save or be blinded for 1 round	CA152
<input type="checkbox"/>	Brimstone Blast [ESSENCE]	5	Change your <i>eldritch blast</i> so that creatures struck must make a Reflex save or take 2d6 fire damage for 1 round/5 lev	CA152
<input type="checkbox"/>	Charm	4	You can beguile a creature within 60 ft, which must make a Will save or regard you as a friend, as the spell <i>charm monster</i>	CA152
<input type="checkbox"/>	Curse of Despair	4	Bestow a curse upon a touched opponent, as the spell <i>bestow curse</i>	CA152
<input type="checkbox"/>	The Dead Walk	4	You turn the bones or bodies of dead creatures into skeletons or zombies, as the <i>animate dead</i> spell	CA153
<input type="checkbox"/>	Eldritch Chain [BLAST SHAPE]	4	Your <i>eldritch blast</i> jumps from initial target to one secondary target per 5 lev	CA153
<input type="checkbox"/>	Fell Flight	5	You gain a fly speed equal to your normal speed with good maneuverability for 24 hours	CA154
<input type="checkbox"/>	Flee the Scene	4	You can use short-range <i>dimension door</i> as the spell and leave behind a <i>major image</i>	CA154
<input type="checkbox"/>	Hellfire Blast [ESSENCE]	4	Change your <i>eldritch blast</i> so that creatures struck must make a Fortitude save or suffer -4 Dex for 10 min	CA154
<input type="checkbox"/>	Hungry Darkness	3	You can create an area of shadows filled by a swarm of bats	CA154
<input type="checkbox"/>	Stony Grasp	5	You can use <i>stony grasp</i> as the spell	CA155
<input type="checkbox"/>	Voidsense	4	You gain blindsense out to 30 ft for a period of 24 hours	CA156
<input type="checkbox"/>	Voracious Dispelling	4	You use <i>dispel magic</i> as the spell, causing 1 point of damage to creatures whose effect are dispelled per level of the spell	CA156
<input type="checkbox"/>	Walk Unseen	2	You can use <i>invisibility</i> (self only) for a period of 24 hours	CA156
<input type="checkbox"/>	Wall of Gloom	2	You can use <i>wall of gloom</i> as the spell	CA156
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

GREATER INVOCATIONS

Save DC: 10 + equivalent level + CHA

<input type="checkbox"/>	Bewitching Blast [ESSENCE]	4	Change your <i>eldritch blast</i> so that living creatures struck must make a Will save or be confused for 1 round	CA152
<input type="checkbox"/>	Chilling Tentacles	5	Conjure tentacles as the spell <i>Evard's black tentacles</i> ; they inflict 2d6 cold damage per round	CA152
<input type="checkbox"/>	Devour Magic	6	Use <i>greater dispel magic</i> with a touch and gain temporary hp based on the level of the dispelled spell	CA153
<input type="checkbox"/>	Eldritch Cone [BLAST SHAPE]	5	You invoke your <i>eldritch blast</i> as a 30-ft cone; targets can attempt a Reflex save for half damage	CA153
<input type="checkbox"/>	Enervating Shadow	5	Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures	CA153
<input type="checkbox"/>	Noxious Blast [ESSENCE]	6	Change your <i>eldritch blast</i> so that living creatures struck must make a Fortitude save or be nauseated	CA153
<input type="checkbox"/>	Repelling Blast [ESSENCE]	6	Change your <i>eldritch blast</i> so that living creatures struck must make a Reflex save or be knocked back	CA153
<input type="checkbox"/>	Tenacious Plague	6	You can use <i>insect plague</i> as the spell, but the summoned locust swarm deals damage as a magic weapon	CA153
<input type="checkbox"/>	Vitriolic Blast [ESSENCE]	6	Change your <i>eldritch blast</i> so that creatures struck take 2d6 acid damage for 1 round/5 lev	CA156
<input type="checkbox"/>	Wall of Perilous Flame	5	You create a <i>all of fire</i> as the spell, but half of the damage from the wall results from supernatural power	CA156
<input type="checkbox"/>	Warlock's Call	5	You can use <i>send</i> as the spell, but you risk 1d10 points of damage if the recipient is unwilling	CA156
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

WARLOCK INVOCATIONS

KN.	INVOCATION NAME	LEVEL	DESCRIPTION
	DARK INVOCATIONS		Save DC: 10 + equivalent level + <u>CHA</u>
<input type="checkbox"/>	Dark Discorporation	8	Become a swarm of batlike shadows, gaining many benefits of the swarm subtype CA152
<input type="checkbox"/>	Dark Foresight	9	Use <i>foresight</i> as the spell, and communicate telepathically with a close target of the effect CA155
<input type="checkbox"/>	Eldritch Doom [BLAST SHAPE]	8	You invoke your <i>eldritch blast</i> as a 20-ft area effect centered on you; targets can attempt a Reflex save for half damage CA155
<input type="checkbox"/>	Path of Shadow	6	You can use <i>shadow walk</i> as the spell, and speed up your natural healing CA155
<input type="checkbox"/>	Retributive Invisibility	6	You can use <i>greater invisibility</i> as the spell (self only), that deals 4d6 damage in 20-ft radius if dispelled CA155
<input type="checkbox"/>	Utterdark Blast [ESSENCE]	8	Change your <i>eldritch blast</i> so that living creatures struck must make a Fortitude save or gain 2 negative levels CA155
<input type="checkbox"/>	Word of Changing	5	You can use <i>hateful polymorph</i> as the spell, but the target is entitled a second save after 24 hours CA156
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			



WU JEN POWERS

Watchful Spirit: SPELL SECRETS _____ TABOOS _____

Elemental Mastery: _____ _____ _____

_____ _____ _____

_____ _____ _____

WU JEN SPELLS

KN. PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
0-LEVEL SPELLS									
Spells: ___ + ___ = ___ Save DC: ___									
<input type="checkbox"/>	Fire								
<input checked="" type="checkbox"/>	Dancing Lights								Creates torches or other lights PH8216
	Water								
<input checked="" type="checkbox"/>	Ray of Frost								Ray deals 1d5 cold damage PH8269
<input checked="" type="checkbox"/>	Arcane Mark	Un	VS	1 act	0 ft	Permanent	-	N	Inscribe a personal rune (visible or invisible) PH8201
<input checked="" type="checkbox"/>	Daze	En	VSM	1 act	Close	1 round	Will n.	Y	Humanoid creat. up to 4 HD loses next action PH8217
<input checked="" type="checkbox"/>	Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft PH8219
<input checked="" type="checkbox"/>	Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or small object PH8219
<input checked="" type="checkbox"/>	Disrupt Undead	Ne	VS	1 act	Close	Instantaneous	-	Y	Deals 1d6 damage to one undead PH8225
<input checked="" type="checkbox"/>	Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sound PH8235
<input checked="" type="checkbox"/>	Light	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch PH8248
<input checked="" type="checkbox"/>	Mage Hand	Tr	VS	1 act	Close	Concentration	-	N	5-pound telekinesis PH8249
<input checked="" type="checkbox"/>	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object PH8255
<input checked="" type="checkbox"/>	Message	Tr	VSF	1 act	Medium	10 min/lev	-	N	Whispered conversation at distance PH8253
<input checked="" type="checkbox"/>	Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things PH8258
<input checked="" type="checkbox"/>	Prestidigitation	Un	VS	1 act	10 ft	1 hour	Special	N	Performs minor tricks PH8264
<input checked="" type="checkbox"/>	Read Magic	Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks PH8269
<input checked="" type="checkbox"/>	Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws PH8272
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									



WU JEN SPELLS

KN. PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
2ND-LEVEL SPELLS									
Spells: ___ + ___ = ___ Save DC: ___									
	All								
<input type="checkbox"/>	Resist Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy PH8272
	Earth								
<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 PH8205
<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 PH8207
	Fire								
<input type="checkbox"/>	Animate Fire <i>[Fire]</i>	Tr	VSM	1 round	Close	1 round/lev (D)	-	N	Animates Small or smaller fire CA96
<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 PH8208
<input type="checkbox"/>	Fire Shuriken <i>[Fire]</i>	Ev	VSM	1 act	Off	Instantaneous	-	Y	Magical shuriken deals 3d6 fire damage CA107
<input type="checkbox"/>	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp	Turns fire into blinding light or smoke PH8267
	Metal								
<input type="checkbox"/>	Entangling Scarf	Tr	VSF	1 act	Close	1 round/lev	Ref n.	N	Ranged touch attack entangles a foes CA105
<input type="checkbox"/>	Protection from Arrows	Ab	VSF	1 act	Touch	1 hour/lev	Will n.	Y	Subject immune to most ranged attacks PH8266
<input type="checkbox"/>	Rain of Needles	Tr	VSM	1 act	Close	Instantaneous	-	Y	Ranged attack deals 1d4/lev damage (max 5d4) CA118
	Water								
<input type="checkbox"/>	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision PH8252
<input type="checkbox"/>	Ice Blast <i>[Cold]</i>	Ev	SM	1 act	30 ft	Instantaneous	For n.	Y	Deals 1d6/2 lev damage, targets fatigued CA110
<input type="checkbox"/>	Ice Knife <i>[Cold]</i>	Co	SM	1 act	Long	Instantaneous	Special	Y	Deals 2d8 cold + 2 Dex damage, or 1d8 in 10-ft CA112
<input type="checkbox"/>	Swim <i>[Water]</i>	Tr	VSM	1 round	Medium	10 min/lev (D)	-	Y	Subject gains swim speed and +8 to Swim checks CA125
	Wood								
<input type="checkbox"/>	Warp Wood	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Bends wood PH8500
<input type="checkbox"/>	Wood Shape	Tr	VS	1 act	Touch	Instantaneous	Will n.	Y	Rearrange wooden objects to suit you PH8505
<input type="checkbox"/>	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	Assume form of a similar creature PH8197
<input type="checkbox"/>	Apparition <i>[Fear, Mind-Affecting]</i>	Il	VSM	1 round	Touch	1 round/lev	Will n.	Y	Subject's face is terrifying, viewers shaken CA97
<input type="checkbox"/>	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	-	N	Magically locks a portal or chest PH8200
<input type="checkbox"/>	Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time PH8206
<input type="checkbox"/>	Chameleon	Il	VSM	1 round	Touch	1 hour/lev	-	Y	Subject gets +10 on Hide checks CA100
<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 PH8220
<input type="checkbox"/>	Force Whip <i>[Sonic, Mind-Affecting]</i>	Ev	VSM	1 act	Touch	1 round/lev	Will n.	N	Whip of force keeps animals at bay CA108
<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 PH8241
<input type="checkbox"/>	Hypnotic Pattern <i>[Mind-Affecting]</i>	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures PH8242
<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 PH8245
<input type="checkbox"/>	Kiss of the Toad	Ne	VSF	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d6 Con damage, repeat in 1 min CA115
<input type="checkbox"/>	Knock	Tr	V	1 act	Medium	Instantaneous	-	N	Opens locked or magically sealed doors PH8246
<input type="checkbox"/>	Lightning Blade <i>[Electricity]</i>	Ev	VS	1 act	Touch	1 min	-	Y	Blade of electricity deals 1d6/lev damage CA115
<input type="checkbox"/>	Locate Object	Di	VSF	1 act	Long	1 min/lev	-	N	Senses direction towards object PH8249
<input type="checkbox"/>	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion PH8254
<input type="checkbox"/>	Misdirection	Il	VS	1 act	Close	1 hour/lev	-/Will n.	N	Misleads divinations for a creature or object PH8254
<input type="checkbox"/>	Protection from Charm	Ab	VSM	1 act	Touch	1 round/lev	Will n.	Y	Subject gains +1/3 lev (max +5) vs. charms CA118
<input type="checkbox"/>	Rope Trick	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Up to 8 creat. hide in extradimensional space PH8275
<input type="checkbox"/>	See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	-	N	Reveals invisible creatures or objects PH8275
<input type="checkbox"/>	Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings PH8285
<input type="checkbox"/>	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar to fight (1 2nd or 1d5 1st) PH8286
<input type="checkbox"/>	Wall of Gloom <i>[Darkness, Fear, Mind-Aff.]</i>	Il	VSM	1 act	Medium	Conc. +1 rd/lev	Will n.	Y	Shadow barrier obscures vision, defers passage CA129
<input type="checkbox"/>	Whispering Wind <i>[Air]</i>	Tr	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev PH8501
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									



WU JEN SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

5TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Spell Name	School	Component	Cast Time	Range	Duration	Save	SR	Effect	Page
Earth									
Stone Shape	Tr	VSM	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PH8284
Terra Cotta Lion	Tr	VSF	1 act	Touch	1 round/lev	-	N	Statuette becomes a Huge animated object	CA126
Wall of Stone	Co	VSM	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PH8299
Fire									
Fire Breath	Ev	VS	1 act	Personal	1 round/lev	-	N	Ranged touch attack deals 1d8/2 lev damage	CA106
Metal									
Metal Skin	Tr	VSM	1 act	Touch	1 min/lev	-	Y	Grants +8 natural armor, -2 Dex	CA115
Water									
Cone of Cold	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y	1d6 cold damage/level	PH8212
Wood									
Wood Rot	Tr	VSM	1 act	Touch	Special	-	N	Destroy wood or deal damage to plant creat.	CA150
Aiming at the Target	Ab	S	Swift	Personal	Up to 20 min	-	N	+10 bonus on Concentration checks	CA96
Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size	PH8198
Arc of Lightning	Co	VSM	1 act	Close	Instantaneous	Ref 1/2	N	Line of electricity between 2 creat. (1d6/lev)	CA97
Baleful Polymorph	Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PH8202
Dominate Person	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PH8224
Dream	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping	PH8225
Fabricate	Tr	VSM	Special	Close	Instantaneous	-	N	Transforms raw materials into finished items	PH8229
Feeblemind	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int and Cha drop to 1	PH8229
Hold Monster	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev	PH8241
Major Creation	Co	VSM	10 min	Close	Special	-	N	Creates a cloth, wood, stone or metal object	PH8252
Nightmare	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PH8257
Passwall	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Creates passage through wood or stone wall	PH8259
Permanency	Un	VSM	2 rds	Special	Permanent	-	N	Makes certain spells permanent	PH8259
Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PH8260
Servant Horde	Co	VSM	1 act	Close	1 hour/lev	-	N	Create 2d6 unseen servants +1/lev (max +15)	CA121
Spirit Self	Ne	VSM	1 act	Personal	1 min (D)	-	N	Your spirit separates from your body	CA123
Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (15th, 1d5 4th or 1d4+15rd)	PH8286
Summoning Wind	Tr	VS	10 min	10 mi/lev	Instantaneous	-	N	Send a short message to 10 creatures/lev	CA124
Sword of Deception	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Independent blade of energy deals 1d4 damage	CA126
Symbol of Pain	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain	PH8290
Symbol of Sleep	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts nearby creatures to sleep	PH8291
Telekinesis	Tr	VS	1 act	Long	Special	-/Will n.	Y	Moves object, attacks creat., or hurls object	PH8292
Teleport	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	Instantly transports you up to 100 miles/lev	PH8292
Vitriolic Sphere	Co	VSM	1 act	Long	Instantaneous	Special	N	Deals 1d4/lev (max 15d4) acid damage	CA128
Wall of Force	Ev	VSM	1 act	Close	1 round/lev (D)	-	N	Wall is immune to damage	PH8298

6TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Spell Name	School	Component	Cast Time	Range	Duration	Save	SR	Effect	Page
Earth									
Flesh to Stone	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue	PH8252
Move Earth	Tr	VSM	Special	Long	Instantaneous	-	N	Dig trenches and build hills	PH8257
Stone to Flesh	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature	PH8285
Fire									
Fire Seeds	Co	VSM	1 act	Touch	10 min/lev	-/Ref 1/2	N	Acorns and berries become grenades	PH8250
Metal									
Spirit Needle	Tr	VSF	1 act	Close	1 round/lev	-	Y	Needle pins spirit in place in corporeal form	CA125
Wall of Iron	Co	VSF	1 act	Medium	Instantaneous	Special	N	30 hp/4 lev, can topple onto foes	PH8299
Water									
Control Water	Tr	VSM	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PH8214
Wood									
Ironwood	Tr	VSM	1 min/lb	0 ft	1 day/lev (D)	-	N	Magic wood is strong as steel	PH8246
Repel Wood	Tr	VS	1 act	60 ft	1 min/lev (D)	-	N	Pushes away wooden objects	PH8271
Control Weather	Tr	VS	10 min	2 miles	4d12 hours	-	N	Changes weather in local area	PH8214
Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects, +20 on check	PH8225
Geas/Quest	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PH8234
Globe of Invulnerability	Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 4th-level spell effects	PH8256
Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PH8260
Programmed Image	Il	VSF	1 act	Long	Special	Will dis.	N	Creates full illusion triggered by event	PH8265
Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PH8271
Speak with Dead	Ne	VS	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels	PH8281
Spirit Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps spirit of 16 HD or less	CA125
Suggestion, Mass	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels one subject/lev to course of action	PH8285
Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (16th, 1d5 5th or 1d4+14th)	PH8287
Symbol of Fear	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PH8290
Symbol of Persuasion	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PH8290
Transfix	En	VSM	1 round	Medium	1 hour/lev	Will n.	Y	Humanoids freeze in place until condition	CA127
True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PH8296
Veil	Il	VS	1 act	Long	Conc. + 1 hr/l.	Will n.	Y	Changes appearance of group of creatures	PH8298

BLACKGUARD POWERS

Aura of Evil: Smite Good: _____ times/day
 Detect Good: + CHA to attack
 Poison Use: + Lev to damage
 Dark Blessing: Sneak Attack: + _____ d6
 Aura of Despair:
 Fiendish Servant:

COMMAND UNDEAD

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

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

BLACKGUARD SPELLS

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

1st-LEVEL SPELLS

Spells: _____ + _____ = _____ Save DC: _____

_____	Blade of Pain and Fear	Ev	VSD	1 act	0 ft	1 min/lev (D)	Will part.	Y	Creates blade of gnashing teeth	LM65
_____	Boneblast (UNDEAD)	Ne	VSM	1 act	Touch	Instantaneous	Special	Y	Deals 1d5 Con damage to subject	BVD86
_____	Cause Fear	Ne	VS	1 act	Close	Special	Will part.	Y	One creature up to 5 HD flees for 1d4 rounds	PH8208
_____	Corrupt Weapon	Tr	VS	1 act	Touch	1 min/lev	-	N	Weapon strikes true against good foes	DMG182
_____	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PH8215
_____	Death Grimace	Ne	S	1 act	Touch	Permanent	-	N	Leave magical "calling card" on a corpse	BVD91
_____	Demonflesh	Tr	VS	1 act	Personal	1 min/lev	-	N	Caster gains +1 natural armor/5 lev	BVD92
_____	Divine Sacrifice	Ev	VS	1 act	Personal	1 round/lev	-	N	You sacrifice hit points to deal extra damage	CD165
_____	Doom	Ne	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffers -2 to hit, dmg, checks, saves	PH8225
_____	Golden Barding	Co	VD	1 act	Touch	1 hour/lev	Will n.	Y	Your mount gets force armor	CD166
_____	Inflict Light Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 1d8 damage +1/lev (max +5)	PH8244
_____	Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PH8251
_____	Resurgence	Ab	VSD	1 act	Touch	Instantaneous	Will n.	Y	Grants target a second chance at a save	CD177
_____	Summon Monster I	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level extraplanar creature	PH8285
_____	Summon Undead I	Co	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you	LM71
_____	Traveler's Mount	Tr	VS	1 act	Touch	1 hour/lev	Will n.	Y	Creature moves faster but can't attack	CD184

2nd-LEVEL SPELLS

Spells: _____ + _____ = _____ Save DC: _____

_____	Blessed Aim	Di	VS	1 act	60 ft	Concentration	Will n.	N	+2 bonus for allies' ranged attacks	CD154
_____	Boneblade (UNDEAD)	Ne	VSF	1 act	Touch	10 min/lev	-	N	Turns a bone into a magic weapon	BVD86
_____	Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PH8207
_____	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PH8216
_____	Curse of Ill Fortune	Tr	VSD	1 act	Medium	1 min/lev	Will n.	Y	Target suffers -5 on attacks, checks, and saves	CD160
_____	Darkness	Ev	VMD	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PH8216
_____	Death Knell	Ne	VS	1 act	Touch	10 min/HD	Will n.	Y	Kills 1 creature, gain 1d8 hp, +2 Str and 1 level	PH8217
_____	Demoncall	Di	VSM	1 act	Personal	Instantaneous	-	N	Caster gains +10 on one Knowledge check	BVD91
_____	Devil's Eye	Di	VS	1 act	Personal	1 min/lev	-	N	Caster can see 50 ft in even magical darkness	BVD92
_____	Eagle's Splendor	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PH8225
_____	Inflict Moderate Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 2d8 damage +1/lev (max +10)	PH8244
_____	Shatter	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Vibrations damage objects/crystalline creat.	PH8278
_____	Summon Monster II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature (1 2nd or 1d5 1st)	PH8286
_____	Summon Undead II	Co	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you	LM71
_____	Veil of Shadow	Ev	VS	1 act	Personal	1 min/lev	-	N	Darkness grants you concealment	MHB40
_____	Wave of Grief	En	SM	1 act	Close	1 round/lev	Will n.	Y	COne imposes -3 on attacks, checks, saves	CD188
_____	Zeal	Ab	VS	1 act	Personal	1 round/lev	-	N	You move through foes to attack an enemy	CD191

BLACKGUARD SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT		
3RD-LEVEL SPELLS											
					Spells: ___ + ___ = ___	Save DC: ___					
	Abyssal Might (DEMON)	[Evil]	Co	VSM	1 act	Personal	10 min/lev	-	N	Caster gains +2 to Str, Dex, Con, and SR	BVD84
	Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB215
	Cure Serious Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
	Deeper Darkness	[Darkness]	Ev	VD	1 act	Touch	1 day/lev (D)	-	N	Object sheds shadow in 60-ft radius	PHB217
	Demon Wings	[Evil]	Tr	VS	1 act	Personal	10 min/lev	-	N	Caster flies at his land speed	BVD91
	Demonhide	[Evil]	Ab	VSD	1 act	Touch	1 round/lev	Will n.	Y	Evil creature gains DR 10/cold iron and good	MHB55
	Fangs of the Vampire King	[Evil]	Tr	VSM	1 act	Personal	1 min/lev	-	N	Grow vampire fangs	LM64
	Hell's Power (DEVIL)	[Evil]	Co	VSM	1 act	Personal	10 min/lev	-	N	Caster gains +2 AC and +1 to existing DR	BVD97
	Inflict Serious Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 3d8 damage +1/lev (max +15)	PHB244
	Mantle of Evil	[Evil]	Ab	VSD	1 act	Personal	10 min/lev (D)	-	Y	You gain SR 12+lev against good spells	PHB100
	Masochism	[Evil]	En	VSM	1 act	Personal	1 round/lev	-	N	Gain +1 to hit, ST, checks for every 10 hp taken	BVD99
	Protection from Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 points/lev damage from energy	PHB266
	Resurgence, Mass		Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Grants targets a second chance at a save	CD177
	Sadism	[Evil]	En	VSM	1 act	Personal	1 round/lev	-	N	Gain +1 to hit, ST, checks for every 10 hp dealt	BVD105
	Summon Monster III		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB286
	Summon Undead III	[Evil]	Co	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you	LM71

4TH-LEVEL SPELLS											
					Spells: ___ + ___ = ___	Save DC: ___					
	Claws of the Savage	[Evil]	Tr	VS	1 act	Touch	10 min/lev	-	N	Subject gains claws, damage based on size	BVD88
	Cure Critical Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
	Freedom of Movement		Ab	VSP	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB255
	Implacable Pursuer		Di	VS	1 min	Long	1 hour/lev	Will n.	Y	You know where moving prey is	CD166
	Inflict Critical Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 4d8 damage +1/lev (max +20)	PHB244
	Poison		Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min.	PHB262
	Revenance		Co	VSD	1 act	Touch	1 min/lev	-	Y	Restores dead creatures to life for 1 min/lev	CD178
	Summon Monster IV		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB286
	Summon Undead IV	[Evil]	Co	VSD	1 round	Close	1 round/lev	-	N	Summons undead to fight for you	LM72
	Unholy Storm	[Water, Evil]	Co	VSD	1 act	Personal	1 round/lev	-	N	Evil-aligned rain falls in 20-ft radius	PHB106
	Vile Lance	[Evil]	Ev	VSD	1 act	Touch	10 min/lev	-	N	Creates +2 shortspear that deals vile damage	BVD108
	Visage of the Deity, Lesser	[Evil]	Tr	VSD	1 act	Personal	1 round/lev	-	N	You gain +4 Cha and resistance 10 to energy	CD187
	Weapon of the Deity		Tr	VD	1 act	0 ft	1 round/lev	-	N	Your weapon gains bonuses and abilities	CD188
	Winged Mount		Tr	VSD	1 act	Touch	10 min/lev	-	N	Your mount grows wings and flies at 60 ft	CD190

Epic Spells

KN, PREP, DC

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

Arcane Spells: _____ Cast: □□□□□□□□□□

Divine Spells: _____ Cast: □□□□□□□□□□

Save DC: 20+ ____/____

<input type="checkbox"/>	50	Animus Blast	[Cold]	Ev	VS	1 act	300 ft	Instantaneous	Ref 1/2	Y	10d6 damage; victims animate as skeletons	ELHB74
<input type="checkbox"/>	78	Animus Blizzard	[Cold]	Ev	VS	1 min	300 ft	Instantaneous	Ref 1/2	Y	20d6 damage; victims animate as wights	ELHB74
<input type="checkbox"/>	152	Beast of a Thousand Legs		Ev	VSR	10 min	0 ft	20 hours	-	N	Creates a tornado-spawning super-storm	SR5129
<input type="checkbox"/>	95	Coldfire Blast (COLDFIRE)	[Cold]	Ev	VS	1 act	300 ft	Instantaneous	Ref 1/2	Y	40d6 damage in 40-ft radius	FB107
<input type="checkbox"/>	52	Contingent Resurrection	[Healing]	Co	VSD	1 min	Touch	Until expended	-	Y	Subject automatically resurrected if slain	ELHB74
<input type="checkbox"/>	58	Create Living Vault		Co	VSR	100 days	0 ft	Instantaneous	-	N	You fashion a living vault attuned to you	ELHB75
<input type="checkbox"/>	56	Crown of Vermin		Co	VS	1 min	Personal	20 rounds (D)	-	N	You have an aura of 1,000 venomous vermin	ELHB75
<input type="checkbox"/>	97	Damnation	[Mind-Affecting]	En	VSR	1 act	Touch	Instantaneous	Will n.	Y	Melee touch attack sends your foe to hell	ELHB76
<input type="checkbox"/>	82	Demise Unseen	[Death, Evil]	Ne/ll	VS	1 act	300 ft	Instantaneous	For n.	Y	Ghoul of slain victim fools its companions	ELHB76
<input type="checkbox"/>	319	Dire Drought	[Fire]	Ev	VSR	1 min	1000 ft	20 hours	-	N	Deals 2d6 desiccation damage in 1000 ft rad.	SR5129
<input type="checkbox"/>	319	Dire Winter	[Cold]	Ev	VSR	1 min	1000 ft	20 hours	-	N	Emanation deals 2d6 damage in 1000-ft radius	ELHB76
<input type="checkbox"/>	38	Dragon Knight (RITUAL)	[Fire]	Co	VSR	1 act	75 ft	20 rounds (D)	-	N	Adult red dragon appears and attacks enemies	ELHB77
<input type="checkbox"/>	50	Dragon Strike (RITUAL)	[Fire]	Co	VSRX	1 act	75 ft	20 rounds (D)	-	N	10 adult red dragons attack enemies	ELHB77
<input type="checkbox"/>	29	Dreamscape		Tr	VS	1 min	Touch	Instant. (D)	Will n.	Y	You physically travel the region of dreams	ELHB77
<input type="checkbox"/>	42	Eclipse		Co	VSR	10 min	200 mi.	Up to 8 hrs (D)	-	N	Solar eclipse follows you	ELHB78
<input type="checkbox"/>	79	Eidolon		Co	VSR	1 min	5 ft	8 hours	-	N	Creates duplicate that shares your soul	ELHB78
<input type="checkbox"/>	80	Enslave	[Mind-Affecting]	En	VMX	1 act	75 ft	Permanent	Will n.	Y	Subject is a permanent thrall	ELHB79
<input type="checkbox"/>	69	Epic Counterspell		Ab	VS	1 act	300 ft	Instantaneous	-	N	Cancel another's epic spell	ELHB79
<input type="checkbox"/>	46	Epic Mage Armor	[Force]	Co	VS	1 min	Touch	24 hours (D)	Will n.	Y	Subject gains +20 armor bonus to AC	ELHB79
<input type="checkbox"/>	52	Epic Repulsion		Ab	VS	10 min	Touch	Permanent	-	Y	Creature or object ward vs. type of creatures	ELHB79
<input type="checkbox"/>	68	Epic Spell Reflection		Ab	VSR	41 days	Touch	Permanent	-	Y	Creature or object ward against spells	ELHB80
<input type="checkbox"/>	150	Eternal Freedom (RITUAL)		Ab	VSRX	1 min	Touch	Permanent	Will n.	Y	Immunity to hold, stun, stasis, other effects	ELHB80
<input type="checkbox"/>	150	Global Warming (RITUAL)	[Fire]	Ev	VSR	10 min	0 ft	Permanent	-	N	Increases region's temperature	SR5130
<input type="checkbox"/>	45	Greater Spell Resistance (RITUAL)		Tr	VSR	1 min	Touch	20 hours	Will n.	Y	Subject gains SR 35	ELHB80
<input type="checkbox"/>	59	Greater Ruin		Tr	VSR	1 round	12000 ft	Instantaneous	For 1/2	Y	Object or target takes 35d6 damage	ELHB80
<input type="checkbox"/>	90	Hellball	[Acid, Fire, Electricity, Sonic]	Ev	VSR	1 act	300 ft	Instantaneous	Ref 1/2	Y	Deals 10d6 per type (40d6), you take 10d6	ELHB80
<input type="checkbox"/>	325	Ice Age	[Cold]	Tr	VS	1 min	0 ft	Permanent	-	N	You summon an ice age	FB107
<input type="checkbox"/>	103	Kinetic Control		Ab	VS	1 min	Touch	12 hrs/unt. dis.	-	N	You store and redirect damage	ELHB81
<input type="checkbox"/>	43	Let Go of Me		Tr	-	Free	Touch	Instantaneous	For 1/2	Y	Gripler takes 20d6 damage, you take 10d6	ELHB81
<input type="checkbox"/>	140	Living Lightning	[Electricity]	Ev	-	1 act	300/150 ft	Instantaneous	Ref 1/2	Y	Spell casts itself, 10d6 damage to foe	ELHB82
<input type="checkbox"/>	50	Lord of Nightmares		Co	VSR	1 act	75 ft	20 rounds	-	N	You are possessed by a dream larva, take 12d6	ELHB82
<input type="checkbox"/>	55	Mass Frog		Tr	VS	1 act	300 ft	Permanent	For n.	Y	All in 40-ft radius are transformed into frogs	ELHB82
<input type="checkbox"/>	86	Memento Mori	[Death]	Ne	-	1 quick	300 ft	Instantaneous	For part.	Y	A thought that kills	ELHB83
<input type="checkbox"/>	35	Mummy Dust	[Evil]	Ne	VSMX	1 act	Touch	Instantaneous	-	N	Creates two large 18-HD mummies	ELHB83
<input type="checkbox"/>	62	Nailed to the Sky		Tr	VSR	1 act	300 ft	Instantaneous	Will n.	Y	Affix foe to the heavens	ELHB83
<input type="checkbox"/>	38	Origin of Species: Achaierai	[Healing]	Co	VSDX	100 days	0 ft	Permanent	-	N	Create a true-breeding creature	ELHB84
<input type="checkbox"/>	27	Peripety		Ab	VS	1 min	Personal	12 hours	-	N	Ranged attacks are reflected back on attacker	ELHB84
<input type="checkbox"/>	104	Pestilence (RITUAL)		Co/Ne	VSRX	10 min	0 ft	Instantaneous	For n.	Y	Inflicts slimy doom in a 1/2-mile diameter	ELHB84
<input type="checkbox"/>	50	Rain of Fire	[Fire]	Ev	VS	1 min	0 ft	20 hours	Ref n.	Y	2-mile radius fire storm deals 1 damage/rd	ELHB85
<input type="checkbox"/>	38	Raise Island		Co	VSR	65 days	0 ft	Permanent	-	N	You create a small island in the sea	ELHB85
<input type="checkbox"/>	27	Ruin		Tr	VSR	1 round	12000 ft	Instantaneous	For 1/2	Y	Object or target takes 20d6 damage	ELHB85
<input type="checkbox"/>	64	Safe Time		Tr	VS	1 min	Touch	Until expended	-	N	Duck damage in static time stream	ELHB85
<input type="checkbox"/>	72	Soul Dominion	[Mind-Affecting]	Di/En	VS	10 min	Special	20 min (D)	Will n.	N	You achieve remote control of the target	ELHB86
<input type="checkbox"/>	55	Soul Scry		Di	VS	10 min	Special	20 min (D)	Will n.	N	You experience everything the target does	ELHB86
<input type="checkbox"/>	45	Spell Worm	[Mind-Affecting]	En	VM	1 min	75 ft	20 hours	Will n.	Y	Subject abandons all his spells	ELHB86
<input type="checkbox"/>	72	Summon Behemoth		Co	VS	1 act	75 ft	20 rounds (D)	-	N	A behemoth appears and attacks enemies	ELHB86
<input type="checkbox"/>	59	Superb Dispelling		Ab	VS	1 act	300 ft	Instantaneous	-	N	As greater dispelling, with +40 on check	ELHB87
<input type="checkbox"/>	71	Time Duplicate		Tr	VS	Free	Personal	1 round	-	N	You and future self exist together for 1 round	ELHB87
<input type="checkbox"/>	419	Vengeful Gaze of God		Tr	VS	1 act	12000 ft	Instantaneous	For 1/2	Y	Target takes 305d6 damage, you take 200d6	ELHB87
<input type="checkbox"/>	58	Verdigris		Tr	VS	1 min	300 ft	24 hours	Ref 1/2	N	100-ft area overrun by plants dealing 10d6	ELHB88
<input type="checkbox"/>	170	Verdigris Tsunami (RITUAL)		Tr	VSRX	10 min	1500 ft	Permanent	Ref 1/2	N	1000-ft area overrun by plants dealing 40d6	ELHB88
<input type="checkbox"/>	56	Volcano	[Earth, Fire]	Co	VSR	Special	0 ft	Instantaneous	-	N	Raise a small volcano	SR5130

CORRUPT SPELLS

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

8TH-LEVEL SPELLS

<input type="checkbox"/>	___	___	Evil Weather (SACRIFICE) [Evil]	Co	VSMX	1 hour	Personal	3d6 min	-	N	Caster conjures one type of evil weather	BVD94
<input type="checkbox"/>	___	___	Plague of Nightmares (SACR.) [Evil, M-A]	En	VSF	1 act	Touch	Instantaneous	For n.	Y	Subject takes 1d4 Con damage, does not heal	BVD100
<input type="checkbox"/>	___	___										
<input type="checkbox"/>	___	___										
<input type="checkbox"/>	___	___										
<input type="checkbox"/>	___	___										
<input type="checkbox"/>	___	___										

9TH-LEVEL SPELLS

<input type="checkbox"/>	___	___	Apocalypse from the Sky (SACR.) [Evil]	Co	VSM	1 day	Personal	Instantaneous	-	Y	All in 10-mile radius/lev take 10d6 damage	BVD85
<input type="checkbox"/>	___	___										
<input type="checkbox"/>	___	___										
<input type="checkbox"/>	___	___										
<input type="checkbox"/>	___	___										
<input type="checkbox"/>	___	___										



