



PERSONAL INFO

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

CLASSES

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	_____		Total
HD:12 BSP:4	HD:6 BSP:6	HD:8 BSP:2	HD:8 BSP:4	HD:10 BSP:2	HD:8 BSP:4	HD:10 BSP:2	HD:8 BSP:6	HD:6 BSP:8	HD:4 BSP:2	HD:4 BSP:2	Prestige Classes		

Experience: _____ XP Penalty: _____ Next Level: _____

SAVING THROWS

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

Spell Resistance: _____
 Damage Resistance: _____
 Notes: _____

ABILITIES

ABILITY	MODIFIER	TEMP	MODIFIER
STR Strength	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX Dexterity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON Constitution	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT Intelligence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS Wisdom	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA Charisma	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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: _____

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									
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Initiative			2-Hand Attack: _____ / _____			Speed: _____									
_____ + _____ = _____			Notes: _____												

WEAPONS

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

Notes: _____

Ammunition: ○○○○○○○○○○ ○○○○○○○○○○ ○○○○○○○○○○

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

LANGUAGES

Literacy

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"/>	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	Assume form of a similar creature	PH8197	
<input type="checkbox"/>	Animal Messenger	[Mind-Affecting]	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place	PH8198
<input type="checkbox"/>	Animal Trance	[Mind-Affecting, Sonic]	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PH8198
<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	[Mind-Affecting]	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"/>	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max. +10)	PH8216	
<input type="checkbox"/>	Darkness	[Darkness]	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PH8216
<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	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	[Mind-Affecting]	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PH8220
<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"/>	Enthrall	[Language-Dep., Mind-Aff., Sonic]	En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range	PH8227
<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"/>	Heroism	[Mind-Affecting]	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 on attacks, saves, skill checks	PH8240
<input type="checkbox"/>	Hold Person	[Mind-Affecting]	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	[Mind-Affecting]	Il	VSM	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 is invisible until it attacks	PH8245	
<input type="checkbox"/>	Locate Object	Di	VSF	1 act	Long	1 min/lev	-	N	Senses direction toward object	PH8249	
<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"/>	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp.	Turns fire to blinding light or choking smoke	PH8267	
<input type="checkbox"/>	Rage	[Mind-Affecting]	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"/>	Scare	[Fear, Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev	Will part.	Y	Panics creatures of less than 6 HD	PH8274
<input type="checkbox"/>	Shatter	[Sonic]	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 15-ft radius	PH8279	
<input type="checkbox"/>	Sound Burst	[Sonic]	Ev	VSF	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun	PH8281
<input type="checkbox"/>	Suggestion	[Language-Dep., Mind-Affecting]	En	VM	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow course of action	PH8285
<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"/>	Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PH8294	
<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	PH8301

3RD-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□□□

<input type="checkbox"/>	Blink	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You randomly vanish and reappear	PH8206	
<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	PH8209
<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	PH8209	
<input type="checkbox"/>	Confusion	[Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behave oddly for 1 round/lev	PH8212
<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	PH8215
<input type="checkbox"/>	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max. +15)	PH8216	
<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"/>	Deep Slumber	[Mind-Affecting]	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Puts 10 HD of creatures to sleep	PH8217
<input type="checkbox"/>	Dispell Magic	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects	PH8223	
<input type="checkbox"/>	Displacement	Il	VM	1 act	Touch	1 round/lev (D)	Will n.	Y	Attacks miss subject 50%	PH8223	
<input type="checkbox"/>	Fear	[Fear, Mind-Affecting]	Ne	VSM	1 act	30 ft	1 round/lev	Will part.	Y	Subjects in cone flee for 1 round/lev	PH8229
<input type="checkbox"/>	Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	-	N	Subject gets insubstantial and can fly slowly	PH8234	
<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	PH8235
<input type="checkbox"/>	Glibness	Tr	S	1 act	Personal	10 min/lev (D)	-	N	+30 to Bluff, lies can escape discernment	PH8235	
<input type="checkbox"/>	Good Hope	[Mind-Affecting]	En	VS	1 act	Medium	1 min/lev	Will n.	Y	Subject gets +2 to attack, damage, saves, checks	PH8237
<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	PH8239	
<input type="checkbox"/>	Illusory Script	[Mind-Affecting]	Il	VSM	1 min+	Touch	1 day/lev (D)	Will n.	Y	Only intended reader can decipher	PH8243
<input type="checkbox"/>	Invisibility Sphere	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Makes everyone within 10 ft invisible	PH8245	
<input type="checkbox"/>	Leomund's Tiny Hut	[Force]	Ev	VSM	1 act	20 ft	2 hrs/lev (D)	-	N	Creates shelter for 10 creatures	PH8247
<input type="checkbox"/>	Major Image	Il	VSF	1 act	Long	Conc.+3 rds	Will dis.	N	Visual sound, olfactory, thermal illusion	PH8252	
<input type="checkbox"/>	Phantom Steed	Co	VS	10 min	0 ft	1 hr/lev (D)	-	N	Magic horse appears for 1 hr/lev	PH8260	
<input type="checkbox"/>	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PH8270	
<input type="checkbox"/>	Scrying	Di	VSMF	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PH8274	
<input type="checkbox"/>	Sculpt Sound	Tr	VS	1 act	Close	1 hour/lev (D)	Will n.	Y	Creates new sounds or changes existing ones	PH8275	
<input type="checkbox"/>	Secret Page	Tr	VSM	10 min	Touch	Permanent	-	N	Changes one page to hide its real content	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"/>	Sepia Snake Sigil	[Force]	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader	PH8276
<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	PH8280	
<input type="checkbox"/>	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals	PH8281	
<input type="checkbox"/>	Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 3rd, 1d5 2nd or 1d4+1 1st)	PH8286	

BARO SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
		4TH-LEVEL SPELLS	Spells: ___ + ___ = ___		Cast: □□□□□□□□□□		Save DC: ___		Max. known: ___ □□□□	
<input type="checkbox"/>		Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects PH8207
<input type="checkbox"/>		Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20) PH8215
<input type="checkbox"/>		Detect Scrying	Di	VSM	1 act	40 ft	24 hrs	-	N	Alerts you of magical eavesdropping PH8219
<input type="checkbox"/>		Dimension Door [Teleportation]	Co	V	1 act	Long	Instantaneous	-/Will n.	Sp	Teleports you short distance PH8221
<input type="checkbox"/>		Dominate Person [Mind-Affecting]	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically PH8224
<input type="checkbox"/>		Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments PH8253
<input type="checkbox"/>		Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev (D)	Will dis.	N	Makes one type of terrain appear like another PH8238
<input type="checkbox"/>		Hold Monster [Mind-Affecting]	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev PH8241
<input type="checkbox"/>		Invisibility, Greater	Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks PH8245
<input type="checkbox"/>		Legend Lore	Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing PH8246
<input type="checkbox"/>		Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	-	N	Creates sturdy cottage PH8247
<input type="checkbox"/>		Locate Creature	Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature PH8249
<input type="checkbox"/>		Modify Memory [Mind-Affecting]	En	VS	1 round	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories PH8255
<input type="checkbox"/>		Neutralize Poison	Co	VS	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject PH8257
<input type="checkbox"/>		Rainbow Pattern [Mind-Affecting]	Il	VSMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures PH8268
<input type="checkbox"/>		Repel Vermin	Ab	VS	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects, spiders, and vermin stay 10 ft away PH8271
<input type="checkbox"/>		Shadow Conjuration	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th lev., 20% real PH8276
<input type="checkbox"/>		Shout [Sonic]	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage PH8279
<input type="checkbox"/>		Speak with Plants	Di	VS	1 act	Personal	1 min/lev	-	N	You can talk to plants and plant creatures PH8282
<input type="checkbox"/>		Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd) PH8286
<input type="checkbox"/>		Zone of Silence	Il	VS	1 round	Personal	1 hour/lev (D)	-	N	Keeps eavesdroppers from overhearing PH8303

		5TH-LEVEL SPELLS	Spells: ___ + ___ = ___		Cast: □□□□□□□□□□		Save DC: ___		Max. known: ___ □□□□	
<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"/>		Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	-	N	Dispels magical effects, +20 on check PH8225
<input type="checkbox"/>		Dream [Mind-Affecting]	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping PH8225
<input type="checkbox"/>		False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion PH8229
<input type="checkbox"/>		Heroism, Greater [Mind-Affecting]	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+4 to attack, saves, skills; temporary hit points PH8240
<input type="checkbox"/>		Mind Fog [Mind-Affecting]	En	VS	1 act	Medium	Special	Will n.	Y	Subjects in fog get -10 Wis and Will checks PH8255
<input type="checkbox"/>		Mirage Arcana	Il	VS	1 act	Long	Conc. +1 hr/lev	Will dis.	N	Terrain and structures appear like another PH8254
<input type="checkbox"/>		Mislead	Il	S	1 act	Close	1 round/lev (D)	-/Will dis.	N	Turns you invisible and creates illusory double PH8255
<input type="checkbox"/>		Nightmare [Mind-Affecting, Evil]	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue PH8257
<input type="checkbox"/>		Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr. PH8260
<input type="checkbox"/>		Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp	Changes appearance of 1 person/2 lev PH8275
<input type="checkbox"/>		Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation below 5th lev., 20% real PH8277
<input type="checkbox"/>		Shadow Walk	Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly PH8277
<input type="checkbox"/>		Song of Discord [Mind-Affecting, Sonic]	En	VS	1 act	Medium	1 round/lev	Will n.	Y	Forces targets to attack each other PH8281
<input type="checkbox"/>		Suggestion, Mass [Lang.-Dep., Mind-Aff.]	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels 1 subject/lev to a course of action PH8285
<input type="checkbox"/>		Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd) PH8286

		6TH-LEVEL SPELLS	Spells: ___ + ___ = ___		Cast: □□□□□□□□□□		Save DC: ___		Max. known: ___ □□□□	
<input type="checkbox"/>		Analyze Dweomer	Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject PH8197
<input type="checkbox"/>		Animate Objects	Tr	VS	1 act	Medium	1 round/lev	-	N	Objects attack your foes PH8199
<input type="checkbox"/>		Cat's Grace, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Dex PH8208
<input type="checkbox"/>		Charm Monster, Mass [Mind-Affecting]	En	V	1 act	Close	1 day/lev	Will n.	Y	Monsters in 30 ft believe they are friends PH8209
<input type="checkbox"/>		Cure Moderate Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures PH8216
<input type="checkbox"/>		Eagle's Splendor, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Cha PH8225
<input type="checkbox"/>		Eyebite [Evil]	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose PH8228
<input type="checkbox"/>		Find the Path	Di	VSF	3 rds	Touch	10 min/lev	-/Will n.	Sp	Shows most direct way to a location PH8230
<input type="checkbox"/>		Fox's Cunning, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Int PH8233
<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"/>		Heroes' Feast	Co	VS	10 min	Close	Special	-	N	Food for 1 creat/lev cures and gives bonuses PH8240
<input type="checkbox"/>		Otto's Irresistible Dance [Mind-Aff.]	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance PH8259
<input type="checkbox"/>		Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell PH8260
<input type="checkbox"/>		Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/	Will dis.	N	Creates full illusion triggered by event PH8265
<input type="checkbox"/>		Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells PH8265
<input type="checkbox"/>		Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer PH8274
<input type="checkbox"/>		Shout, Greater [Sonic]	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 damage, stuns, damages objects PH8279
<input type="checkbox"/>		Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th) PH8287
<input type="checkbox"/>		Sympathetic Vibration [Sonic]	Ev	VSM	10 min	Touch	1 round/lev	-	Y	Deals 2d10 damage/round to a structure PH8291
<input type="checkbox"/>		Veil	Il	VS	1 act	Long	Conc. +1 hr/lev	Will n.	Y	Changes appearance of group of creatures PH8298

CLERIC POWERS

TURN/REBUKE UNDEAD

Turning Check: $1d20 + \text{CHA}$
 Times per Day: $3 + \text{CHA} + \text{Lev} = \text{---}$
 Turning Damage: $2d6 + \text{CHA} + \text{Lev} = \text{---}$

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

Domain: _____ Domain: _____

Granted Power: _____ Granted Power: _____

CLERIC 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
___	___	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	VSD	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
___	___	Guidance		Di	VS	1 act	Touch	1 min	Will n.	Y	+1 on one attack, roll, check or save	PHB238
___	___	Inflict Minor Wounds		Ne	VS	1 act	Touch	Instantaneous	Will n.	Y	Touch attack, 1 point of damage	PHB244
___	___	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
___	___	Resistance		Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
___	___	Virtue		Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hit point	PHB298

1st-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	___	Bane	[Fear, Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	Will n.	Y	Enemies suffer -1 to attacks and saves vs. fear	PHB205
___	___	Bless	[Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attack and saves vs. fear	PHB205
___	___	Bless Water	[Good]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
___	___	Cause Fear	[Fear, Mind-Affecting]	Ne	VS	1 act	Close	Special	Will part.	Y	One creature up to 5 HD flees for 1d4 rounds	PHB208
___	___	Command	[Language-Dep., Mind-Affecting]	En	V	1 act	Close	1 round	Will n.	Y	Subject obeys selected command for 1 round	PHB211
___	___	Comprehend Languages		Co	VSD	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB212
___	___	Cure Light Wounds	[Healing]	Di	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
___	___	Curse Water	[Evil]	Ne	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes unholy water	PHB216
___	___	Deathwatch	[Evil]	Ne	VS	1 act	30 ft	10 min/lev	-	N	Reveals how near death subjects are in 30-ft	PHB217
___	___	Detect Chaos		Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB218
___	___	Detect Evil		Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB218
___	___	Detect Good		Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB219
___	___	Detect Law		Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	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 levels	PHB224
___	___	Doom	[Fear, Mind-Affecting]	Ne	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffers -2 to hit, dmg, checks, saves	PHB225
___	___	Endure Elements		Ab	VS	1 act	Touch	24 hrs	-	Y	Exist comfortably in hot or cold environm.	PHB226
___	___	Entropic Shield		Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Ranged attacks against you miss 20%	PHB227
___	___	Hide from Undead		Ab	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Undead can't perceive one subject/level	PHB241
___	___	Inflict Light Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 1d8 damage +1/lev (max +5)	PHB244
___	___	Magic Stone		Tr	VSD	1 act	Touch	30 min	Will n.	Y	5 stones gain +1 to hit and do 1d6+1 damage	PHB251
___	___	Magic Weapon		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
___	___	Obscuring Mist		Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
___	___	Protection from Chaos	[Lawful]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
___	___	Protection from Evil	[Good]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
___	___	Protection from Good	[Evil]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
___	___	Protection from Law	[Chaotic]	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
___	___	Sanctuary		Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack	PHB274
___	___	Shield of Faith		Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus	PHB278
___	___	Summon Monster I		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level extraplanar creature	PHB285

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CLERIC SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	Aid	[Mind-Affecting]	En	VSD	1 act	Touch	1 min/lev	-	Y	+1 to hit and save vs. fear. +1d8 temp. hp +1/lev	PH8196
___	Align Weapon		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon becomes good, evil, lawful or chaotic	PH8197
___	Augury		Di	VSMF	1 min	Personal	Instantaneous	-	N	Learn whether an action will be good or bad	PH8202
___	Bear's Endurance		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PH8203
___	Bull's Strength		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PH8207
___	Calm Emotions	[Mind-Affecting]	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects	PH8207
___	Consecrate	[Good]	Ev	VSM	1 act	Close	2 hours/lev	-	N	Fills area with positive energy, weakens undead	PH8212
___	Cure Moderate Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PH8216
___	Darkness	[Darkness]	Ev	VMD	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PH8216
___	Death Knell	[Death, Evil]	Ne	VS	1 act	Touch	10 min/HD	Will n.	Y	Kills 1 creature, gain 1d8 hp. +2 Str and 1 level	PH8217
___	Delay Poison	[Healing]	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PH8217
___	Desecrate	[Evil]	Ev	VSM	1 act	Close	2 hours/lev	-	Y	Fills area with neg. energy, strength, undead	PH8218
___	Eagle's Splendor		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PH8225
___	Enthrall	[Language-Dep., Mind-Affecting, Sonic]	En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range	PH8227
___	Find Traps		Di	VS	1 act	Personal	1 min/lev	-	N	Notice traps as a rogue does	PH8230
___	Gentle Repose		Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PH8235
___	Hold Person	[Mind-Affecting]	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/level	PH8241
___	Inflict Moderate Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 2d8 damage +1/lev (max +10)	PH8244
___	Make Whole		Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Repairs an object	PH8252
___	Owl's Wisdom		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PH8259
___	Remove Paralysis	[Healing]	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow	PH8271
___	Resist Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from energy type	PH8272
___	Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PH8272
___	Shatter	[Sonic]	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Vibrations damage objects/crystalline creat.	PH8278
___	Shield Other		Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage	PH8278
___	Silence		Il	VS	1 act	Long	1 min/lev (D)	Special	Sp	Negates sound in 15-ft radius	PH8279
___	Sound Burst	[Sonic]	Ev	VSD	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun	PH8281
___	Spiritual Weapon	[Force]	Ev	VSD	1 act	Medium	1 round/lev (D)	-	Y	Magic weapon attacks on its own	PH8285
___	Status		Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Monitors condition and position of allies	PH8284
___	Summon Monster II		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature (1 2nd or 1d5 1st)	PH8286
___	Undetectable Alignment		Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs	PH8297
___	Zone of Truth	[Mind-Affecting]	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PH8305

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3RD-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	Animate Dead	[Evil]	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies	PH8198
___	Bestow Curse		Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 to rolls, or 50% lose act.	PH8203
___	Blindness/Deafness		Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PH8206
___	Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PH8215
___	Continual Flame	[Light]	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent heatless torch	PH8215
___	Create Food and Water		Co	VS	10 min	Close	24 hrs	-	N	Feeds 5 humans or 1 horse/level	PH8215
___	Cure Serious Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev (max +15)	PH8216
___	Daylight	[Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PH8216
___	Deeper Darkness	[Darkness]	Ev	VD	1 act	Touch	1 day/lev (D)	-	N	Object sheds shadow in 60-ft radius	PH8217
___	Dispell Magic		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects	PH8223
___	Glyph of Warding		Ab	VSM	10 min	Touch	Until disch.	Special	Sp	Inscription harms those who pass it	PH8236
___	Helping Hand		Ev	VSD	1 act	5 miles	1 hour/lev	-	N	Ghostly hand leads subject to you	PH8239
___	Inflict Serious Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 5d8 damage +1/lev (max +15)	PH8244
___	Invisibility Purge		Ev	VS	1 act	Personal	1 min/lev (D)	-	N	Dispels invisibility within 5 ft/level	PH8245
___	Locate Object		Di	VSD	1 act	Long	1 min/lev	-	N	Senses direction towards object	PH8249
___	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
___	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
___	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
___	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
___	Magic Vestment		Tr	VSD	1 act	Touch	1 hour/lev	Will n.	Y	Armor or shield gains +1/4 levels	PH8251
___	Meld into Stone	[Earth]	Tr	VSD	1 act	Personal	10 min/lev	-	N	You and your gear merge with stone	PH8252
___	Obscure Object		Ab	VSD	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PH8258
___	Prayer	[Mind-Affecting]	En	VSD	1 act	40 ft	1 round/lev	-	Y	Allies gain +1 on most rolls, enemies -1	PH8264
___	Protection from Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 points/lev damage from energy	PH8266
___	Remove Blindness/Deafness	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PH8270
___	Remove Curse		Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PH8270
___	Remove Disease	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PH8271
___	Searing Light		Ev	VS	1 act	Medium	Instantaneous	-	Y	Ray deals 1d8/2 lev, more if undead	PH8275
___	Speak with Dead	[Language-Dependent]	Ne	VSD	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels	PH8281
___	Stone Shape	[Earth]	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PH8284
___	Summon Monster III		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 3rd, 1d5 2nd or 1d4+1 1st)	PH8286
___	Water Breathing		Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subjects can breathe underwater	PH8300
___	Water Walk	[Water]	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid	PH8300
___	Wind Wall	[Air]	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures and gases	PH8302

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CLERIC SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

4TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	Air Walk	[Air]	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Subject treads on air as if solid (45 deg. climb)	PHB196
___	Control Water	[Water]	Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PHB214
___	Cure Critical Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
___	Death Ward		Ne	VSD	1 act	Touch	1 min/lev	-	Y	Grants immunity to death spells and effects	PHB217
___	Dimensional Anchor		Ab	VS	1 act	Medium	1 min/lev	-	Y	Bans extradimensional movement	PHB221
___	Discern Lies		Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehood	PHB221
___	Dismissal		Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB222
___	Divination		Di	VSM	10 min	Personal	Instantaneous	-	N	Provides advice for specific proposed actions	PHB224
___	Divine Power		Ev	VSD	1 act	Personal	1 round/lev	-	N	You gain attack bonus, +6 Str and 1 hp/level	PHB224
___	Freedom of Movement		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB235
___	Giant Vermin		Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin	PHB235
___	Imbue with Spell Ability		Ev	VSD	10 min	Touch	Until disch. (D)	Will n.	Y	Transfers spells to subject	PHB245
___	Inflict Critical Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 4d8 damage +1/lev (max +20)	PHB244
___	Magic Weapon, Greater		Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 lev (max +5)	PHB251
___	Neutralize Poison	[Healing]	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
___	Planar Ally, Lesser		Co	VSDX	10 min	Close	Instantaneous	-	N	Exchange services with 6-HD extraplanar	PHB261
___	Poison		Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min.	PHB262
___	Repel Vermin		Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
___	Restoration	[Healing]	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains	PHB272
___	Sending		Ev	VSD	10 min	Special	1 round	-	N	Instantly delivers short messages anywhere	PHB275
___	Spell Immunity		Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject is immune to 1 spell/4 levels	PHB282
___	Summon Monster IV		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d5 3rd or 1d4+1 2nd)	PHB286
___	Tongues		Di	VD	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB294

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5TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	Atonement		Ab	VSMFDX	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
___	Command, Greater	[Land-Dep., Mind-Aff]	En	V	1 act	Close	1 round/lev	Will n.	Y	One subject/lev obeys command for 1 round	PHB211
___	Commune		Co	VSMFDX	10 min	Personal	1 round/lev	-	N	Deity answers one yes-or-no question/level	PHB211
___	Cure Light Wounds, Mass	[Healing]	Di	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/lev for many creatures	PHB216
___	Dispel Chaos	[Lawful]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by chaotic creatures	PHB222
___	Dispel Evil	[Good]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by evil creatures	PHB222
___	Dispel Good	[Evil]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by good creatures	PHB222
___	Dispel Law	[Chaotic]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by lawful creatures	PHB225
___	Disrupting Weapon		Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Melee weapon destroys undead	PHB225
___	Flame Strike	[Fire]	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level)	PHB251
___	Hallow	[Good]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as holy	PHB258
___	Inflict Light Wounds, Mass		Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 1d8 damage +1/lev to many creatures	PHB244
___	Insect Plague		Co	VSD	1 round	Long	1 min/lev	-	N	Locust swarms attack creatures	PHB244
___	Mark of Justice		Ne	VSD	10 min	Touch	Permanent	-	Y	Designate action that will trigger curse on subj.	PHB252
___	Plane Shift		Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB262
___	Raise Dead	[Healing]	Co	VSM	1 min	Touch	Instantaneous	-	Y	Restores life to subject dead up to 1 day/level	PHB268
___	Righteous Might		Tr	VSD	1 act	Personal	1 round/lev (D)	-	N	Your size increases, and you gain bonuses	PHB273
___	Scrying		Di	VSD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB274
___	Slay Living	[Death]	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	Touch attack kills subject	PHB280
___	Spell Resistance		Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +12 +1/level Spell Resistance	PHB282
___	Summon Monster V		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 1d5 4th or 1d4+1 3rd)	PHB286
___	Symbol of Pain	[Evil]	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain	PHB290
___	Symbol of Sleep	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts creatures into slumber	PHB291
___	True Seeing		Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB296
___	Unhallow	[Evil]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy	PHB297
___	Wall of Stone	[Earth]	Co	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB299

Dom.
Dom.

CLERIC SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

6TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	___	Animate Objects	Tr.	VS	1 act	Medium	1 round/lev	-	N	Objects attack your foes	PH8199
___	___	Antilife Shell	Ab.	VSD	1 round	10 ft	10 min/lev (D)	-	Y	10-ft field hedges out living creatures	PH8199
___	___	Banishment	Ab.	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PH8205
___	___	Bear's Endurance, Mass	Tr.	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Con	PH8205
___	___	Blade Barrier	Ev.	VS	1 act	Medium	1 min/lev (D)	Special	Y	Wall of blades deal 1d6 damage/level	PH8205
___	___	Bull's Strength, Mass	Tr.	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Str	PH8207
___	___	Create Undead	Ne	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies or mohrgs	PH8215
___	___	Cure Moderate Wounds, Mass	Co.	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures	PH8216
___	___	Dispels Magic, Greater	Ab.	VS	1 act	Medium	Instantaneous	-	N	Dispels magical effects, +20 on check	PH8223
___	___	Eagle's Splendor, Mass	Tr.	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Cha	PH8225
___	___	Find the Path	Di.	VSF	3 rds	Touch	10 min/lev	-/Will n.	Y	Shows most direct way to a location	PH8250
___	___	Forbiddance	Ab.	VSM	6 rds	Medium	Permanent	Special	Y	Blocks planar travel, damages diff. alignments	PH8252
___	___	Geas/Quest	En.	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PH8254
___	___	Glyph of Warding, Greater	Ab.	VSM	10 min	Touch	Unti disch. (D)	Special	Sp.	As glyph of warding, up to 10d8 dmg/6th lev	PH8257
___	___	Harm	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Deals 10 points/lev damage to target	PH8259
___	___	Heal	Co.	VS	1 act	Touch	Instantaneous	Will n.	Y	Cures 10 points/lev of damage and conditions	PH8259
___	___	Heroes' Feast	Co.	VSD	10 min	Close	1 hour +12 hrs	-	N	Food for 1 creat./lev cures and gives bonuses	PH8240
___	___	Inflict Moderate Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 2d8 damage +1/lev to many creatures	PH8244
___	___	Owl's Wisdom, Mass	Tr.	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Wis	PH8259
___	___	Planar Ally	Co.	VSDX	10 min	Close	Instantaneous	-	N	Exchange service with a 16 HD extraplanar	PH8261
___	___	Summon Monster VI	Co.	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d5 5th or 1d4+1 4th)	PH8267
___	___	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
___	___	Undeath to Death	Ne	VSD	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead	PH8297
___	___	Wind Walk	Tr.	VSD	1 act	Touch	1 hour/lev (D)	-/Will n.	Sp.	You and allies turn vaporous and travel fast	PH8302
___	___	Word of Recall	Co.	V	1 act	Unlimit.	Instantaneous	-/Will n.	Sp.	Teleports you back to designated place	PH8305

Dom.
Dom.

7TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	___	Blasphemy	Ev.	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/paralyze/weaken/daze nonevil subjects	PH8205
___	___	Control Weather	Tr.	VS	10 min	2 miles	4d12 hours	-	N	Changes weather in local area	PH8214
___	___	Cure Serious Wounds, Mass	Co.	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev for many creatures	PH8216
___	___	Destruction	Ne	VSF	1 act	Close	Instantaneous	For part.	Y	Kills subject and destroys remains	PH8218
___	___	Dictum	Ev.	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/paralyze/slow/deafen nonlawful subjects	PH8220
___	___	Ethereal Jaunt	Tr.	VS	1 act	Personal	1 round/lev (D)	-	N	You become ethereal for 1 round/lev	PH8227
___	___	Holy Word	Ev.	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/paralyze/blind/deafen nongood subjects	PH8242
___	___	Inflict Serious Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 5d8 damage +1/lev to many creatures	PH8244
___	___	Refuge	Co.	VSM	1 act	Touch	Until discharg.	-	N	Alters item to transport its possessor to you	PH8269
___	___	Regenerate	Co.	VSD	3 rds	Touch	Instantaneous	For n.	Y	Severed limbs grow back, cures 4d8 dmg +1/lev	PH8270
___	___	Repulsion	Ab.	VSD	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PH8271
___	___	Restoration, Greater	Co.	VSD	10 min	Touch	Instantaneous	Will n.	Y	Restores all levels and drained ability scores	PH8272
___	___	Resurrection	Co.	VSM	10 min	Touch	Instantaneous	-	Y	Fully restores dead subjects	PH8272
___	___	Scrying, Greater	Di.	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer	PH8275
___	___	Summon Monster VII	Co.	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 7th, 1d5 6th or 1d4+1 5th)	PH8287
___	___	Symbol of Stunning	En.	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune stuns nearby creatures	PH8291
___	___	Symbol of Weakness	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune weakens nearby creatures	PH8291
___	___	Word of Chaos	Ev.	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/confuse/stun/deafen nonchaotic subjects	PH8305

Dom.
Dom.

CLERIC SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

8TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Antimagic Field	Ab	VSD	1 act	10 ft	10 min/lev	-	Sp.	Negates magic within 10 ft	PH8200
Cloak of Chaos	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. lawful spells	PH8210
Create Greater Undead	Ne	VSM	1 hour	Close	Instantaneous	-	N	Create shadows, wraiths, spectres, devourers	PH8215
Cure Critical Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev for many creatures	PH8215
Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	-	Y	Blocks teleportation and planar travel	PH8221
Discern Location	Di	VSD	10 min	Unlimit.	Instantaneous	-	N	Reveals exact location of creature or object	PH8222
Earthquake	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius	PH8225
Fire Storm	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 fire damage/level	PH8231
Holy Aura	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. evil spells	PH8241
Inflict Critical Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 4d8 damage +1/lev to many creatures	PH8244
Planar Ally, Greater	Co	VSDX	10 min	Close	Instantaneous	-	N	Exchange services with 18 HD extraplanar	PH8261
Shield of Law	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resist. and SR 25 vs. chaotic spells	PH8278
Spell Immunity, Greater	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	As <i>spell immunity</i> , up to 8th lev	PH8282
Summon Monster VIII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (18th, 1d5 7th or 1d4+1 6th)	PH8287
Symbol of Death	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures	PH8289
Symbol of Insanity	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders nearby creat. insane	PH8290
Unholy Aura	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. good spells	PH8297

Dom.
Dom.

9TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Astral Projection	Ne	VSM	30 min	Touch	Special	-	Y	Projects you and companion to Astral Plane	PH8201
Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels	PH8226
Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	-	Y	Travel to Ethereal Plane with companions	PH8228
Gate	Co	VSDX	1 act	Medium	Special	-	N	Connects two planes for travel or summon	PH8254
Heal, Mass	Di	VS	1 act	Close	Instantaneous	Will n.	Y	As <i>heal</i> , but with several subjects	PH8259
Implosion	Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y	Kills one creature/round	PH8245
Miracle	Ev	VSDX	1 act	Special	Special	Special	Y	Request a deity's intercession	PH8254
Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent <i>resurrection</i>	PH8281
Storm of Vengeance	Co	VS	1 round	Long	Up to 10 r. (D)	Special	Y	Storm rains acid, lightning, and hail	PH8285
Summon Monster IX	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (19th, 1d5 8th or 1d4+1 7th)	PH8288
True Resurrection	Co	VSDM	10 min	Touch	Instantaneous	-	Y	Fully restores dead subject, without remains	PH8296

Dom.
Dom.

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

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

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Call Lightning	[Electricity]	Ev	VS	1 round	Medium	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (3d6 per bolt)	PH8207
Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PH8215
Cure Moderate Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PH8216
Daylight	[Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PH8216
Diminish Plants		Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of plants	PH8221
Dominate Animal	[Mind-Affecting]	En	VS	1 round	Close	1 round/lev	Will n.	Y	Subject animal obeys silent mental commands	PH8224
Magic Fang, Greater		Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	Natural weap. +1 to hit/dmg per 3 lev (max +5)	PH8250
Meld into Stone	[Earth]	Tr	VSD	1 act	Personal	10 min/lev	-	N	You and your gear merge with stone	PH8252
Neutralize Poison		Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PH8257
Plant Growth		Tr	VSD	1 act	Special	Instantaneous	-	N	Grows vegetation and improves crops	PH8262
Poison		Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min	PH8262
Protection from Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/level from one energy	PH8266
Quench		Tr	VSD	1 act	Medium	Instantaneous	-/Will n.	Sp.	Extinguish nonmagical fires or 1 magic item	PH8267
Remove Disease		Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PH8271
Sleet Storm	[Cold]	Co	VSD	1 act	Long	1 round/lev	-	N	Hampers vision and movement	PH8280
Snare		Tr	VSD	3 rds	Touch	Until triggered	-	N	Creates a magical booby trap	PH8280
Speak with Plants		Di	VS	1 act	Personal	1 min/lev	-	N	Talk to normal plants and plant creatures	PH8282
Spike Growth		Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d4 damage and may be slowed	PH8285
Stone Shape	[Earth]	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PH8284
Summon Nature's Ally III		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 3rd/1d3 2nd/1d4+1 1st)	PH8288
Water Breathing		Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PH8300
Wind Wall	[Air]	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, gases	PH8302

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

4TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

---	Air Walk	[Air]	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Subject treads on air as if solid (45-deg. climb)	PH8196
---	Antiplant Shell		Ab	VSD	1 act	10 ft	10 min/lev (D)	-	Y	Keeps animated plants at bay	PH8200
---	Blight		Ne	VSD	1 act	Touch	Instantaneous	For 1/2	Y	Deals 1d6/lev to plant creature, or withers	PH8206
---	Command Plants		Tr	V	1 act	Close	1 day/lev	Will n.	Y	Sways the actions of one or more plant creat.	PH8211
---	Control Water	[Water]	Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PH8214
---	Cure Serious Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev (max +15)	PH8216
---	Dispel Magic		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects	PH8223
---	Flame Strike	[Fire]	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level)	PH8231
---	Freedom of Movement		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PH8233
---	Giant Vermin		Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin	PH8235
---	Ice Storm	[Cold]	Ev	VSD	1 act	Long	1 round	-	Y	Hail deals 5d6 damage in cylinder 40 ft across	PH8243
---	Reincarnate		Tr	VSM	10 min	Touch	Instantaneous	-	Y	Brings dead subject back in a random body	PH8270
---	Repel Vermin		Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PH8271
---	Rusting Grasp		Tr	VSD	1 act	Touch	Special	-	N	Your touch corrodes iron and alloys	PH8273
---	Scrying		Di	VSD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PH8274
---	Spike Stones	[Earth]	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d8 damage and may be slowed	PH8285
---	Summon Nature's Ally IV		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 4th/1d5 3rd/1d4+1 2nd)	PH8288

5TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

---	Animal Growth		Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 levels doubles in size	PH8198
---	Atonement		Ab	VSM	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject	PH8201
---	Awaken		Tr	VSD	1 day	Touch	Instantaneous	Will n.	Y	Animal or tree gains human intellect	PH8202
---	Baleful Polymorph		Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PH8202
---	Call Lightning Storm	[Electricity]	Ev	VS	1 round	Long	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (5d6 per bolt)	PH8207
---	Commune with Nature		Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/level	PH8211
---	Control Winds	[Air]	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed	PH8214
---	Cure Critical Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PH8215
---	Death Ward		Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PH8217
---	Hallow	[Good]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp	Designates location as holy	PH8238
---	Insect Plague		Co	VSD	1 round	Long	1 min/lev	-	N	Locust swarms attack creatures	PH8244
---	Stoneskin		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PH8284
---	Summon Nature's Ally V		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 5th/1d5 4th/1d4+1 3rd)	PH8289
---	Transmute Mud to Rock	[Earth]	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PH8295
---	Transmute Rock to Mud	[Earth]	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PH8295
---	Tree Stride		Co	VSD	1 act	Personal	1 hour/lev	-	N	Step from one tree to another far away	PH8296
---	Unhallow	[Evil]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp	Designates location as unholy	PH8297
---	Wall of Fire	[Fire]	Ev	VSD	1 act	Medium	Conc. +1 r/lev	-	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	PH8298
---	Wall of Thorns		Co	VS	1 act	Medium	10 min/lev (D)	-	N	Thorns damage who tries to pass	PH8300

6TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

---	Antilife Shell		Ab	VSD	1 round	10 ft	10 min/lev (D)	-	Y	10-ft field hedges out living creatures	PH8199
---	Bear's Endurance, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Con	PH8205
---	Bull's Strength, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Str	PH8207
---	Cat's Grace, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Dex	PH8208
---	Cure Light Wounds, Mass		Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/lev for many creatures	PH8216
---	Dispel Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magic effects, +20 on check	PH8223
---	Find the Path		Di	VSD	3 rds	Touch	10 min/lev	-/Will n.	Sp	Shows most direct way to a location	PH8230
---	Fire Seeds	[Fire]	Co	VSM	1 act	Touch	10 min/lev	-/Ref 1/2	N	Acorns and berries become grenades	PH8230
---	Ironwood		Tr	VSM	1 min/lb	0 ft	1 day/lev (D)	-	N	Magic wood is strong as steel	PH8246
---	Liveoak		Tr	VS	10 min	Touch	1 day/lev (D)	-	N	Oak becomes treant guardian	PH8248
---	Move Earth	[Earth]	Tr	VSM	Special	Long	Instantaneous	-	N	Digs trenches and builds hills	PH8257
---	Owl's Wisdom, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Wis	PH8259
---	Repel Wood		Tr	VS	1 act	60 ft	1 min/lev (D)	-	N	Pushes away wooden objects	PH8271
---	Spellstaff		Tr	VSD	10 min	Touch	Until discharg.	Will n.	Y	Stores one spell in wooden quarterstaff	PH8282
---	Stone Tell		Di	VSD	10 min	Personal	1 min/lev	-	N	Talk to natural or worked stone	PH8284
---	Summon Nature's Ally VI		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 6th/1d5 5th/1d4+1 4th)	PH8289
---	Transport via Plants		Tr	VS	1 act	Unlimit.	1 round	-	N	Move from one plant to another	PH8295
---	Wall of Stone	[Earth]	Co	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PH8299

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

7TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

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

8TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

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

9TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

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

PALADIN SPELLS

PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

4TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Save DC: ___

PREP.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
___	___	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 <i>[Lawful]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp	+4 bonus against attacks by chaotic creatures	PHB222
___	___	Dispel Evil <i>[Good]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp	+4 bonus against attacks by evil creatures	PHB222
___	___	Holy Sword <i>[Good]</i>	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
___	___	_____	___	___	___	___	___	___	___	_____	_____
___	___	_____	___	___	___	___	___	___	___	_____	_____
___	___	_____	___	___	___	___	___	___	___	_____	_____
___	___	_____	___	___	___	___	___	___	___	_____	_____
___	___	_____	___	___	___	___	___	___	___	_____	_____

RANGER POWERS

Casting Level: Lev/2

Wild Empathy: Lev + CHA + =

Combat Style: Archery
 Two-Weapon Combat

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

FAVORED ENEMIES

 Bonus: + _____

 Bonus: + _____

 Bonus: + _____

 Bonus: + _____

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

RANGER SPELLS

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

1st-LEVEL SPELLS

Spells: + = Save DC:

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

2nd-LEVEL SPELLS

Spells: + = Save DC:

Barkskin	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher to natural armor	PHB205
Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205
Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
Hold Animal	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 dmg/lev from one kind of energy	PHB266
Snare	Tr	VSD	3 rds	Touch	Until triggered	-	N	Creates a magical booby trap	PHB280
Speak with Plants	Di	VS	1 act	Personal	1 min/lev	-	N	You can talk to plants and plant creatures	PHB282
Spike Growth	Tr	VSD	1 act	Medium	1 hours/lev (D)	Ref part.	Y	Creatures in area take 1d4 damage, slow	PHB285
Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB288
Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PHB302

3rd-LEVEL SPELLS

Spells: + = Save DC:

Command Plants	Tr	V	1 act	Close	1 day/lev	Will n.	Y	Sway the actions of 1 or more plant creatures	PHB211
Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1 per level (max +10)	PHB216
Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PHB216
Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of norm. plants	PHB221
Magic Fang, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	1 nat. weapon +1 to hit/dmg per 3 lev (max +5)	PHB250
Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
Plant Growth	Tr	VSD	1 act	Special	Instantaneous	-	N	Grows vegetation and improves crops	PHB262
Reduce Animal	Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PHB269
Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 3rd/1d3 2nd/1d4+1 1st)	PHB288
Tree Shape	Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PHB296
Water Walk	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid	PHB300

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: ___ □□□□

Table listing 4th-level spells with columns for spell name, school, component, cast time, range, duration, save, SR, and effect. Includes spells like Animate Dead, Arcane Eye, Bestow Curse, Charm Monster, Confusion, Contagion, Crushing Despair, Detect Scrying, Dimension Door, Dimensional Anchor, Enervation, Enlarge Person, Mass, Evard's Black Tentacles, Fear, Fire Shield, Fire Trap, Geas, Lesser, Globe of Invulnerability, Lesser, Hallucinatory Terrain, Ice Storm, Illusory Wall, Invisibility, Greater, Leomund's Secure Shelter, Locate Creature, Minor Creation, Otiluke's Resilient Sphere, Phantasmal Killer, Polymorph, Rainbow Pattern, Rary's Mnemonic Enhancer, Reduce Person, Mass, Remove Curse, Scrying, Shadow Conjuration, Shout, Solid Fog, Stone Shape, Stoneskin, Summon Monster IV, Wall of Fire, and Wall of Ice.

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: ___ □□□

<input type="checkbox"/>	Acid Fog	[Acid]	Co	VSM	1 act	Medium	1 round/lev	-	N	Fog deals acid damage	PHB196
<input type="checkbox"/>	Analyze Dweomer		Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject	PHB197
<input type="checkbox"/>	Antimagical Field		Ab	VSM	1 act	10 ft	10 min/lev (D)	-	Sp	Negates magic within 10 ft	PHB200
<input type="checkbox"/>	Bear's Endurance, Mass		Tr	VS	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Con	PHB203
<input type="checkbox"/>	Bigby's Forceful Hand	[Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand pushes creatures away	PHB204
<input type="checkbox"/>	Bull's Strength, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Str	PHB207
<input type="checkbox"/>	Cat's Grace, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Dex	PHB208
<input type="checkbox"/>	Chain Lightning	[Electricity]	Ev	VSF	1 act	Long	Instantaneous	Ref 1/2	Y	1d6 dmg/lev, secondary bolts half damage	PHB208
<input type="checkbox"/>	Circle of Death	[Death]	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD of creatures per level	PHB209
<input type="checkbox"/>	Contingency		Ev	VSMF	10 min	Personal	1 day/lev (D)	-	N	Sets trigger condition for another spell	PHB215
<input type="checkbox"/>	Control Water	[Water]	Tr	VSM	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PHB214
<input type="checkbox"/>	Create Undead	[Evil]	Ne	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies, mohrgs	PHB215
<input type="checkbox"/>	Disintegrate		Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Makes one creature or object vanish	PHB222
<input type="checkbox"/>	Dispel Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects, +20 on check	PHB225
<input type="checkbox"/>	Eagle's Splendor, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Cha	PHB225
<input type="checkbox"/>	Eyebite	[Evil]	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PHB228
<input type="checkbox"/>	Flesh to Stone		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue	PHB232
<input type="checkbox"/>	Fox's Cunning, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Int	PHB233
<input type="checkbox"/>	Geas/Quest	[Lang.-Dep., Mind-Affecting]	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PHB234
<input type="checkbox"/>	Globe of Invulnerability		Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 4th-level spell effects	PHB236
<input type="checkbox"/>	Guards and Wards		Ab	VSMF	30 min	Special	2 hours/lev	Special	Sp	Array of magic effects protects area	PHB237
<input type="checkbox"/>	Heroism, Greater	[Mind-Affecting]	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+4 to attack, saves, skills, temporary hp	PHB240
<input type="checkbox"/>	Legend Lore		Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB246
<input type="checkbox"/>	Mislead		Il	S	1 act	Close	Special	-/Will dis.	N	Turns you invisible and creates illusory double	PHB255
<input type="checkbox"/>	Mordenkainen's Lucubration	[Wizard]	Tr	VS	1 act	Personal	Instantaneous	-	N	Recalls spell of 5th level or lower	PHB256
<input type="checkbox"/>	Move Earth	[Earth]	Tr	VSM	Special	Long	Instantaneous	-	N	Dig trenches and build hills	PHB257
<input type="checkbox"/>	Otiluke's Freezing Sphere	[Cold]	Ev	VSF	1 act	Long	Special	Ref 1/2	Y	Freezes water or deals cold damage	PHB258
<input type="checkbox"/>	Owl's Wisdom, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Wis	PHB259
<input type="checkbox"/>	Permanent Image		Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PHB260
<input type="checkbox"/>	Planar Binding		Co	VS	10 min	Close	Instantaneous	Will n.	Sp	Extraplanar up to 12 HD must perform a task	PHB261
<input type="checkbox"/>	Programmed Image		Il	VSF	1 act	Long	Special	Will dis.	N	Creates full illusion triggered by event	PHB265
<input type="checkbox"/>	Repulsion		Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB271
<input type="checkbox"/>	Shadow Walk		Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PHB277
<input type="checkbox"/>	Stone to Flesh		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature	PHB285
<input type="checkbox"/>	Suggestion, Mass	[Lang.-Dep., Mind-Aff.]	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels one subject/lev to course of action	PHB285
<input type="checkbox"/>	Summon Monster VI		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d5 5th or 1d4+1 4th)	PHB287
<input type="checkbox"/>	Symbol of Fear	[Fear, Mind-Affecting]	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PHB290
<input type="checkbox"/>	Symbol of Persuasion	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PHB290
<input type="checkbox"/>	Tenser's Transformation		Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain combat bonuses	PHB294
<input type="checkbox"/>	True Seeing		Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB296
<input type="checkbox"/>	Undeath to Death		Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20d4) undead	PHB297
<input type="checkbox"/>	Veil		Il	VS	1 act	Long	Conc. + 1 hr/l.	Will n.	Y	Changes appearance of group of creatures	PHB298
<input type="checkbox"/>	Wall of Iron		Co	VSF	1 act	Medium	Instantaneous	Special	N	30 hp/4 lev, can topple onto foes	PHB299

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
7TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□									
<input type="checkbox"/>	Arcane Sight, Greater	Di	VS	1 act	Personal	1 min/lev (D)	-	N	Magical auras and effects become visible PH8201
<input type="checkbox"/>	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures PH8205
<input type="checkbox"/>	Bigby's Grasping Hand <i>[Force]</i>	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes, or grapples PH8204
<input type="checkbox"/>	Control Undead	Ne	VSM	1 act	Close	1 min/lev	Will n.	Y	Undead don't attack you while under effect PH8214
<input type="checkbox"/>	Control Weather	Tr	VS	10 min	2 miles	4d12 hours	-	N	Changes weather in local area PH8214
<input type="checkbox"/>	Delayed Blast Fireball <i>[Fire]</i>	Ev	VSM	1 act	Long	Up to 5 rounds	Ref 1/2	Y	1d6 damage/lev, delay up to 5 rounds PH8217
<input type="checkbox"/>	Drawmij's Instant Summons	Co	VSM	1 act	Special	Until discharg.	-	N	Prepared object appears in your hand PH8225
<input type="checkbox"/>	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You become ethereal for 1 round/lev PH8227
<input type="checkbox"/>	Finger of Death <i>[Death]</i>	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject PH8230
<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 PH8235
<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 PH8241
<input type="checkbox"/>	Insanity <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject suffers continuous confusion PH8244
<input type="checkbox"/>	Invisibility, Mass	Il	VSM	1 act	Long	1 min/lev (D)	Will n.	Y	All subjects in range invisible until they attack PH8245
<input type="checkbox"/>	Limited Wish	Un	VSX	1 act	Special	Special	-	Y	Alters reality within spell limits PH8248
<input type="checkbox"/>	Mordenkainen's Magnificent Mansion	Co	VSF	1 act	Close	2 hours/lev (D)	-	N	Door leads to extradimensional mansion PH8256
<input type="checkbox"/>	Mordenkainen's Sword <i>[Force]</i>	Ev	VSF	1 act	Close	1 round/lev (D)	-	Y	Floating magic blade strikes opponents PH8256
<input type="checkbox"/>	Phase Door	Co	V	1 act	0 ft	1 usage/2 lev	-	N	Invisible passage through wood or stone PH8261
<input type="checkbox"/>	Plane Shift	Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane PH8262
<input type="checkbox"/>	Power Word Blind <i>[Mind-Affecting]</i>	En	V	1 act	Close	Special	-	Y	Blinds creature with 200 hp or less PH8265
<input type="checkbox"/>	Prismatic Spray	Ev	VS	1 act	60 ft	Instantaneous	Special	Y	Rays hit subjects with variety of effects PH8264
<input type="checkbox"/>	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	Y	Illusory double can talk and cast spells PH8265
<input type="checkbox"/>	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	-	N	Objects and creatures fall upwards PH8275
<input type="checkbox"/>	Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer PH8275
<input type="checkbox"/>	Sequester	Ab	VSM	1 act	Touch	1 day/lev (D)	-/Will n.	Sp.	Subject is invisible to sight and scrying PH8276
<input type="checkbox"/>	Shadow Conjuration, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 6th level, 60% real PH8276
<input type="checkbox"/>	Simulacrum	Il	VSMX	12 hrs	0 ft	Instantaneous	-	N	Creates partially real double of a creature PH8279
<input type="checkbox"/>	Spell Turning	Ab	VSM	1 act	Personal	10 min/lev	-	N	Reflects 1d4+6 spell levels back at caster PH8282
<input type="checkbox"/>	Statue	Tr	VSM	1 round	Touch	1 hour/lev (D)	Will n.	Y	Subject can become a statue at will PH8284
<input type="checkbox"/>	Summon Monster VII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (17th, 1d5 6th or 1d4+1 5th) PH8287
<input type="checkbox"/>	Symbol of Stunning <i>[Mind-Affecting]</i>	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune stuns nearby creatures PH8291
<input type="checkbox"/>	Symbol of Weakness	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune weakens nearby creatures PH8291
<input type="checkbox"/>	Teleport, Greater	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	As teleport, no range limit and always precise PH8295
<input type="checkbox"/>	Teleport Object	Co	V	1 act	Touch	Instantaneous	Will n.	Y	As teleport, but affects a touched object PH8295
<input type="checkbox"/>	Vision	Di	VSMX	1 act	Personal	Special	-	N	Learn tales about a person, place, or thing PH8298
<input type="checkbox"/>	Waves of Exhaustion	Ne	VS	1 act	60 ft	Instantaneous	-	Y	Several targets become exhausted PH8301

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

