

HEXCHMAN/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

COMBAT

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

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

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

HEXCHMAN/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

COMBAT

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

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

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

HEXCHMAN/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

COMBAT

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

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

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

HEXCHMAN/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

COMBAT

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

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

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

BARD SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
2ND-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□□□											
<input type="checkbox"/>		Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	Assume form of a similar creature	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"/>		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"/>		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 <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"/>		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 <i>[Language-Dep., Mind-Aff., Sonic]</i>	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	PH8235
<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 <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"/>		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"/>		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 <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"/>		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 15-ft radius	PH8279
<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 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 <i>[Air]</i>	Tr	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev	PH8301

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
3RD-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□□□											
<input type="checkbox"/>		Blink	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You randomly vanish and reappear	PH8206
<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	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 <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behave oddly for 1 round/lev	PH8212
<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	PH8215
<input type="checkbox"/>		Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev (max. +15)	PH8216
<input type="checkbox"/>		Daylight <i>[Light]</i>	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PH8216
<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	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 <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	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 <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	PH8235
<input type="checkbox"/>		Glibness	Tr	S	1 act	Personal	10 min/lev (D)	-	N	+50 to bluff, lies can escape discernment	PH8235
<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	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 <i>[Mind-Affecting]</i>	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 <i>[Force]</i>	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 <i>[Force]</i>	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 <i>[Teleportation]</i>	Co	V	1 act	Long	Instantaneous	-/Will n.	Sp	Teleports you short distance	PH8221
<input type="checkbox"/>		Dominate Person <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PH8224
<input type="checkbox"/>		Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PH8233
<input type="checkbox"/>		Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev (D)	Will dis.	N	Makes one type of terrain appear like another	PH8238
<input type="checkbox"/>		Hold Monster <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev	PH8241
<input type="checkbox"/>		Invisibility, Greater	Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks	PH8245
<input type="checkbox"/>		Legend Lore	Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PH8246
<input type="checkbox"/>		Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	-	N	Creates sturdy cottage	PH8247
<input type="checkbox"/>		Locate Creature	Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature	PH8249
<input type="checkbox"/>		Modify Memory <i>[Mind-Affecting]</i>	En	VS	1 round	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories	PH8255
<input type="checkbox"/>		Neutralize Poison	Co	VSM	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PH8257
<input type="checkbox"/>		Rainbow Pattern <i>[Mind-Affecting]</i>	Il	VSMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures	PH8268
<input type="checkbox"/>		Repel Vermin	Ab	VS	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects, spiders, and vermin stay 10 ft away	PH8271
<input type="checkbox"/>		Shadow Conjuration	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th lev., 20% real	PH8276
<input type="checkbox"/>		Shout <i>[Sonic]</i>	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage	PH8279
<input type="checkbox"/>		Speak with Plants	Di	VS	1 act	Personal	1 min/lev	-	N	You can talk to plants and plant creatures	PH8282
<input type="checkbox"/>		Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 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 <i>[Mind-Affecting]</i>	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 <i>[Mind-Affecting]</i>	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+4 to attack, saves, skills; temporary hit points	PH8240
<input type="checkbox"/>		Mind Fog <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Special	Will n.	Y	Subjects in fog get -10 Wis and Will checks	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 <i>[Mind-Affecting, Evil]</i>	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PH8257
<input type="checkbox"/>		Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PH8260
<input type="checkbox"/>		Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp	Changes appearance of 1 person/2 lev	PH8275
<input type="checkbox"/>		Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation below 5th lev. 20% real	PH8277
<input type="checkbox"/>		Shadow Walk	Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PH8277
<input type="checkbox"/>		Song of Discord <i>[Mind-Affecting, Sonic]</i>	En	VS	1 act	Medium	1 round/lev	Will n.	Y	Forces targets to attack each other	PH8281
<input type="checkbox"/>		Suggestion, Mass <i>[Lang.-Dep., Mind-Aff.]</i>	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels 1 subject/lev to a course of action	PH8285
<input type="checkbox"/>		Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 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 <i>[Mind-Affecting]</i>	En	V	1 act	Close	1 day/lev	Will n.	Y	Monsters in 30 ft believe they are friends	PH8209
<input type="checkbox"/>		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 <i>[Evil]</i>	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PH8228
<input type="checkbox"/>		Find the Path	Di	VSF	3 rds	Touch	10 min/lev	-/Will n.	Sp	Shows most direct way to a location	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 <i>[Lang.-Dep., Mind-Affecting]</i>	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 <i>[Mind-Aff.]</i>	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance	PH8259
<input type="checkbox"/>		Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PH8260
<input type="checkbox"/>		Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/lev	Will dis.	N	Creates full illusion triggered by event	PH8265
<input type="checkbox"/>		Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells	PH8265
<input type="checkbox"/>		Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer	PH8274
<input type="checkbox"/>		Shout, Greater <i>[Sonic]</i>	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 damage, stuns, damages objects	PH8279
<input type="checkbox"/>		Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th)	PH8287
<input type="checkbox"/>		Sympathetic Vibration <i>[Sonic]</i>	Ev	VSM	10 min	Touch	1 round/lev	-	Y	Deals 2d10 damage/round to a structure	PH8291
<input type="checkbox"/>		Veil	Il	VS	1 act	Long	Conc. +1 hr/lev	Will n.	Y	Changes appearance of group of creatures	PH8298

CLERIC POWERS

TURN/REBUKE UNDEAD

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

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 50-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

Dom.
 Dom.

CLERIC SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	Aid	<i>[Mind-Affecting]</i>	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	<i>[Mind-Affecting]</i>	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects	PH8207
___	Consecrate	<i>[Good]</i>	Ev	VSM	1 act	Close	2 hours/lev	-	N	Fills area with positive energy, weakens undead	PH8212
___	Cure Moderate Wounds	<i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PH8216
___	Darkness	<i>[Darkness]</i>	Ev	VMD	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PH8216
___	Death Knell	<i>[Death, Evil]</i>	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	<i>[Healing]</i>	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PH8217
___	Desecrate	<i>[Evil]</i>	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	<i>[Language-Dep., Mind-Affecting, Sonic]</i>	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	<i>[Mind-Affecting]</i>	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	<i>[Healing]</i>	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	<i>[Sonic]</i>	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	<i>[Sonic]</i>	Ev	VSD	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun	PH8281
___	Spiritual Weapon	<i>[Force]</i>	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	<i>[Mind-Affecting]</i>	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PH8303

Dom.
Dom.

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	Animate Dead	<i>[Evil]</i>	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	<i>[Evil]</i>	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PH8215
___	Continual Flame	<i>[Light]</i>	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	<i>[Healing]</i>	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev (max +15)	PH8216
___	Daylight	<i>[Light]</i>	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PH8216
___	Deeper Darkness	<i>[Darkness]</i>	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	<i>[Lawful]</i>	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	<i>[Good]</i>	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	<i>[Evil]</i>	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	<i>[Chaotic]</i>	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	<i>[Earth]</i>	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	<i>[Mind-Affecting]</i>	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	<i>[Healing]</i>	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	<i>[Healing]</i>	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	<i>[Language-Dependent]</i>	Ne	VSD	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels	PH8281
___	Stone Shape	<i>[Earth]</i>	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	<i>[Water]</i>	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid	PH8300
___	Wind Wall	<i>[Air]</i>	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures and gases	PH8302

Dom.
Dom.

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	Will n.	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

Dom.

Dom.

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	VSM	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	[Force]	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	[Evil]	Ne	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies or mohrgs	PH8215
___	___	Cure Moderate Wounds, Mass	[Healing]	Co.	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures	PH8216
___	___	Dispel 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	[Language-Dep., Mind-Affecting]	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	[Healing]	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 (16th, 1d5 5th or 1d4+1 4th)	PH8267	
___	___	Symbol of Fear	[Fear, Mind-Affecting]	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PH8290
___	___	Symbol of Persuasion	[Mind-Affecting]	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	[Air]	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	[Sonic, Evil]	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	[Healing]	Co.	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev for many creatures	PH8216
___	___	Destruction	[Death]	Ne	VSF	1 act	Close	Instantaneous	For part.	Y	Kills subject and destroys remains	PH8218
___	___	Dictum	[Sonic, Lawful]	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	[Sonic, Good]	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	[Healing]	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	[Healing]	Co.	VSD	10 min	Touch	Instantaneous	Will n.	Y	Restores all levels and drained ability scores	PH8272
___	___	Resurrection	[Healing]	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 (17th, 1d5 6th or 1d4+1 5th)	PH8287	
___	___	Symbol of Stunning	[Mind-Affecting]	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	[Sonic, Chaotic]	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	PHB200
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	PHB210
Create Greater Undead	Ne	VSM	1 hour	Close	Instantaneous	-	N	Create shadows, wraiths, spectres, devourers	PHB215
Cure Critical Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev for many creatures	PHB215
Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	-	Y	Blocks teleportation and planar travel	PHB221
Discern Location	Di	VSD	10 min	Unlimit.	Instantaneous	-	N	Reveals exact location of creature or object	PHB222
Earthquake	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius	PHB225
Fire Storm	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 fire damage/level	PHB231
Holy Aura	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. evil spells	PHB241
Inflict Critical Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 4d8 damage +1/lev to many creatures	PHB244
Planar Ally, Greater	Co	VSDX	10 min	Close	Instantaneous	-	N	Exchange services with 18 HD extraplanar	PHB261
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	PHB278
Spell Immunity, Greater	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	As <i>spell immunity</i> , up to 8th lev	PHB282
Summon Monster VIII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (18th, 1d5 7th or 1d4+1 6th)	PHB287
Symbol of Death	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures	PHB289
Symbol of Insanity	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders nearby creat. insane	PHB290
Unholy Aura	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. good spells	PHB297

Dom.
Dom.

9TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Astral Projection	Ne	VSM	30 min	Touch	Special	-	Y	Projects you and companion to Astral Plane	PHB201
Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels	PHB226
Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	-	Y	Travel to Ethereal Plane with companions	PHB228
Gate	Co	VSDX	1 act	Medium	Special	-	N	Connects two planes for travel or summon	PHB254
Heal, Mass	Di	VS	1 act	Close	Instantaneous	Will n.	Y	As <i>heal</i> , but with several subjects	PHB259
Implosion	Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y	Kills one creature/round	PHB245
Miracle	Ev	VSDX	1 act	Special	Special	Special	Y	Request a deity's intercession	PHB254
Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent <i>resurrection</i>	PHB281
Storm of Vengeance	Co	VS	1 round	Long	Up to 10 r. (D)	Special	Y	Storm rains acid, lightning, and hail	PHB285
Summon Monster IX	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (19th, 1d5 8th or 1d4+1 7th)	PHB288
True Resurrection	Co	VSDM	10 min	Touch	Instantaneous	-	Y	Fully restores dead subject, without remains	PHB296

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)	PHB196
___	Antiplant Shell		Ab	VSD	1 act	10 ft	10 min/lev (D)	-	Y	Keeps animated plants at bay	PHB200
___	Blight		Ne	VSD	1 act	Touch	Instantaneous	For 1/2	Y	Deals 1d6/lev to plant creature, or withers	PHB206
___	Command Plants		Tr	V	1 act	Close	1 day/lev	-	Y	Sways the actions of one or more plant creat.	PHB211
___	Control Water	[Water]	Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PHB214
___	Cure Serious Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev (max +15)	PHB216
___	Dispel Magic		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects	PHB225
___	Flame Strike	[Fire]	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level)	PHB231
___	Freedom of Movement		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB235
___	Giant Vermin		Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin	PHB235
___	Ice Storm	[Cold]	Ev	VSD	1 act	Long	1 round	-	Y	Hail deals 5d6 damage in cylinder 40 ft across	PHB243
___	Reincarnate		Tr	VSM	10 min	Touch	Instantaneous	-	Y	Brings dead subject back in a random body	PHB270
___	Repel Vermin		Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
___	Rusting Grasp		Tr	VSD	1 act	Touch	Special	-	N	Your touch corrodes iron and alloys	PHB275
___	Scrying		Di	VSD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB274
___	Spike Stones	[Earth]	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d8 damage and may be slowed	PHB285
___	Summon Nature's Ally IV		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 4th/1d5 3rd/1d4+1 2nd)	PHB288

5TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	Animal Growth		Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 levels doubles in size	PHB198
___	Atonement		Ab	VSM	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject	PHB201
___	Awaken		Tr	VSD	1 day	Touch	Instantaneous	Will n.	Y	Animal or tree gains human intellect	PHB202
___	Baleful Polymorph		Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PHB202
___	Call Lightning Storm	[Electricity]	Ev	VS	1 round	Long	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (5d6 per bolt)	PHB207
___	Commune with Nature		Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/level	PHB211
___	Control Winds	[Air]	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed	PHB214
___	Cure Critical Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
___	Death Ward		Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
___	Hallow	[Good]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp	Designates location as holy	PHB238
___	Insect Plague		Co	VSD	1 round	Long	1 min/lev	-	N	Locust swarms attack creatures	PHB244
___	Stoneskin		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PHB284
___	Summon Nature's Ally V		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 5th/1d5 4th/1d4+1 3rd)	PHB289
___	Transmute Mud to Rock	[Earth]	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB295
___	Transmute Rock to Mud	[Earth]	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB295
___	Tree Stride		Co	VSD	1 act	Personal	1 hour/lev	-	N	Step from one tree to another far away	PHB296
___	Unhallow	[Evil]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp	Designates location as unholy	PHB297
___	Wall of Fire	[Fire]	Ev	VSD	1 act	Medium	Conc. +1 r/lev	-	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	PHB298
___	Wall of Thorns		Co	VS	1 act	Medium	10 min/lev (D)	-	N	Thorns damage who tries to pass	PHB300

6TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

___	Antilife Shell		Ab	VSD	1 round	10 ft	10 min/lev (D)	-	Y	10-ft field hedges out living creatures	PHB199
___	Bear's Endurance, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Con	PHB205
___	Bull's Strength, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Str	PHB207
___	Cat's Grace, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Dex	PHB208
___	Cure Light Wounds, Mass		Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/lev for many creatures	PHB216
___	Dispel Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magic effects, +20 on check	PHB225
___	Find the Path		Di	VSD	3 rds	Touch	10 min/lev	-/Will n.	Sp	Shows most direct way to a location	PHB230
___	Fire Seeds	[Fire]	Co	VSM	1 act	Touch	10 min/lev	-/Ref 1/2	N	Acorns and berries become grenades	PHB230
___	Ironwood		Tr	VSM	1 min/lb	0 ft	1 day/lev (D)	-	N	Magic wood is strong as steel	PHB246
___	Liveoak		Tr	VS	10 min	Touch	1 day/lev (D)	-	N	Oak becomes treant guardian	PHB248
___	Move Earth	[Earth]	Tr	VSM	Special	Long	Instantaneous	-	N	Digs trenches and builds hills	PHB257
___	Owl's Wisdom, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Wis	PHB259
___	Repel Wood		Tr	VS	1 act	60 ft	1 min/lev (D)	-	N	Pushes away wooden objects	PHB271
___	Spellstaff		Tr	VSD	10 min	Touch	Until discharg.	Will n.	Y	Stores one spell in wooden quarterstaff	PHB282
___	Stone Tell		Di	VSD	10 min	Personal	1 min/lev	-	N	Talk to natural or worked stone	PHB284
___	Summon Nature's Ally VI		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 6th/1d5 5th/1d4+1 4th)	PHB289
___	Transport via Plants		Co	VS	1 act	Unlimit.	1 round	-	N	Move from one plant to another	PHB295
___	Wall of Stone	[Earth]	Co	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB299

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH. COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

7TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Animate Plants	Tr	V	1 act	Close	Special	-	N	One or more plants animate and fight	PH8199	
Changestaff	Tr	VSF	1 round	Touch	1 hour/lev (D)	-	N	Your staff becomes a treant on command	PH8208	
Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	-	N	Changes weather in local area	PH8214	
Creeping Doom	Co	VS	1 round	Close	1 min/lev	-	N	Swarms of centipedes attack at your command	PH8215	
Cure Moderate Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures	PH8216	
Fire Storm	[Fire]	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	[Light]	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	[Air]	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	[Earth]	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremor shakes 5-ft/lev radius	PH8225
Finger of Death	[Death]	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject	PH8230
Repel Metal or Stone	[Earth]	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	[Light]	Ev	VSD	1 act	Long	Instantaneous	Ref part.	Y	Blinds all in 10 ft, deals 6d6 damage	PH8289
Whirlwind	[Air]	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	[Mind-Affecting]	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	[Mind-Affecting]	En	VSM	1 hour	Close	2 hours/lev (D)	Will n.	Y	Object or location attracts certain creatures	PH8292

PALADIN POWERS

Casting Level: Lev/2

TURN UNDEAD

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

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

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

PALADIN SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
1st-LEVEL SPELLS										
Spells: _____ + _____ = _____ Save DC: _____										
	Bless	En	VSD	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attacks and saves vs. fear	PHB205
	Bless Water	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
	Create Water	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons of pure water per level	PHB215
	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/level (max +5)	PHB215
	Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
	Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft	PHB220
	Divine Favor	Ev	VSD	1 act	Personal	1 min	-	N	You gain +1 to hit and damage per 3 levels	PHB224
	Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
	Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
	Protection from Chaos	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	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. evil; no mind control	PHB266
	Read Magic	Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269
	Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
	Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272
	Virtue	Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hp	PHB298
2nd-LEVEL SPELLS										
Spells: _____ + _____ = _____ Save DC: _____										
	Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
	Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
	Eagle's Splendor	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
	Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
	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
	Shield Other	Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage	PHB278
	Undetectable Alignment	Ab	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hrs	PHB297
	Zone of Truth	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PHB305
3rd-LEVEL SPELLS										
Spells: _____ + _____ = _____ Save DC: _____										
	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
	Daylight	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
	Heal Mount	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	As <i>heal</i> on warhorse or special mount	PHB239
	Magic Circle against Chaos	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	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius	PHB249
	Magic Weapon, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 levels (max +5)	PHB251
	Prayer	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

PALADIN SPELLS

PREP.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
4TH-LEVEL SPELLS			Spells: ___ + ___ = ___				Save DC: ___				
___	___	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	PH8197
Animal Messenger	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place	PH8198
Calm Animals	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 HD + 1 HD/lev of animals	PH8207
Charm Animal	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend	PH8208
Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PH8217
Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	-	N	Detects kinds of animals or plants	PH8218
Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PH8219
Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	-	N	Reveals natural or primitive traps	PH8220
Endure Elements	Ab	VS	1 act	Touch	24 hours	Will n.	Y	Exist comfortably in hot/cold environment	PH8226
Entangle	Tr	VSD	1 act	Long	1 min/lev (D)	Ref part.	N	Plants entangle everyone in 40-ft rad. circle	PH8227
Hide from Animals	Ab	SP	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't perceive one subject/lev	PH8241
Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PH8246
Longstrider	Tr	VSM	1 act	Personal	1 hour/lev (D)	-	N	Increases your speed	PH8249
Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PH8250
Pass without Trace	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PH8259
Read Magic	Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PH8269
Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PH8272
Speak with Animals	Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals	PH8281
Summon Nature's Ally I	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight for you (1 1st-level)	PH8288

2ND-LEVEL SPELLS

Spells: + = Save DC:

Barkskin	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher to natural armor	PH8205
Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PH8205
Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PH8208
Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PH8215
Hold Animal	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
Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 dmg/lev from one kind of energy	PH8266
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	You can talk to plants and plant creatures	PH8282
Spike Growth	Tr	VSD	1 act	Medium	1 hours/lev (D)	Ref part.	Y	Creatures in area take 1d4 damage, slow	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
Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PH8302

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	PH8211
Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1 per level (max +10)	PH8216
Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PH8216
Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of norm. plants	PH8221
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)	PH8250
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
Reduce Animal	Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PH8269
Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PH8271
Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PH8271
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
Tree Shape	Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PH8296
Water Walk	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid	PH8300

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: ___ □□□□

<input type="checkbox"/>	Arcane Sight	Di	VS	1 act	Personal	1 min/lev (D)	-	N	Magical auras become visible to you	PH8201
<input type="checkbox"/>	Blink	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	Randomly vanish and reappear for 1 round/lev	PH8206
<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"/>	Daylight <i>[Light]</i>	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PH8216
<input type="checkbox"/>	Deep Slumber <i>[Mind-Affecting]</i>	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Put 10 HD of creatures to sleep	PH8217
<input type="checkbox"/>	Dispel 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"/>	Explosive Runes <i>[Force]</i>	Ab	VS	1 act	Touch	Until disc. (D)	Special	Y	Deals 6d6 damage when read	PH8228
<input type="checkbox"/>	Fireball <i>[Fire]</i>	Ev	VSM	1 act	Long	Instantaneous	Ref 1/2	Y	20-ft radius, 1d6 damage per level	PH8231
<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	PH8231
<input type="checkbox"/>	Fly	Tr	VSF	1 act	Touch	1 min/lev	Will n.	Y	Subject flies at speed of 60 ft	PH8232
<input type="checkbox"/>	Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	-	N	Subject is insubstantial and can fly slowly	PH8234
<input type="checkbox"/>	Gentle Repose	Ne	VSM	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PH8235
<input type="checkbox"/>	Halt Undead	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Immobilizes undead for 1 round/lev	PH8238
<input type="checkbox"/>	Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	One creat./lev is faster. +1 to AC, Ref, attack	PH8239
<input type="checkbox"/>	Heroism <i>[Mind-Affecting]</i>	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 bonus on attacks, saves, and skills	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"/>	Illusory Script <i>[Mind-Affecting]</i>	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"/>	Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a normal weapon's threat range	PH8246
<input type="checkbox"/>	Leomund's Tiny Hut <i>[Force]</i>	Ev	VSM	1 act	20 ft	2 hours/lev (D)	-	N	Creates shelter for 10 creatures	PH8247
<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"/>	Magic Circle against Chaos <i>[Lawful]</i>	Ab	VSM	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 <i>[Good]</i>	Ab	VSM	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 <i>[Evil]</i>	Ab	VSM	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 <i>[Chaotic]</i>	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control	PH8250
<input type="checkbox"/>	Magic Weapon, Greater	Tr	VSM	1 act	Close	1 hour/lev	Will n.	Y	+1/4 levels (max +5)	PH8251
<input type="checkbox"/>	Major Image	Il	VSF	1 act	Long	Conc.+3 rds.	Will dis.	N	Creates visual, sound, smell, thermal illusion	PH8252
<input type="checkbox"/>	Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying	PH8257
<input type="checkbox"/>	Phantom Steed	Co	VS	10 min	0 ft	1 hour/lev (D)	-	N	Magic horse appears for 1 hr/lev	PH8260
<input type="checkbox"/>	Protection from Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/lev from one energy	PH8266
<input type="checkbox"/>	Rage <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Conc.+1 rd/lev	-	Y	Gives +2 Str, +2 Con, +1 Will, -2 AC	PH8268
<input type="checkbox"/>	Ray of Exhaustion	Ne	VSM	1 act	Close	1 min/lev	For part.	Y	Ray makes subject exhausted	PH8269
<input type="checkbox"/>	Secret Page	Tr	VSM	10 min	Touch	Permanent	-	N	Changes one page to hide its real content	PH8275
<input type="checkbox"/>	Sepia Snake Sigil <i>[Force]</i>	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader	PH8276
<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"/>	Sleet Storm <i>[Cold]</i>	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/tr, -2 AC and hit	PH8280
<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"/>	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 Monster III	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5rd, 1d3 2nd or 1d4+1 1st)	PH8286
<input type="checkbox"/>	Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PH8294
<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"/>	Water Breathing	Tr	VSM	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PH8300
<input type="checkbox"/>	Wind Wall <i>[Air]</i>	Ev	VSM	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PH8302

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

7TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

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

8TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

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

