



EMA'S 3.5E D&D RECORD SHEET 1.3



PERSONAL INFO

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

CLASSES

Grid for class selection with columns for Bbn, Brd, Clr, Drd, Ftr, Mnk, Pal, Rgr, Rog, Sor, Wiz, Prestige Classes, and Total. Includes HD and BSP values for each class.

Experience: _____ XP Penalty: _____ Next Level: _____

SAVING THROWS

Fortitude _____ = _____ + CON + _____ + _____
Reflexes _____ = _____ + DEX + _____ + _____
Will _____ = _____ + WIS + _____ + _____

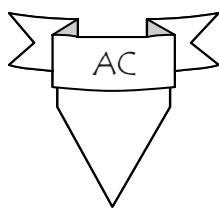
Spell Resistance: _____
Damage Resistance: _____

Notes: _____

ABILITIES

Ability modifier table with columns for Ability, Modifier, Temp, and another Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

ARMOR



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

Flat-footed: _____ vs. Touch Attacks: _____

Table with columns: Armor / Shield, AC Value, Max Dex, Check Penalty, Arcane Failure. Includes a Total row.

Notes: _____

HIT POINTS

HP [] [Current]

Notes: _____

COMBAT

MELEE and RANGED attack formulas. Includes columns for Ab., Misc, Size, Base, and Total. Includes a GRAPPLE section.

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

WEAPONS

Table with columns: NAME, MODIFIED ATTACKS, FEAT, MISC, DAMAGE, CRITICAL, RANGE, SZ/TYPE. Includes an Unarmed Strike row.

Ammunition: [] [] []

SKILLS

Large table with columns: SKILL NAME, TOTAL, RANK, ABILITY, MISC. Lists various skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, etc.

Max. Rank: _____ / _____
(C) Class Skill * Untrained Skill ** Armor Penalty

LANGUAGES

Literacy []

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

COMBAT

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

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

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

COMBAT

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

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

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

COMBAT

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

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

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

COMBAT

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

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

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT



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	-	Y	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 PH8253
<input type="checkbox"/>		Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev (D)	Will dis.	N	Makes one type of terrain appear like another PH8238
<input type="checkbox"/>		Hold Monster <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev PH8241
<input type="checkbox"/>		Invisibility, Greater	Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks PH8245
<input type="checkbox"/>		Legend Lore	Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing PH8246
<input type="checkbox"/>		Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	-	N	Creates sturdy cottage PH8247
<input type="checkbox"/>		Locate Creature	Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature PH8249
<input type="checkbox"/>		Modify Memory <i>[Mind-Affecting]</i>	En	VS	1 round	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories PH8255
<input type="checkbox"/>		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"/>		Dispell 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. or 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	Detects spells and magic items within 60 ft	PHB219
_____	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
_____	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	VS	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB212
_____	Cure Light Wounds	[Healing]	Co	VSD	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 neath 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	PH8205
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/lev	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.	PH8205
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	Cancel spells and magical effects	PH8225
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	Will n.	Y	Grants immunity to death spells and effects	PHB217
___	Dimensional Anchor		Ab	VS	1 act	Medium	1 min/lev	-	Y	Bars 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	VS	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, 1d3 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	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 <i>curse</i> 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, 1d3 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
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	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 (16th, 1d5 5th or 1d4+1 4th)	PH8261
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 (17th, 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	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	-	Will n.	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	PHB223
---	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	PHB233
---	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	PHB273
---	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	VSMDEX	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject	PHB201
---	Awaken		Tr	VSEFX	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	PHB223
---	Find the Path		Di	VSE	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	VSE	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	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 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	PHB259
	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 PH8207
— —	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15) PH8216
— —	Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects PH8217
— —	Dispel Chaos <i>[Lawful]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp	+4 bonus against attacks by chaotic creatures PH8222
— —	Dispel Evil <i>[Good]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp	+4 bonus against attacks by evil creatures PH8222
— —	Holy Sword <i>[Good]</i>	Ev	VS	1 act	Touch	1 round/lev	—	N	Weapon becomes +5, +2d6 damage vs. evil PH8242
— —	Mark of Justice	Ne	VSD	10 min	Touch	Permanent	—	Y	Action will trigger <i>curse</i> on subject PH8252
— —	Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject PH8257
— —	Restoration	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability scores drain PH8272
— —		—	—	—	—	—	—	—	—
— —		—	—	—	—	—	—	—	—
— —		—	—	—	—	—	—	—	—
— —		—	—	—	—	—	—	—	—
— —		—	—	—	—	—	—	—	—



RANGER POWERS

Casting Level: Lev/2

Wild Empathy: Lev + CHA + _____ = _____

Combat Style: Archery
 Two-Weapon Combat

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

FAVORED ENEMIES

 Bonus: + _____

 Bonus: + _____

 Bonus: + _____

 Bonus: + _____

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

RANGER SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
1ST-LEVEL SPELLS									
Spells: <u> </u> + <u> </u> = <u> </u> Save DC: <u> </u>									
—	Alarm	Ab	VSD	1 act	Close	2 hrs/lev (D)	—	N	Wards an area for 2 hrs/lev PHB197
—	Animal Messenger <i>[Mind-Affecting]</i>	En	VSM	1 act	Close	1 day/lev	—	Y	Sends a Tiny animal to a specific place PHB198
—	Calm Animals <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 HD + 1 HD/lev of animals PHB207
—	Charm Animal <i>[Mind-Affecting]</i>	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: <u> </u> + <u> </u> = <u> </u> Save DC: <u> </u>									
—	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 <i>[Mind-Affecting]</i>	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 <i>[Air]</i>	Ev	VSD	1 act	Medium	1 round/lev	—	Y	Deflects arrows, smaller creatures, and gases PHB302

3RD-LEVEL SPELLS									
Spells: <u> </u> + <u> </u> = <u> </u> Save DC: <u> </u>									
—	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 <i>[Water]</i>	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid PHB300

RANGER SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
4TH-LEVEL SPELLS		Spells: ___ + ___ = ___			Save DC: ___				
___	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size PHB198
___	Commune with Nature	Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/lev PHB211
___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15) PHB216
___	Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments PHB253
___	Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying PHB257
___	Summon Nature's Ally IV	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 4th/1d3 3rd/1d4+1 2nd) PHB288
___	Tree Stride	Tr	VSD	1 act	Personal	1 hour/lev	-	N	Step from one tree to another far away PHB296



SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

5TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□

<input type="checkbox"/>	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size	PHB198
<input type="checkbox"/>	Baleful Polymorph	Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PHB202
<input type="checkbox"/>	Bigby's Interposing Hand <i>[Force]</i>	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover vs. one opponent	PHB204
<input type="checkbox"/>	Blight	Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	1d6 damage/lev to plant creature, or wither	PHB206
<input type="checkbox"/>	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments	PHB207
<input type="checkbox"/>	Cloudkill	Co	VS	1 act	Medium	1 min/lev	For part.	N	Up to 3 HD die, 4-6 HD save or die, 6+ dmg	PHB210
<input type="checkbox"/>	Cone of Cold <i>[Cold]</i>	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y	1d6 cold damage/level	PHB212
<input type="checkbox"/>	Contact Other Plane	Di	V	10 min	Personal	Concentration	-	N	Ask questions to extraplanar entity	PHB212
<input type="checkbox"/>	Dismissal	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB222
<input type="checkbox"/>	Dominate Person <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PHB224
<input type="checkbox"/>	Dream <i>[Mind-Affecting]</i>	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping	PHB225
<input type="checkbox"/>	Fabricate	Tr	VSM	Special	Close	Instantaneous	-	N	Transforms raw materials into finished items	PHB229
<input type="checkbox"/>	False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion	PHB229
<input type="checkbox"/>	Feeblemind <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int and Cha drop to 1	PHB229
<input type="checkbox"/>	Hold Monster <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev	PHB241
<input type="checkbox"/>	Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	-	N	Hides expensive chest on Ethereal Plane	PHB247
<input type="checkbox"/>	Magic Jar	Ne	VSF	1 act	Medium	1 hour/lev	Will n.	Y	Enables possession of another creature	PHB250
<input type="checkbox"/>	Major Creation	Co	VSM	10 min	Close	Special	-	N	Creates a cloth, wood, stone or metal object	PHB252
<input type="checkbox"/>	Mind Fog <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Special	Will n.	Y	Subjects in fog get -10 Wis and Will checks	PHB255
<input type="checkbox"/>	Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lev	Will dis.	N	Terrain and structure appear like another	PHB254
<input type="checkbox"/>	Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	Special	-	N	Phantom dog can guard and attack	PHB255
<input type="checkbox"/>	Mordenkainen's Private Sanctum	Ab	VSM	10 min	Close	24 hours (D)	-	N	Prevents anyone from viewing/scrying	PHB256
<input type="checkbox"/>	Nightmare <i>[Mind-Affecting, Evil]</i>	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PHB257
<input type="checkbox"/>	Overland Flight	Tr	VS	1 act	Personal	1 hour/lev	-	N	Fly at a speed of 40 ft over long distances	PHB259
<input type="checkbox"/>	Passwall	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Creates passage through wood or stone wall	PHB259
<input type="checkbox"/>	Permanency	Vn	VSX	2 rds	Special	Permanent	-	N	Makes certain spells permanent	PHB259
<input type="checkbox"/>	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PHB260
<input type="checkbox"/>	Planar Binding, Lesser	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Traps extraplanar up to 6 HD to perform a task	PHB261
<input type="checkbox"/>	Prying Eyes	Di	VSM	1 min	1 mile	1 hour/lev (D)	-	N	1d4 floating eyes +1/lev scout for you	PHB266
<input type="checkbox"/>	Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev (D)	-	N	Link lets allies communicate	PHB268
<input type="checkbox"/>	Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of one person/2 lev.	PHB275
<input type="checkbox"/>	Sending	Ev	VSM	10 min	Special	1 round	-	N	Instantly delivers short message anywhere	PHB275
<input type="checkbox"/>	Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real	PHB277
<input type="checkbox"/>	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 1d5 4th or 1d4+1 5rd)	PHB286
<input type="checkbox"/>	Symbol of Pain <i>[Evil]</i>	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain	PHB290
<input type="checkbox"/>	Symbol of Sleep <i>[Mind-Affecting]</i>	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts nearby creatures to sleep	PHB291
<input type="checkbox"/>	Telekinesis	Tr	VS	1 act	Long	Special	-/Will n.	Y	Moves object, attacks creat., or hurls object	PHB292
<input type="checkbox"/>	Teleport	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	Instantly transports you up to 100 miles/lev	PHB292
<input type="checkbox"/>	Transmute Mud to Rock <i>[Earth]</i>	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB295
<input type="checkbox"/>	Transmute Rock to Mud <i>[Earth]</i>	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB295
<input type="checkbox"/>	Wall of Force <i>[Force]</i>	Ev	VSM	1 act	Close	1 round/lev (D)	-	N	Wall is immune to damage	PHB298
<input type="checkbox"/>	Wall of Stone <i>[Earth]</i>	Co	VSM	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB299
<input type="checkbox"/>	Waves of Fatigue	Ne	VS	1 act	30 ft	Instantaneous	-	Y	Several targets become fatigued	PHB501
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										
<input type="checkbox"/>										



SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

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"/>	Antimagic 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	PHB223
<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	+4 to attack, saves, skills, temporary hp	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	Extrplanar 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: ___ □□□

Table of 7th-level spells including Arcane Sight, Greater; Banishment; Bigby's Grasping Hand; Control Undead; Control Weather; Delayed Blast Fireball; Drawmij's Instant Summons; Ethereal Jaunt; Finger of Death; Forcecage; Hold Person, Mass; Insanity; Invisibility, Mass; Limited Wish; Mordenkainen's Magnificent Mansion; Mordenkainen's Sword; Phase Door; Plane Shift; Power Word Blind; Prismatic Spray; Project Image; Reverse Gravity; Scrying, Greater; Sequester; Shadow Conjunction, Greater; Simulacrum; Spell Turning; Statue; Summon Monster VII; Symbol of Stun; Symbol of Weakness; Teleport, Greater; Teleport Object; Vision; and Waves of Exhaustion.

8TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

Table of 8th-level spells including Antipathy; Bigby's Clenched Fist; Binding; Charm Monster, Mass; Clone; Create Greater Undead; Demand; Dimensional Lock; Discern Location; Horrid Wilting; Incendiary Cloud; Iron Body; Maze; Mind Blank; Moment of Prescience; Otiluke's Telekinetic Sphere; Otto's Irresistible Dance; Planar Binding, Greater; Polar Ray; Polymorph Any Object; Power Word Stun; Prismatic Wall; Protection from Spells; Prying Eyes, Greater; Scintillating Pattern; Screen; Shadow Evocation, Greater; Shout, Greater; Summon Monster VIII; Sunburst; Symbol of Death; Symbol of Insanity; Sympathy; Temporal Stasis; and Trap the Soul.





