

PERSONAL 1	ПРО			
Name: Race: Alignment:	Looks:	Player: Religion:		
Age:	Weight:	Height:	Size:	Gender:

DRAGONS	Name: Race: Alignment: Looks:	
Ema's 3.5E D&D Record Sheet 1.3	Age: Weight:	
CLA88E8		SAVING THROWS
Bbn Brd Clr Drd Ftr Mnk Pal Rgr Rog So HD:12 HD:6 HD:8 HD:8 HD:10 HD:8 HD:0 HD:8 HD:6 HD: BSP:4 BSP:6 BSP:2 BSP:4 BSP:2 BSP:4 BSP:2 BSP:8 BSP:2	r Wiz Total	Fortitude = _ Reflexes = _ Will =
Experience: XP Penalty:		Spell Resistance: Damage Resistance:
CHA Charisma Armor / Shield Hit Points Current	Base	SKILLS SKILL NAME Appraise Balance Bluff Climb Concentration Craft Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Gather Information Handle Animal Heal Hide Intimidate Jump
COMBAT AB. MISC SIZE BASE TOTAL AB. MISC SIZE BASE TO MELEE STR+ + + + + Thirtiative 2-Hand Attack: / DEX+ _ = DEX+ _ =	GRAPPLE	Knowledge() Knowledge() Knowledge() Knowledge() Listen Move Silently Open Lock Perform () Profession () Profession () Ride Search Sense Motive Sleight of Hand
WEAPONS NAME MODIFIED ATTACKS FEAT MISC Unarmed Strike //////	DAMAGE CRITICAL RANGE SZ/TYPE	Spellcraft Spot Survival Swim Tumble Use Magic Device
		Max. Rank:/

Ammunition:

Reflexes =	+ CON +	+
Will = Spell Resistance:	+ <u>WIS</u> +	- +
Damage Resistance:		
Notes:		
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SKILL NAME		K ABILITY MIS
◆ Appraise	(C) =	
◆ Balance	(C) =	
◆ Bluff	(C) =	
◆ Climb	(C) =	
◆ Concentration	(C) =	
◆ Craft ()	(C) =	
◆ Craft ()	(C) =	+ <u>INT</u> +
Decipher Script	(C) =	
◆ Diplomacy	(C) =	
Disable Device	(C) =	
◆ Disguise		+ <u>CHA</u> +
• Escape Artist	(C) =	
◆ Forgery	(C) =	
◆ Gather Information	(C) =	
Handle Animal		+ <u>CHA</u> +
◆ Heal	(C) =	+ <u>WIS</u> +
◆ Hide	(C) =	
◆ Intimidate	(C) =	
◆ Jump	(C) =	
Knowledge()	(C) =	
Knowledge()	(C) =	
Knowledge() Knowledge()	(C) =	
♦ Listen	(C) =	
◆ Move Silently	(C) =	
Open Lock	(c) = _	
◆ Perform ()	(c) = _	
◆ Perform ()	(c) = _	
Profession ()	(c) = _	
Profession ()	(c) = _	
♦ Ride		+ DEX +
◆ Search	(C) =	
◆ Sense Motive	(C) =	
Sleight of Hand		+ <u>DEX</u> + *
Spellcraft	(C) =	+ INT +
◆ Spot	(C) =	
◆ Survival	(C) =	
◆ Swim	(C) =	
Tumble	(C) =	
Use Magic Device	(C) =	+ <u>CHA</u> +
♦ Use Rope	(C) =	
	(C) =	
	(C) =	
	(C) =	
Max. Rank: /	(C) Class Skill	 Untrained SI Armor Pena
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Literacy

TOTAL BASE ABILITY MISC TEMP

	FEAT8				EQ	uipment L	_
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	General Feats	☐ Leadership	☐ Greater Spell Focus	□ Still Spell	Hea	d	
	☐ Acrobatic	☐ Lightning Reflexes			Eyes		_
	□ Agile□ Alertness	☐ Magical Aptitude	. Spell Mastery (D D	Fric Frote	Cloa	ak	_
y	☐ Animal Affinity		☐ Spell Penetration	☐ Familiar Spell	Am	ulet	_
	☐ Armor Profic. Light		Greater Spell Penetr		Rob Vest		
	☐ Armor Profic., Med. ☐ Armor Profic., H.	☐ Mounted Combat* ☐ Mounted Archery*	□ Stealthy □ Toughness (□□□)	☐ Great Smiting (☐☐☐)		ters	
	☐ Athletic	☐ Ride-By Attack* '	□ Trąck̃	□ Impr. Elemental Shape	Glo	ves	_
	□ Blind-Fight*	☐ Spirited Charge*		¹ ☐ Impr. Fav. Enemy (☐☐)	Ring	Js	_
	 □ Combat Casting □ Combat Expertise* 	□ Trample* □ Natural Spell		* □ Impr. Metamagic (□□) .*□ Impr. Sneak Att. (□□)	Belt		-
5	☐ Improved Disarm*	☐ Negotiator	☐ Great. Two-W. F.	* □ Impr. Spell Capac. (□□)		ts	-
S	☐ Improved Feint*	□ Nimble Fingers□ Persuasive	☐ Weapon Finesse*	☐ Impr. Stunn. Fist (☐☐)	Arm	70r	_
E	☐ Improved Trip* ☐ Combat Reflexes*	☐ Point Blank Shot*	□ vveapon rocus	☐ Lasting Inspiration☐ Overwhelming Critical	Shie	ld	
	☐ Deceitful	☐ Far Shot*			In H	land	
-5	□ Deft Hands□ Diligent	□ Precise Shot*□ Impr. Precise Shot	☐ Greater Weap. Focus * ———————	* ————————————————————————————————————	Read	died	-
Ŋ.	□ Dodge*	☐ Rapid Shot*		□ Spell Knowledge (□□)	I KEG		
E	☐ Mobility*	☐ Manyshot*	☐ Weapon Specializat.*				_
	□ Spring Attack* □ Whirlwind Att.	☐ Shot on the Run* *☐ Power Attack*		Other Feats			_
3	☐ Endurance	☐ Cleave*	☐ Greater Weap. Sp.	·			-
9	☐ Diehard	☐ Great Cleave*					-
1	☐ Eschew Materials☐ Exotic Weapon Profic.*	 ☐ Improved Bull Rush* ☐ Improved Overrun* 					
		☐ Improved Sunder*	Item Creation Feats				
		☐ Quick Draw*	☐ Brew Potion ☐ Craft Madic Arms/Arm	 			_
	☐ Extra Turning (☐☐☐) ☐ Great Fortitude		□ Craft Rod	□			
Ġ	☐ Improved Counterspell		□ Craft Staff				
ä	☐ Improved Critical*	□ Run □ Self-Sufficient □ Shield Proficiency	□ Craft Wand□ Craft Wondrous Item				- 1
		☐ Shield Proficiency	☐ Forge Ring				_
ď	☐ Improved Familiar	☐ Improved Shield Bash	r*□ Scribe Scroll				
	 ☐ Improved Initiative* ☐ Improved Turning 	☐ Tower Shield Profic.☐ Simple Weapon Profic.	Metamagic Feats				
a	☐ Improved Un. Strike*	☐ Skill Focus	□ Empower Spell				
	☐ Deflect Arrows*		. □ Enlarge Spell . □ Extend Spell				- 1
8	☐ Snatch Arrows* ☐ Improved Grapple*	□ Spell Focus	☐ Heighten Spell				
ě	☐ Stunning Fist*		☐ Maximize Spell	* Fighter Bonus Feats			
	□ Investigator □ Iron Will	☐ Augment Summon.	. □ Quicken Spell □ Silent Spell				
	☐ 1101) VVIII		. Ш эпсіж эрсіі				- 1
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9,	RACE TRAITS		CLASS FEATUR	E8			-
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	110/10/10				1)16	ovement	
1	Wealth				Load	d: /	
V						u Haal ud Cook I Co I	
	PP: GP:	SP: CP:				r Head <u>x1</u> Current Speed <u> </u> Ground <u>x2</u> Run (x <u>)</u> <u> </u>	
	Gems/Jewels:					h/Drag _x5_ Alternate Move:	
1					Curi	rent Load	
	Other:					c. Dex	
					Che	ck Pen	
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H	Henchmen/Anim	IAL8/FAMILIAR8					
1	Name	RACE/CLASS	HD/LvL HP	INIT SPD AC AL	Аттас	CKS DAMAGE FACE/REAC	н
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ř	Notes:						-
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Непснтап/Апітаг	Companion/Familiar	Непснтап/Апітаг	Companion/Familiar
Name:	Race: Alignment:	Name:	Race: Alignment:
ABILITIES TEMP 8K STR	ill8 Feat8	ABILITIES TEMP SKII STR	LL8 FEATS
Initiative: Speed:	// () Ref:	Initiative: Speed: AC: Touch: Attacks /_/	/ () Ref: / () Will:
	Companion/Familiar		Companion/Familiar
Name:	Companion/Familiar Race: Alignment: iill8 Feat8	Name:	Race: Alignment:
Name:	Race: Alignment: iiLl8	Name:	Race: Alignment: LL8



	рнко	POWER8			
	Bardic	Knowledge: <u>INT</u> + <u>Lev</u> + =	Countersong: Fascinate: Inspire Courage +:	✓ Inspire Competence✓ Suggestion:✓ Inspire Greatness:	Song of Freedom: Inspire Heroics: Mass Suggestion:
	Barð	SPELL8			2000
	Kn.	SCROLL SPELL NAME	SCH. COMP. CAST TIME RANGE	DURATION SAVE S	R EFFECT
Г		0-LEVEL]	Max. known:
		Ghost Sound Know Direction Light Lullaby [Mind-Affecting] Mage Hand Mending Message [Language-Dependant] Open/Close Prestidigitation Read Magic Resistance Summon Instrument	En vsm 1 act Close Pi vs 1 act Close Ev v 1 act Close Pi vs 1 act Close Personal Ev vm 1 act Personal Ev vs 1 act Medium Tr vs 1 act Close In vs 1 act Ocse Tr vs 1 act Close Vn 2 act Ocse Vn 3 act Close Vn 4 act Close Tr vs 1 act Close Vn 5 act Ocse Vn 5 act Oft Personal Ab vsm 1 act Deft Touch Oft Occ Vs 1 round Oft	1 round Will n. 1 min/lev (D) - Instantaneous For n. 1 round/lev (D) Will dis. Instantaneous - 10 min/lev (D) - Conc. +1 rd/lev Will n. Concentration Instantaneous Will n. 10 min/lev - Instantaneous Will n. 1 hour - 1 min Will n. 1 min/lev (D) - Mill n. Mill n.	Creates torches or other lights PHB216 Humanoid creat: up to 4HD loses next action PHB217 Detects spells and magic items within 60 ft PHB219 Dazzles one creature (-1 to attack) PHB235 Figments sounds PHB235 You discern north PHB246 Object shines like a torch PHB248 Makes subject drowsy PHB249 Department of the phB253 Whispered conversation at distance PHB253 Whispered conversation at distance PHB255 Opens or closes small or light things PHB258 Performs minor tricks PHB264 Read scrolls and spellbooks PHB265 Subject gains +1 on saving throws PHB272 Summons one instrument (caster's choice) PHB285
		Cause Fear IFear, Mind-Affecting] Charm Person [Mind-Affecting] Comprehend Languages Confusion, Lesser [Mind-Affecting] Cure Light Wounds Detect Secret Doors Disguise Self Erase Expeditious Retreat	Ab VSF 1 act Close Tr VS 1 act Close Ne VS 1 act Close En VS 1 act Close Di VSM 1 act Close Co VS 1 act Close LI VS 1 act Close Touch Di VS 1 act Close Tr VS 1 act Close	2 hrs/lev (D) -	Max. known: Maks an area, with mental or audible alarm PHB197



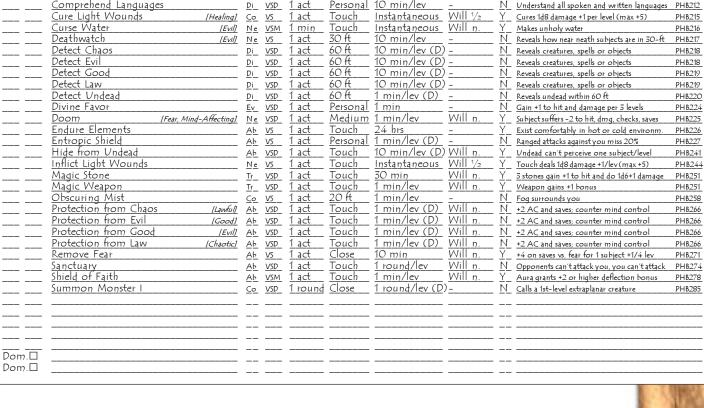
BARO SPELLS

	SCROLL SPELL NAME	S сн. (Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
	2ηδ-LEVEL 8PELL8 Spells: +	=	_	Cast: □□		□□□□ Sav	ve DC:	_	Max. known:	
	Alter Self	Tr_ \	VS	1 act	Personal	10 min/lev (D)	_	Ν	Assume form of a similar creature	PHB197
	Animal Messenger [Mind-Affecting]	<u>En</u>	VSM	1 act	Close	1 day/lev		<u>Y</u> _	Sends a Tiny animal to a specific place	PHB198
	Animal Trance [Mind-Affecting, Sonic]		VS_	<u>1 act</u>	Close	Concentration		<u>Y</u> _	Fascinates 2d6 HD of animals	PHB198
	Blindness/Deafness Blur			1 act		Permanent (D)	Will n.	<u>Y</u> -	Makes subject blinded or deafened	PHB206
	Calm Emotions [Mind-Affecting]		V VS	<u>1 act</u> 1 act	Touch Medium	1 min/lev (D) 1 round/lev (D)		$\frac{1}{}$	Attacks miss subject 20% of the time Calms creatures, negating emotion effects	PHB206 PHB207
	Cat's Grace		VSM	1 act	Touch	1 min/lev	Will n.	Ϋ́	Subject gains +4 Dex for 1 min/lev	PHB208
	Cure Moderate Wounds		VS	1 act	Touch	Instantaneous	Will 1/2	Ϋ́	Cures 2d8 damage +1/lev (max. +10)	PHB216
	Darkness (Darkness)		VM_	<u> 1 act </u>	Touch	10 min/lev (D)		И	20-ft radius of supernatural shadow	PHB216
	Daze Monster [Mind-Affecting]		VSM	<u>1 act</u>		1 round	Will n.	<u>Y</u> _	Living creature up to 6 HD loses next action	PHB217
	<u>Delay Poison</u> Detect Thoughts <i>[Mind-Affecting]</i>		VS_ VSF	<u>1 act</u> 1 act	Touch 60 ft	1 hour/lev 1 min/lev (D)	For n. Will n.	$\frac{Y}{1/4}$	Stops poison from harming subject Allows "listening" to surface thoughts	PHB217 PHB220
	Eagle's Splendor		VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
	Enthrall [Language-Dep., Mind-Aff., Sonic]	En 1	VS	1 round		Up to 1 hour	Will n.	Ϋ́	Captivates all within range	PHB227
	Fox's Cunning		VSM	1 act	Touch	1 min/lev	Will n.	<u>Y</u> _	Subject gains +4 Int for 1 min/lev	PHB233
	Glitterdust		<u>VSM</u>	1 act	Medium	1 round/lev	Will n.	Ν	Blinds creatures, outlines invisible creatures	PHB236
	Heroism [Mind-Affecting]		VS_	1 act	Touch	10 min/lev	Will n.	<u>Y</u> -	Gives +2 on attacks, saves, skill checks	PHB240
	Hold Person [Mind-Affecting] Hypnotic Pattern [Mind-Affecting]		VSF_ VSM_	<u>1 act</u> 1 act	<u>Medium</u> Medium	1 round/lev (D) Conc.+2 rds	Will n.	$\frac{1}{}$	Paralyzes one humanoid for 1 round/lev Fascinates 2d4+1 HD/lev of creatures	PHB241 PHB242
	Invisibility		VSM	1 act	Touch	1 min/lev (D)	Will n.	Ϋ́	Subject is invisible until it attacks	PHB245
	Locate Object		VSF	1 act	Long	1 min/lev		N	Senses direction toward object	PHB249
	Minor Image		VSF_	<u>1 act</u>	Long	Conc.+2 rds	Will dis.	\overline{N}	Creates minor illusion with some sound	PHB254
	Mirror Image		VS_	<u>1 act</u>	Personal	1 min/lev (D)	- (14.1:11	Ϋ́	Creates 1d4+1/3 lev decoys of you (max 8)	PHB254
	<u>Misdirection</u> Pyrotechnics		VS VSM	<u>1 act</u> 1 act	Close Long	1 hour/lev Special	-/Will n. Special	<u>N</u> Sp.	Misleads divinations for one creature/object Turns fire to blinding light or choking smoke	PHB254
	Rage [Mind-Affecting]		VS VS	1 act	Medium	Conc.+1 rd/lev	-	A 5 F.	Gives +2 Str, +2 Con, -2 AC, +1 to Will saves	
	Scare [Fear, Mind-Affecting]		VSM	1 act		1 round/lev	Will part.	Ϋ́	Panics creatures of less than 6 HD	PHB274
	Shatter (Sonic)		VSM	1 act	Close	Instantaneous	Special	<u>Y</u> _	Sonic vibration damages objects or creatures	PHB278
	Silence		VS_	<u>1 act</u>	Long	1 min/lev (D)	<u>-/Will n.</u>	Sp.	Negates sound in 15-ft radius	PHB279
	Sound Burst [Sonic]		VSF_	1 act	Close	Instantaneous		V -	Deals 1d8 sonic damage to subjects, may stun	PHB281
	Suggestion <u>(Language-Dep., Mind-Affecting)</u> Summon Monster II		VM_	1 act 1 round	Close Close	1 hour/lev 1 round/lev (D	Will n.	N N	Compels subject to follow course of action Calls extraplanar creature (1 2nd or 1d3 1st)	PHB285 PHB286
	Summon Swarm		VSF_ VSM_	1 round	Close	Conc. +2 rds	/ -	N	Summons swarm of bats, rats, or spiders	PHB289
	Tonques		VM	1 act	Touch	10 min/lev	Will n.	Ŋ	Speak any language	PHB294
	Whispering Wind (Air)		VS_	1 act	1 mile/lv	1 hour/lev		И	Sends a short message up to 1 mile/lev	PHB301
lä										
	3Rd-LEVEL SPELLS Spells: +	=	_	Cast: □□			ve DC:	-	Max. known:	
	Blink		vs_	<u> 1 act</u>	Personal	1 round/lev (D)	_	You randomly vanish and reappear	PHB206
	Blink Charm Monster [Mind-Affecting]	<u>Tr</u>	VS VS	<u>1 act</u> 1 act	Personal Close	1 round/lev (D 1 day/lev) Will n.		You randomly vanish and reappear Makes monster believe it is your ally	PHB209
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance	<u>Tr</u>	VS VS VSF	1 act 1 act 10 min	Personal Close Long	1 round/lev (D 1 day/lev 1 min/lev (D)) Will n	_	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev	PHB209 PHB209
	Blink Charm Monster (Mind-Affecting) Clairaudience/Clairvoyance Confusion (Mind-Affecting)	Tr_ \(\frac{1}{2} \)	VS VS VSF VSM	1 act 1 act 10 min 1 act	Personal Close Long Medium	1 round/lev (D 1 day/lev 1 min/lev (D) 1 round/lev	- Will n - Will n	- - - - - - - - - - - - - - - - - - -	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev	PHB209 PHB209 PHB212
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance	Tr \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	VS VS VSF VSM VSM	1 act 1 act 10 min 1 act 1 act	Personal Close Long Medium	1 round/lev (D 1 day/lev 1 min/lev (D)) Will n	- - - - - - - - - - - - - - - - - - -	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev	PHB209 PHB209 PHB212
	Blink Charm Monster (Mind-Affecting) Clairaudience/Clairvoyance Confusion (Mind-Affecting) Crushing Despair (Mind-Affecting)	Tr \(\) \(VS VS VSF VSM	1 act 1 act 10 min 1 act 1 act 1 act 1 act	Personal Close Long Medium 30 ft	1 round/lev (D 1 day/lev 1 min/lev (D) 1 round/lev 1 min/lev	Will n.	- - - - - - - - - - - - - - - - - - -	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev Subjects get -2 to attack, damage, saves, checks	PHB209 PHB209 PHB212 PHB215
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance Confusion [Mind-Affecting] Crushing Despair [Mind-Affecting] Cure Serious Wounds Daylight [Light] Deep Slumber [Mind-Affecting]	Tr \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	VS VS VSF VSM VSM VS VS	1 act 1 act 10 min 1 act 1 act 1 act 1 act 1 act 1 round	Personal Close Long Medium 30 ft Touch Touch Close	1 round/lev (D. 1 day/lev 1 min/lev (D. 1 min/lev 1 min/lev 1 min/lev 1 min/lev 1 min/lev 1 min/lev (D. 1 min/lev	Will n. Will n. Will n. Will n. Will n. Will 1/2 Will n. Wil	<u> </u>	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev Subjects get -2 to attack, damage, saves, checks Cures 548 damage +1/lev (max. +15) 60-ftradius of bright light Puts 10 HD of creatures to sleep	PHB2O9 PHB2O9 PHB212 PHB215 PHB216 PHB216 PHB217
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance Confusion [Mind-Affecting] Crushing Despair [Mind-Affecting] Cure Serious Wounds Daylight [Light] Deep Slumber [Mind-Affecting] Dispel Magic	Tr \ \(\) \	VS VS VSF VSM VSM VS VS VS VS VS VS VS	1 act 1 act 10 min 1 act 1 act 1 act 1 act 1 act 1 round 1 act	Personal Close Long Medium 30 ft Touch Touch Close Medium	1 round/lev (D) 1 day/lev 1 min/lev (D) 1 round/lev 1 min/lev 1 min/lev 1 min/lev (D) 1 min/lev 1 min/lev 1 mstantaneous	-	- - - - - - - - - - - - - - - - - - -	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev Subjects get - 2 to attack, damage, saves, checks Cures 548 damage +1/lev (max. +15) 60-ft radius of bright light Puts 10 HD of creatures to sleep Cancels magical spells and effects	PHB2O9 PHB2O9 PHB212 PHB215 PHB216 PHB216 PHB217 PHB225
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance Confusion [Mind-Affecting] Crushing Despair [Mind-Affecting] Cure Serious Wounds Daylight [Light] Deep Slumber [Mind-Affecting] Dispel Magic Displacement	Tr \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	VS VS VSF VSM VSM VS VS VS VS VS VSM VS VS	1 act 1 act 10 min 1 act 1 act 1 act 1 act 1 act 1 round 1 act	Personal Close Long Medium 30 ft Touch Touch Close Medium Touch	1 round/lev (D) 1 day/lev 1 min/lev (D) 1 round/lev 1 min/lev 1 min/lev 1 min/lev (D) 1 min/lev 1 min/lev 1 min/lev 1 round/lev (D) 1 round/lev (D) 1 round/lev (D)	Will n.	<u> </u>	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev Subjects get - 2 to attack, damage, saves, checks Cures 548 damage +1/lev (max. +15) 60-ft radius of bright light Puts 10 HD of creatures to sleep Cancels magical spells and effects Attacks miss subject 50%	PHB2O9 PHB2O9 PHB212 PHB215 PHB216 PHB216 PHB217 PHB223 PHB223
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance Confusion [Mind-Affecting] Crushing Despair [Mind-Affecting] Cure Serious Wounds Daylight [Light] Deep Slumber [Mind-Affecting] Dispel Magic Displacement Fear [Fear, Mind-Affecting]	Tr. 12 En 12	VS VS VSF VSM VSM VS VS VS VSM VS VSM VS	1 act 1 act 10 min 1 act 1 act 1 act 1 act 1 round 1 act 1 act 1 act	Personal Close Long Medium 30 ft Touch Touch Close Medium Touch 30 ft	1 round/lev (D. 1 day/lev D. 1 min/lev (D. 1 round/lev Instantaneous 10 min/lev (D. 1 min/lev Instantaneous 1 round/lev (D. 1 day/lev	-	<u> </u>	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev Subjects get -2 to attack, damage, saves, checks Cures 5d8 damage +1/lev (max. +15) 60-ft radius of bright light Puts 10 HD of creatures to sleep Cancels magical spells and effects Attacks miss subject 50% Subjects in cone flee for 1 round/lev	PHB2O9 PHB2O9 PHB212 PHB215 PHB216 PHB216 PHB217 PHB223 PHB223 PHB229
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance Confusion [Mind-Affecting] Crushing Despair [Mind-Affecting] Cure Serious Wounds Daylight [Light] Deep Slumber [Mind-Affecting] Dispel Magic Displacement	Tr 1	VS VS VSF VSM VSM VS VS VS VS VSM VS VS VSM VS VSM VS VSM VS	1 act 1 act 10 min 1 act 1 act 1 act 1 act 1 round 1 act 1 act 1 act 1 act 1 act	Personal Close Long Medium 30 ft Touch Touch Close Medium Touch 30 ft Touch	1 round/lev (D) 1 day/lev 1 min/lev (D) 1 round/lev 1 min/lev 1 min/lev 1 min/lev (D) 1 min/lev 1 min/lev 1 min/lev 1 round/lev (D) 1 round/lev (D) 1 round/lev (D)	Will n.	<u> </u>	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev Subjects get - 2 to attack, damage, saves, checks Cures 5d8 damage +1/lev (max. +15) 60-ft radius of bright light Puts 10 HD of creatures to sleep Cancels magical spells and effects Attacks miss subject 50% Subjects in cone flee for 1 round/lev Subject gets insubstantial and can fly slowly	PHB2O9 PHB2O9 PHB212 PHB215 PHB216 PHB216 PHB217 PHB223 PHB225 PHB229 PHB234
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance Confusion [Mind-Affecting] Crushing Despair [Mind-Affecting] Cure Serious Wounds Daylight [Light] Deep Slumber [Mind-Affecting] Dispel Magic Displacement Fear [Fear, Mind-Affecting] Gaseous Form	Tr 1	VS VS VSF VSM VSM VS VS VS VSM VS VSM VS	1 act 1 act 10 min 1 act 1 act 1 act 1 act 1 round 1 act 1 act 1 act	Personal Close Long Medium 30 ft Touch Close Medium Touch 30 ft Touch Close	1 round/lev (D. 1 day/lev 1 min/lev (D.) 1 round/lev 1 min/lev 1 min/lev 1.5 min/lev 1.5 min/lev (D.) 1 min/lev 1.5 min/lev (D.) 1 min/lev 1.5 min/lev (D.) 1 round/lev (D.) 1 round/lev (D.) 2 min/lev (D.)	Will n.	<u> </u>	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev Subjects get -2 to attack, damage, saves, checks Cures 5d8 damage +1/lev (max. +15) 60-ft radius of bright light Puts 10 HD of creatures to sleep Cancels magical spells and effects Attacks miss subject 50% Subjects in cone flee for 1 round/lev	PHB2O9 PHB2O9 PHB212 PHB215 PHB216 PHB216 PHB217 PHB223 PHB223 PHB229
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance Confusion [Mind-Affecting] Crushing Despair [Mind-Affecting] Cure Serious Wounds Daylight [Light] Deep Slumber [Mind-Affecting] Dispel Magic Displacement Fear [Fear, Mind-Affecting] Gaseous Form Geas, Lesser [Language-Dep, Mind-Affecting] Glibness Good Hope [Mind-Affecting]	Tr 1	VS VS VSF VSM VSM VS	1 act 1 act 10 min 1 act 1 round 1 act 1 round 1 act 1 round	Personal Close Long Medium 30 ft Touch Close Medium Touch 30 ft Touch Close Personal Medium	1 round/lev (D. 1 day/lev 1 min/lev (D. 1 round/lev 1 min/lev Instantaneous 10 min/lev (D. 1 min/lev Instantaneous 1 round/lev (D. 1 round/lev (D. 1 dau/lev (D. 1 dau/lev (D. 1 dau/lev (D. 1 min/lev	Will n. Will part. Will n. W	<u> </u>	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev Subjects get - 2 to attack, damage, saves, checks Cures 5d8 damage +1/lev (max. +15) 60-ftradius of bright light Puts 10 HD of creatures to sleep Cancels magical spells and effects Attacks miss subject 50% Subjects in cone flee for 1 round/lev Subject gets insubstantial and can fly slowly Commands subject of 7 HD or less +30 to Bluff, lies can escape discernment Subject gets +2 to attack, damage, saves, checks	PHB209 PHB209 PHB212 PHB215 PHB216 PHB216 PHB217 PHB225 PHB225 PHB225 PHB254 PHB255 PHB255 PHB255
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance Confusion [Mind-Affecting] Crushing Despair [Mind-Affecting] Cure Serious Wounds Daylight [Light] Deep Slumber [Mind-Affecting] Dispel Magic Displacement Fear [Fear, Mind-Affecting] Gaseous Form Geas, Lesser [Language-Dep., Mind-Affecting] Glibness Good Hope [Mind-Affecting] Haste	Tr 1 Pr 1	VS VS VSF VSM VSM VS VS VSM VS VSM VS VSM VS VS VSM VS VSM VSSM VS SM V S VS	1 act 1 act 1 act 10 min 1 act	Personal Close Long Medium 30 ft Touch Close Medium Touch 30 ft Touch Close Medium Touch 30 ft Touch Medium Touch Close Medium Close	1 round/lev (D. 1 day/lev 1 min/lev (D. 1 min/lev 1 min/lev 1 min/lev 1 min/lev 1 min/lev (D. 1 min/lev (D. 1 min/lev 1 min/lev (D. 1 round/lev (D. 1 dau/lev (D. 1 min/lev (D. 1 min/le	Will n. For n.	<u> </u>	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subjects behave oddly for 1 round/lev Subjects get -2 to attack, damage, saves, checks Cures 5d8 damage +1/lev (max. +15) 60-ft radius of bright light Puts 10 HD of creatures to sleep Cancels magical spells and effects Attacks miss subject 50% Subjects in cone flee for 1 round/lev Subject gets insubstantial and can fly slowly Commands subject of 7 HD or less +50 to Bluff, lies can escape discernment Subject gets +2 to attack, damage, saves, checks One creat/lev is faster, +1 to attack, saves, AC	PHB209 PHB209 PHB212 PHB215 PHB216 PHB216 PHB217 PHB225 PHB225 PHB225 PHB255 PHB255 PHB255 PHB257 PHB239
	Blink Charm Monster [Mind-Affecting] Clairaudience/Clairvoyance Confusion [Mind-Affecting] Crushing Despair [Mind-Affecting] Cure Serious Wounds Daylight [Light] Deep Slumber [Mind-Affecting] Dispel Magic Displacement Fear [Fear, Mind-Affecting] Gaseous Form Geas, Lesser [Language-Dep, Mind-Affecting] Glibness Good Hope [Mind-Affecting] Haste Illusory Script [Mind-Affecting]	Tr 1 Pi 1 P	VS	1 act 1 act 10 min 1 act	Personal Close Long Medium 30 ft Touch Touch Close Medium Touch 30 ft Touch Close Personal Medium Close Touch	1 round/lev (D. 1 day/lev 1 min/lev (D. 1 min/lev 1 min/lev 1 min/lev 1 min/lev 1 min/lev 1 min/lev (D. 1 min/lev (D. 1 min/lev (D. 1 round/lev (D. 1 dau/lev (D. 1 dau/lev (D. 1 min/lev (D. 1 day/lev (D. 1 min/lev (D. 1 day/lev (D. 1 min/lev (D. 1 min/lev (D. 1 min/lev (D. 1 day/lev (D. 1 min/lev (D. 1 min/le	Will n. Eor n. Will	<u> </u>	You randomly vanish and reappear Makes monster believe it is your ally Hear or see at a distance for 1 min/lev Subject behave oddly for 1 round/lev Subject get - 2 to attack, damage, saves, checks Cures 5d8 damage +1/lev (max. +15) 60-ft radius of bright light Puts 10 HD of creatures to sleep Cancels magical spells and effects Attacks miss subject 50% Subjects in cone flee for 1 round/lev Subject gets insubstantial and can fly slowly Commands subject of 7 HD or less +30 to Bluff, lies can escape discernment Subject gets +2 to attack, damage, saves, checks One creat/lev is faster, +1 to attack, saves, AC Only intended reader can decipher	PHB209 PHB209 PHB212 PHB215 PHB216 PHB216 PHB216 PHB223 PHB223 PHB223 PHB234 PHB255 PHB255 PHB255 PHB255 PHB259 PHB259 PHB239
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Kn.	SCROL	SPELL NAME	Scн.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
	4+H.	-LEVEL SPELLS Spells: + =			Cast∙ □[ve DC:		Max. known:	
		ELVEE GLEED SPENS.			Cq5t. LL		34	VC VC	_	//igx. ki/ow//	
		Break Enchantment	<u>Ab</u>	VS_	<u>1 min</u>	Close	Instantaneous		\overline{N}	Frees subject from magical effects	PHB207
		Cure Critical Wounds	<u>Co</u>		1 act	Touch	Instantaneous	Will 1/2	<u>Y</u> _	Cures 4d8 damage +1/lev (max +20)	PHB215
		Detect Scrying		VSM	<u>1 act</u>	40 ft	24 hrs	- nat:11	ÑΤ	Alerts you of magical eavesdropping	PHB219
		Dimension Door [Teleportation]	<u>Co</u>		1 act	Long	Instantaneous		Sp.	+	PHB221
		Dominate Person [Mind-Affecting] Freedom of Movement	<u>Еп</u> АЬ	VS VSM	1 round 1 act	Close Touch	1 day/lev 10 min/lev	Will n. Will n.	<u>Y</u> -	Controls humanoid telepathically Subject moves normally despite impediments	PHB224
		Hallucinatory Terrain	<u>AÞ</u> Il	VSM	10 min	Long	2 hrs/lev (D)	Will dis.	N-	Makes one type of terrain appear like another	
		Hold Monster [Mind-Affecting]			1 act	Medium	1 round/lev (D)		Y-	Paralyzes one creature for 1 round/lev	PHB238
		Invisibility, Greater	11	VS	1 act	Touch	1 round/lev (D		Ϋ́	Subject is invisible even if it attacks	PHB245
		Legend Lore	Di_	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB246
		Leomund's Secure Shelter	Co		10 min	Close	2 hrs/lev (D)		N	Creates sturdy cottage	PHB247
		Locate Creature	Di_	VSM	1 act	Long	10 min/lev		N	Indicates direction to familiar creature	PHB249
		Modify Memory [Mind-Affecting]	<u>En</u>		1 round	Close	<u>Permanent</u>	Will n.	<u>Y</u> _	Changes 5 minutes of subject's memories	PHB255
		Neutralize Poison	<u>Co</u>	VSM	1 act	Touch_	10 min/lev	Will n.	<u>Y</u> _	Detoxifies venom in or on subject	PHB257
		Rainbow Pattern [Mind-Affecting]	11_	<u>VSM</u> F	<u>1 act</u>		Conc. + 1r/lev		<u>Y</u> _	Lights fascinate 24 HD of creatures	PHB268
		Repel Vermin	<u>Ab</u>	VS_	1 act	10 ft	10 min/lev (D)		<u>Y</u> -	Insects, spiders, and vermin stay 10 ft away	PHB271
		Shadow Conjuration Shout Shout Shout	<u>-</u> _	VS_	1 act	Special 30 ft	Special Instantaneous	Will dis. Special	<u>Y</u> -	Mimics conjuring below 4th lev., 20% real	PHB276
		Shout [Sonic] Speak with Plants	Ev_ Di_	<u>V</u> VS	<u>1 act</u> 1 act	Personal	1 min/lev	<u>special</u>	<u>N</u>	Deafens all within cone and deals 5d6 damage You can talk to plants and plant creatures	PHB279 PHB282
		Summon Monster IV	Co		1 round	Close	1 round/lev (D))	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	
		Zone of Silence	1	VS	1 round	Personal			Ν̈́	Keeps eavesdroppers from overhearing	PHB3O3
	£4.11	LEVEL COLLS Cools	_		C34 □			us DC		May Juneuus DDDDD	
	3 TH-	-Level 8pells Spells: + =			Cast: LIL		10000 34v	ve DC:	-	Max. known: \bigcap \bigcap \bigcap	
		Cure Light Wounds, Mass	<u>Co</u>	1/5	1 act	Close	Instantaneous	Will 1/2	Υ	Cures 1d8 damage +1/lev for many creatures	PHB216
		Dispel Magic, Greater		VS	1 act		Instantaneous		Ņ.	Dispels magical effects, +20 on check	PHB223
		Dream [Mind-Affecting]	11		1 min	Unlimit.			Ϋ́	Sends message to anyone sleeping	PHB225
		False Vision	ii –		1 act	Touch	1 hour/lev (D)		Ň	Fools scrying with an illusion	PHB229
		Heroism, Greater [Mind-Affecting]	En		1 act	Touch	1 min/lev	Will n.	Y	+4 to attack, saves, skills; temporary hit points	
		Mind Fog [Mind-Affecting]			1 act	Medium		Will n.	<u>Y</u> _	Subjects in fog get -10 Wis and Will checks	PHB253
		Mirage Arcana	11_	VS_	1 act	Long	Conc. +1 hr/lev		\overline{N}	Terrain and structures appear like another	PHB254
		Mislead	11_	<u>S</u>	1 act	Close	1 round/lev (D		. <u>N</u>	Turns you invisible and creates illusory double	
		Nightmare [Mind-Affecting, Evil]	11_	VS_	<u>10 min</u>		Instantaneous	Will n.	<u>Y</u> _	Sends vision dealing 1d10 damage, fatigue	PHB257
		Persistent Image	11_	VSF_	<u>1 act</u>	Long	1 min/lev (D)	Will dis.	ÑΤ	Creates illusion of your design, no concentr.	PHB260
		Seeming	11_	VS_	<u>1 act</u>	Close	12 hours (D)	Special	<u>Sp.</u>	Changes appearance of 1 person/2 lev	PHB275
		<u>Shadow Evocation</u> Shadow Walk	11_		<u>1 act</u> 1 act	Special	Special 1 hour/lev (D)	Will dis. Will n.	<u>Y</u> -	Mimics evocation below 5th lev, 20% real	PHB277
		Song of Discord [Mind-Affecting, Sonic]	II _ En_	VS	1 act	<u>Touch</u> Medium	1 round/lev	Will n.	<u>√</u> -	Step into shadow to travel rapidly Forces targets to attack each other	PHB277 PHB281
		Suggestion, Mass [LangDep., Mind-Aff.]			1 act	Medium		Will n.	Ϋ́-	Compels 1 subject/lev to a course of action	PHB285
		Summon Monster V		VSF	1 round	Close	1 round/lev (D		ήT	Calls extraplanar (15th, 1d3 4th or 1d4+13rd)	
	CA11	Level Cherro C			C1 [][DC		Man In ann	
	orH-	-Level			Cast: LIL		,ec חחחח	ve DC:	-	Max. known: \bigcap \bigcap \bigcap	
		Analyze Dweomer	Di_	VSF	1 act	Close	1 round/lev (D))_/Will n	Ν	Reveals magical aspects of subject	PHB197
		Animate Objects	Tr_		1 act		1 round/lev	, <u>, , , , , , , , , , , , , , , , , , </u>	N	Objects attack your foes	PHB199
		Cat's Grace, Mass		VSM	1 act	Close	1 min/lev	Will n.	Ϋ́	One subject/lev gets +4 to Dex	PHB208
		Charm Monster, Mass [Mind-Affecting]	En_		1 act	Close	1 day/lev	Will n.	Ϋ́	Monsters in 30 ft believe they are friends	PHB209
		Cure Moderate Wounds, Mass	Co		1 act	Close	Instantaneous		Ÿ-	Cures 2d8 damage +1/lev for many creatures	PHB216
		Eagle's Splendor, Mass	Tr_		1 act	Close	1 min/lev	Will n.	Ÿ-	One subject/lev gets +4 to Cha	PHB225
		Eyebite [Evil]	N e		1 act	Close	1 round/3 lev	For n.	<u>Y</u> _	Target becomes panicked, sickened, comatose	
		Find the Path	Di		3 rds	Touch	10 min/lev	-/Will n.	Sp.		PHB230
		Fox's Cunning, Mass	<u>Tr</u>		1 act	Close	1 min/lev	Will n.	<u>Y</u> _	One subject/lev gets +4 to Int	PHB233
		Geas/Quest [LangDep., Mind-Affecting]			10 min	Close	1 day/lev (D)		<u>Y</u> _	Places a magical command on a creature	PHB234
		Heroes' Feast	<u>Co</u>		10 min	Close	Special		ÑΤ	Food for 1 creat/lev cures and gives bonuses	PHB240
		Otto's Irresistible Dance [Mind-Aff.]	<u>En</u>		1 act	Touch_	1d4+1 rounds	- \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Y_	Forces subject to dance	PHB259
		Permanent Image	11_	VSF_	1 act	Long	Permanent (D)		$\frac{N}{N}$	Includes sight, sound, and smell	PHB260
		Project Image	11_	VSF_	1 act	<u>Long</u> Medium	Perm, then 1r/1 1 round/lev (D.		<u>N</u>	Creates full illusion triggered by event Illusory double can talk and cast spells	PHB265
		Project Image Scrying, Greater	II_	VSM VS	<u>1 act</u> 1 act	Special	1 hour/lev (D.	Will n.	<u>^</u>	As scrying, but faster and longer	PHB265 PHB274
		Shout, Greater [Sonic]	<u>Di</u> Ev		1 act	60 ft	Instantaneous		<u>\</u> -	As scrying, but faster and longer Yell deals 10d6 damage, stuns, damages objects	
		Summon Monster VI		VSF_	1 round	Close	1 round/lev (D		N-	Calls extraplanar (16th, 1d3 5th or 1d4+14th)	
		Sympathetic Vibration [Sonic]			10 min	Touch	1 round/lev	´	Ϋ́	Deals 2d10 damage/round to a structure	PHB291
		Veil 1	1	VS	1 act	Long	Conc. +1 hr/lev	Will n.	÷-	Changes appearance of group of creatures	PHB298
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	_		_	_					_		



CLERIC POWERS									n con
TURN/REBUKE UNDEAD	heck 1	Result	Max HD	Affected	Domain:			Domain:	
,	O or lot 1-3 4-6 7-9 10-12 13-15 16-18 19-2' 22+	2 5 3	Level Level Level Leve Leve Level Level Level Level	-5 -2 -1 el +1 +2 +3	Granted Powe	er:		Granted Power:	
CLERIC SPELLS									
Prep. Scroll Spell Name	S сн.	Сомр.	. Cast Time	RANGE	Duration	SAVE	SR	EFFECT	
0-LEVEL SPELL8			Spells: _	+ :	= Sa	ve DC:			
Create Water (Water) Cure Minor Wounds (Healing) Detect Magic Detect Poison Guidance Inflict Minor Wounds Light (Light) Mending Purify Food and Drink Read Magic Resistance Virtue	Co Di Di Di Ne Ev Tr Tr Di Ab	VS VS VS VS VD VS VS VS VS	1 act 1 act	Close Touch 60 ft Close Touch Touch Touch 10 ft 10 ft Touch Touch Touch Touch	Instantaneous Instantaneous I min/lev (D) Instantaneous I min Instantaneous IO min/lev (D) Instantaneous IO min/lev (D) Instantaneous Instantaneous IO min/lev I min I min	Will ½	N. Y. N. Y. Y. N. Y.	Creates 2 gallons/lev of pure water Cures 1 point of damage Detect spells and magic items within 60 ft Detects poison in one creature or object +1 on one attack, roll, check or save Touch attack, 1 point of damage Object shines like a torch Makes minor repairs on an object Purifies 1 cubic ft/level of food or water Read scrolls and spellbooks Subject gains +1 on saving throws Subject gains 1 temporary hit point	PH8215 PH8216 PH8219 PH8219 PH8238 PH8244 PH8248 PH8255 PH8269 PH8272 PH8298
18†-LEVEL SPELL8				_	= Sa		-		
Bane [Fear, Mind-Affecting] Bless [Mind-Affecting]		VSD VSD	<u>1 act</u> 1 act	50 ft 50 ft	1 min/lev 1 min/lev	Will n.	$\frac{Y}{Y}$	Enemies suffer -1 to attacks and saves vs. fear Allies gain +1 to attack and saves vs. fear	PHB2O3 PHB2O5
Bless Water [Good]	Tr_	VSM		Touch	Instantaneous			Makes holy water	PHB205
Cause Fear [Fear, Mind-Affecting]	Ne		1 act	Close	Special	Will part.			
Command [Language-Dep., Mind-Affecting]			1 act	Close	1 round	Will n.		Subject obeys selected command for 1 round	
Comprehend Languages Cure Light Wounds [Healing]			<u>1 act</u> 1 act	Personal Touch	10 min/lev Instantaneous	- Will ½	<u>^</u>	Understand all spoken and written languages Cures 1d8 damage +1 per level (max +5)	
	<u>Co</u> N e		1 min	Touch	Instantaneous			Makes unholy water	PHB215 PHB216
	Ne Ne		1 act	30 ft	10 min/lev	<u>v v 111 1/.</u>	ή-	Reveals how near neath subjects are in 30-ft	





CLERIC SPELLS SAVE SR PREP. SCROLL SPELL NAME Sch. Comp. Cast Time Range DURATION **E**FFECT Spells: ___ + ___ = __ 2170-LEVEL SPELLS Save DC: Y +1 to hit and save vs. fear, +1d8 temp. hp +1/lev PHB196
Y Weapon becomes good, evil, lawful or chaotic PHB197 [Mind-Affecting] En VSD 1 act Touch 1 min/lev Will n. Align Weapon Tr__VSD_ 1 act <u>Touch</u> 1 min/lev Weapon becomes good, evil, lawful or chaotic PHB197 N Learn whether an action will be good or bad PHB202 1 min Personal Instantaneous Augury Di__VSMF -Will n. Bear's Endurance VSD 1 min/lev Subject gains +4 Con for 1 min/lev Tr_ 1 act Touch PHB203 Will n. Bull's Strength 1 act Touch 1 min/lev Subject gains +4 Str for 1 min/lev Tr VSD PHB207 Medium 1 round/lev (D) Will n. Calm Emotions [Mind-Affecting] En VSD 1 act Calms creatures, negating emotion effects PHB207 2 hours/lev Consecrate 1 act Close Fills area with positive energy, weakens undead PHB212 [Good] Ev VSMD Will 1/2 Cure Moderate Wounds Instantaneous Cures 2d8damage +1/lev (max +10) PHB216 [Healina] Co VS 1 act Touch Darkness 1 act 10 min/lev (D) 20-ft radius of supernatural shadow Ev VMD Touch [Darkness] PHB216 Death Knell 10 min/HD Will n. Kills 1 creature, gain 1d8 hp, +2 Str and 1 level [Death, Evil] Ne VS 1 act Touch PHB217 1 hour/lev Delay Poison For n. [Healing] <u>Co</u> VSD 1 act Touch Stops poison from harming subject for 1 hr/levPHB217 2 hours/lev 1 min/lev Desecrate vsmp 1 act [Evil] Ev Close Fills area with neg. energy, strength, undead PHB218 Will n Eagle's Splendor
Enthrall (Language-Dep., Mind-Affecting, Sonic) Tr_ VSD 1 act Touch Subject gains +4 Cha for 1 min/lev PHB225 Will n. Medium Up to 1 hour En_ VS 1 round Captivates all within range PHB227 1 min/lev Notice traps as a roque does Find Traps Di VS 1 act Personal PHB230 Will n. <u>N e</u> Gentle Repose VSD <u>1 act</u> Touch 1 day/lev Preserves one corpse PHB235 1 round/lev (D) Will n. <u>En</u> Hold Person [Mind-Affecting] VSD <u> 1 act</u> <u>Medium</u> Paralyzes one humanoid for 1 round/level PHB241 Inflict Moderate Wounds Will 1/2 VS_ <u>Touch</u> <u>Instantaneous</u> Touch deals 2d8 damage +1/lev(max +10) PHB244 Ne <u>1 act</u> Make Whole Will n. <u>Tr_</u> VS 1 act Close <u>Instantaneous</u> Repairs an object PHB252 Owl's Wisdom <u>Tr_</u> Will n. Subject gains +4 Wis for 1 min/lev VSD 1 act Touch 1 min/lev PHB259 Will n. Remove Paralysis [Healing] VS <u> 1 act</u> Close <u>Instantaneous</u> Frees 1 or more creatures from paralysis/slow PHB271 Co Resist Energy <u>Ab</u> VSD <u>Touch</u> 10 min/lev Ignores 10+ damage/attack from energy type PHB272 1 act Willn Restoration, Lesser <u>Co</u> VS <u>3 rds</u> <u>Touch</u> Instantaneous Repairs 1d4 ability damage PHB272 Shatter Shield Other [Sonic] VSD_ Instantaneous 1 hour/lev (D) Special Will n. 1 act <u>Close</u> Vibrations damage objects/crystalline creat. PHB278 VSF_ <u>Close</u> You take half of subject's damage <u>Ab</u> <u>1 act</u> PHB278 Silence 1 1 min/lev (D) Special Negates sound in 15-ft radius VS 1 act <u>Lọng</u> Sound Burst [Sonic] Ev_ VSD 1 act <u>Close</u> Instantaneous For part. Deals 1d8 sonic damage to subjects, may stun PHB281 Spiritual Weapon 1 round/lev (D) [Force] <u>Ev</u> VSD 1 act Medium Magic weapon attacks on its own Will n. 1 hour/lev <u>Di</u>_ VS act Touch Monitors condition and position of allies PHB284 N Calls extraplanar creature (12nd or 1d3 1st)
Y Conceals alignment for 24 hrs Close Close 1 round/lev (D) <u>Summon Monster II</u> Co VSD 1 round PHB286 Undetectable Alignment <u>Ab</u> VS <u> 1 act</u> <u>24 hrs</u> Conceals alignment for 24 hrs PHB297 Zone of Truth [Mind-Affecting] En VSD 1 min/lev Will n. 1 act Close Subjects within range cannot lie PHB303 Dom. Dom. Spells: ___ + __ = ___ Save DC: ___ 3Rd-LEVEL SPELL8 Touch Instantaneous - Will n. [Evil] Ne VSM 1 act Animate Dead N Creates undead skeletons and zombies PHB198 Touch Permanent Will n. Medium Permanent (D) For n. Bestow Curse Blindness/Deafness Ne VS 1 act -6 to ability; -4 to rolls; or 50% lose act. PHB203 1 act Makes subject blinded or deafened Ne V PHB206 Instantaneous For n. [Evil] Ne VS Y Infects subject with cheekers torch

Makes a permanent heatless torch

1 horse/level Infects subject with chosen disease Touch Contagion 1 act PHB213 Continual Flame <u>Permanent -</u> [Light] Ev_VSM 1 act Touch PHB213 Create Food and Water VS_ <u>Co</u> 10 min Close 24 hrs N Feeds 3 humans or 1 horse/level PHB215 Instantaneous Will 1/2 [Healing] VS_ Cure Serious Wounds <u>Co</u> <u> 1 act</u> Touch Y Cures 3d8 damage +1/lev (max +15) PHB216 10 min/lev (D) -1 day/lev (D) -Daylight Deeper Darkness N 60-ft radius of bright light [Light] Ev <u>VS__</u> 1 act Touch PHB216 <u>Ev</u> [Darkness] VD <u>1 act</u> Touch Object sheds shadow in 60-ft radius PHB217 Dispel Magic Glyph of Warding VS <u> 1 act</u> Medium Instantaneous N Cancels spells and magical effects PHB223 <u>10 min</u> Until disch. Special <u>Ab</u> VSM Touch_ Sp. Inscription harms those who pass it PHB236 Helping Hand Inflict Serious Wounds PHB239 <u>Ev</u> VSD miles 1 hour/lev 1 hour/lev Instantaneous Will ½ N Ghostly hand leads subject to you 1 act VS_ <u>N e</u> <u> 1 act</u> Touch Touch deals 3d8 damage +1/lev (max +15) PHB244 N Invisibility Purge VS <u>Personal</u> 1 min/lev (D) Dispels invisibility within 5 ft/level PHB245 1 act 1 min/lev <u>Locate Object</u> <u>Di</u>_ VSD Senses direction towards object PHB249 1 act Long Will n. Magic Circle against Chaos 10 min/lev [Lawful] Ab VSD N +2 AC and saves in 10-ft, no mind control 1 act <u>Touch</u> PHB249 Magic Circle against Evil 10 min/lev Will n. Ν +2 AC and saves in 10-ft, no mind control [Good] ΑЬ VSD 1 act Touch PHB249 Will n. Magic Circle against Good 10 min/lev N +2 AC and saves in 10-ft, no mind control [Evil] VSD <u>1 act</u> Touch PHB250 Magic Circle against Law [Chaotic] VSD 10 min/lev Ν +2 AC and saves in 10-ft, no mind control ΑЬ 1 act Touch PHB250 Magic Vestment <u>Tr_</u> 1 hour/lev Will n. VSD 1 act Touch Armor or shield gains +1/4 levels PHB251 Meld into Stone [Earth] 10 min/lev Tr VSD <u>1 act</u> <u>Personal</u> N You and your gear merge with stone PHB252 Will n. Obscure Object 8 hours (D) <u>Y</u>_ Ab VSD <u>1 act</u> <u>Touch</u> Masks object against scrying [Mind-Affecting] 40 ft 1 round/lev Prayer <u>En</u>_ VSD <u> 1 act</u> Allies gain +1 on most rolls, enemies -1 PHB264 Touch Protection from Energy 10 min/lev <u>АЬ</u> VSD 1 act Absorbs 12 points/lev damage from energy PHB266 Remove Blindness/Deafness [Healing] For n. <u>Co</u> VS <u> 1 act</u> <u>Touch</u> <u>Instantaneous</u> Cures normal or magical conditions PHB270 Touch Will n. PHB270 Remove Curse <u>Ab</u> <u>VS</u> <u> 1 act</u> <u>Instantaneous</u> Frees object or person from curse Remove Disease [Healing] Instantaneous For n. Cures all diseases affecting subject PHB271 Co VS 1 act Touch Searing Light Medium Instantaneous Ray deals 1d8/2 lev, more if undead PHB275 Ev VS act Speak with Dead [Language-Dependent] Ne VSD <u>10 min</u> 10 ft 1 min/lev Corpse answers one question/2 levels PHB281 Stone Shape N Sculpts stone into any shape Tr VSD 1 act Touch Instantaneous [Earth] PHB284 1 round/lev (D) -2 hours/lev Will n. 10 min/lev (D) Will n. <u>11</u> Y Summon Monster III Co VSD Calls extraplanar (13rd, 1d32nd or 1d4+11st) PHB286 1 round Close

1 act

1 act

1 act

louch

Touch

Medium 1 round/lev

Subjects can breathe underwater

Subject treads on water as if solid

Deflects arrows, smaller creatures and gases

PHB300

PHB300

PHB302

VSD

VSD

Ev VSD

Tr_

Tr_

[Water]

[Air]

Water Breathing

Water Walk

Wind Wall

Dom. Dom.

CLERIC SPELLS								
PREP. SCROLL SPELL NAME	S сн.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
4th-Level Spells			Spells: _	+ =	= Sav	ve DC:	_	
Air Walk Control Water Cure Critical Wounds Death Ward Dimensional Anchor Discern Lies Dismissal Divination Divine Power Freedom of Movement Giant Vermin Imbue with Spell Ability Inflict Critical Wounds Magic Weapon, Greater Neutralize Poison Repel Vermin Restoration Restoration Sending Spell Immunity Summon Monster IV Tongues	Truco	VS VSD VSD VSDX VSD VSD	1 act	Touch Long Touch Touch Medium Close Close Personal Touch Close Touch Touch Close Touch Touch Close Touch Touch Touch Touch Touch Touch Touch Touch	10 min/lev 10 min/lev (D) Instantaneous 1 min/lev 1 min/lev 1 min/lev Up to 1 rd/lev Instantaneous 1 round/lev 10 min/lev 1 min/lev 10 min/lev 1 min/lev 10 min/lev	Will 1/2 Will n. -	Y.	Subject treads on air as if solid (45 deg. climb) PHB196 Raises or lowers bodies of water PHB214 Cures 4d8 damage +1/lev (max +20) PHB215 Grants immunity to death spells and effects PHB217 Bars extradimensional movement PHB221 Reveals deliberate falsehood PHB221 Forces a creature to return to native plane PHB222 Provides advice for specific proposed actions PHB224 You gain attack bonus, +6 5tr and 1 hp/level PHB224 Subject moves normally despite impediments PHB235 Turns insects into giant vermin PHB235 Turns deals 4d8 damage +1/lev (max +20) PHB244 +1 bonus/4 lev (max +5) PHB251 Detoxifies venom in or on subject PHB255 Exchange services with 6-HD extraplanar PHB261 Touch deals 1d10 Con damage, repeat in 1 min. PHB262 Insects and vermin stay 10 ft away PHB271 Instantly delivers short messages anywhere PHB272 Subject is immune to 1 spell/4 levels PHB282 Calls extraplanar (14th, 1d5 3rd or 1d4+1 2nd) PHB286 Speak any language PHB294
Sth-Level Spells Atonement Break Enchantment Command, Greater (Land-Dep, Mind-Aff) Commune Cure Light Wounds, Mass (Healing) Dispel Chaos (Lawful) Dispel Good (Evil) Dispel Jaw (Chaotic) Disrupting Weapon Flame Strike (Fire) Hallow (Good) Inflict Light Wounds, Mass Insect Plague Mark of Justice Plane Shift Raise Dead (Healing) Righteous Might Scrying Slay Living (Death) Spell Resistance Summon Monster V Symbol of Pain (Evil) Symbol of Sleep (Mind-Affecting) True Seeing Unhallow (Evil) Wall of Stone (Exit)	O C C C C C C C C C C C C C C C C C C C	VSMEDX VS VSD VSD VSD VSD VSD VSD VSD VSD VSD	1 hour 1 min 1 act 10 min 1 act 1 act 1 act 1 act 1 act 1 act 1 act 1 day 1 act 1 found 10 min 1 act	Close Close Personal Close Touch Touch Touch Touch Touch Touch Close Long Touch Touch Touch Close Long Touch	Instantaneous Instantaneous Iround/lev Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Iround/lev Instantaneous Iround/lev Instantaneous Iround/lev Instantaneous Iround/lev Iround/l	Will n. For part. Will n.	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Removes burden of misdeeds from subject Frees subject from magical effects One subject/lev obeys command for 1 round PHB211 Deity answers one yes-or-no question/level PHB216 4-4 honus vs. attacks made by chaotic creatures +4 honus vs. attacks made by evil creatures +4 honus vs. attacks made by good creatures PHB222 +4 honus vs. attacks made by plawful creatures PHB222 HB222 HB222 HB222 HB222 HB223 Melee weapon destroys undead PHB225 Melee weapon destroys undead PHB225 Melee weapon destroys undead PHB226 Designates location as holy PHB238 PHB244 Designates command the will trigger curse on subj. PHB252 Up to 8 subjects travel to another plane PHB244 PHB262 Restores life to subject dead up to 1 day/level PHB263 Spies on subject from a distance PHB275 Spies on subject from a distance PHB276 Calls extraplanar (15th, 1d3 4th or 1d4+15rd) PHB280 Triggered rune puts creatures with pain PHB290 Triggered rune puts creatures with pain PHB290 Creates a stone wall that can be shaped PHB297 Creates a stone wall that can be shaped

Dom.□ Dom.□



CLERIC SPELLS PREP. SCROLL SPELL NAME	Sch. Сомр.	Cast Time	RANGE	Duration	Save	SR	Effect	
6†H-LEVEL SPELL8		Spells: _	+ :	= Sa	ve DC:	_		
Animate Objects Antilife Shell Banishment Bear's Endurance, Mass Blade Barrier (Force) Bull's Strength, Mass Create Undead (Evil) Cure Moderate Wounds, Mass (Healing) Dispel Magic, Greater Eagle's Splendor, Mass Find the Path Forbiddance Geas/Quest (Language-Dep., Mind-Affecting) Glyph of Warding, Greater Harm Heal (Healing) Heroes' Feast Inflict Moderate Wounds, Mass Owl's Wisdon, Mass Planar Ally Summon Monster VI Symbol of Fear (Fear, Mind-Affecting)	Ab VS Tr VSD Di VSF Ab VSMI En V Ab VSM Ne VS Co VSD Ne VS Tr VSD Co VSD Ne VSM	1 act 1 round 1 act 3 rds 6 rds 10 min 10 min 1 act 1 act 1 act 1 ct 1 met 1 act 1 ct 1	10 ft Close Close Medium Close Close Medium Close Touch Medium Close Touch Touch Touch Close	1 round/lev 10 min/lev (D) Instantaneous 1 min/lev (D) 1 min/lev 1 min/lev Instantaneous Instantaneous Instantaneous Instantaneous 1 min/lev 10 min/lev Permanent 1 day/lev (D) Unti disch. (D) Instantaneous Instantaneous I hour +12 hrs Instantaneous 1 min/lev Instantaneous 1 min/lev Instantaneous 1 min/lev Instantaneous 1 min/lev Instantaneous 1 round/lev (D) Special	Will n. Special Will n Will n Will 1/2 - Will n/Will n/Will n Special Will 1/2 Will n Will n.	<u> </u>	10-ft field hedges out living creatures P Banishes 2 HD/lev of extraplanar creatures P! One subject/lev gets +4 Con P! Wall of blades deal 1d6 damage/level P! One subject/lev gets +4 Str Creates ghouls, ghasts, mummies or mohrgs P! Cures 2d8 damage +1/lev for many creatures P Dispels magical effects, +20 on check P! One subject/lev gets +4 Cha P! Shows most direct way to a location P! Blocks planar travel, damages diff. alignments P! Places a magical command on a creature P Paals 10 points/lev damage to target P Cures 10 points/lev damage and conditions P! Food for 1 creat/lev cures and gives bonuses P Deals 2d8 damage +1/lev to many creatures P One subject/lev gets +4 Wis Exchange service with a 16 HD extraplanar P Calls extraplanar (16th, 1d3 5th or 1d4+1 4th) P Triggered rune panics nearby creatures	PHB239 PHB240 PHB244 PHB259 PHB261 PHB287 PHB290
Symbol of Persuasion [Mind-Affecting] Undeath to Death Wind Walk [Air] Word of Recall Dom. 7th-Level Spells	Ne VSD	10 min 1 act 1 act 1 act	Medium Touch Unlimit.	Special Instantaneous 1 hour/lev (D) Instantaneous	-/Will n.	<u>Sp</u>	Destroys 1d4 HD/lev (max 2OHD) undead P You and allies turn vaporous and travel fast P	PHB290 PHB297 PHB302 PHB303
Blasphemy [Sonic, Evil] Control Weather Cure Serious Wounds, Mass [Healing] Destruction [Death] Dictum [Sonic, Lawful] Ethereal Jaunt Holy Word [Sonic, Good] Inflict Serious Wounds, Mass Refuge	Tr. VS Co. VS Ev. V. Tr. VS Co. VSM Co. VSM Co. VSM Di. VS En. VSM Ne VSM	1 act	40 ft 2 miles Close Close 40 ft Personal 40 ft Close Touch Touch Touch Touch Touch Close Touch	Instantaneous 4d12 hours Instantaneous Instantaneous Instantaneous 1 round/lev (D Instantaneous Instantaneous Until discharg Instantaneous	-/Will n Will 1/2 For part/Will n.)/Will n. Will 1/2 - For n.)Will n. Will n. Will n.	Y	Changes weather in local area Cures 548 damage +1/lev for many creatures P Kills subject and destroys remains P Kill/paralyze/slow/deafen nonlawful subjects P You become ethereal for 1 round/lev Kill/paralyze/blind/deafen nongood subjects P Beals 548 damage +1/lev to many creatures P Alters item to transport its possessor to you P Severed limbs grow back, cures 448 dmg +1/lev P Creatures can't approach you P Restores all levels and drained ability scores P Fully restores dead subjects P As scrying, but faster and longer P Calls extraplanar (17th, 143 6th or 144+15th) P Triggered rune stuns nearby creatures	PHB244 PHB269 PHB270 PHB271 PHB272 PHB272 PHB275 PHB291 PHB291



Dom.□ _ Dom.□ _

CLERIC	SPELL8								
PREP. SCROLL	Spell Name	So	н. Сом	P. CAST TIME	RANGE	DURATION	SAVE	SR	Еггест
81	rh-Level Spells			Spells:	+	= Sa	ve DC:		
	Antimagic Field Cloak of Chaos (Chao Create Greater Undead Cure Critical Wounds, Mass (Head Dimensional Lock Discern Location Earthquake (E) Fire Storm (I) Holy Aura (Ge) Inflict Critical Wounds, Mass Planar Ally, Greater Shield of Law (Lan Spell Immunity, Greater Summon Monster VIII Symbol of Death (De) Symbol of Insanity (Mind-Affect	Title A N N N N N N N N N	VSD	1 act 1 act 1 hour 1 act 1 omin 1 act 1 round 1 act 1 act 1 act 1 round 1 act 1 act 1 act 1 omin 1 act 1 act 1 omin 1 act 1 round 10 min	10 ft 20 ft Close Close Medium Vnlimit. Long Medium 20 ft Close Close Close Close Oft Touch Close Off	10 min/lev 1 round/lev (D Instantaneous Instantaneous 1 day/lev Instantaneous 1 round	Special Special Special Ref ½ Special Will ½ Special Will ½ Special Will n. Special Will n. For n. Will n.		. Negates magic within 10 ft +4 AC, +4 resistance and SR 25 vs. lawful spells PH8210 Create shadows, wraiths, spectres, devourers PH8215 Cures 4d8 damage +1/lev for many creatures PH8215 Blocks teleportation and planar travel PH8221 Intense tremors shake 5 ft/level radius PH8221 Deals 1d6 fire damage/level PH8231 +4 AC, +4 resistance and SR 25 vs. evil spells PH8241 Deals 4d8 damage +1/lev to many creatures PH8244 Exchange services with 18 HD extraplanar PH8244 Exchange services with 18 HD extraplanar PH8278 As spell immunify, up to 8th lev PH8282 Calls extraplanar (18th, 1d3 7th or 1d4+16th) PH8287 Triggered rune slays nearby creatures PH8289 Triggered rune renders nearby creat insane PH8290 +4 AC, +4 resistance and SR 25 vs. good spells PH8297
Dom.□									
99	Implosion Miracle Soul Bind Storm of Vengeance Summon Monster IX	N C E: E: N	VS VSX e VSF b VS VSD	30 min 1 act 1 act 1 act 1 act 1 act 1 act 1 act 1 round 1 round	Close Touch Medium Close Close Special Close Long Close	Special Instantaneous 1 min/lev (D)	Will n. s For n. Special Will n.) Special		Projects you and companion to Astral Plane Subject gains 2d4 negative levels PH8226 Travel to Ethereal Plane with companions Connects two planes for travel or summon PH8234 As hea/, but with several subjects PH8234 Request a deity's intercession PH8245 Traps newly dead soul to prevent resurrection PH8281 Storm rains acid, lightning, and hail PH8285 Calls extraplanar (19th, 1d3 8th or 1d4+17th) PH8286 Fully restores dead subject, without remains PH8296

Dom.□ Dom.□





Druid Powers	Fig.	
Wild Empathy:Lev + CHA + = _ Animal Companion: ☑ Nature Sense: ☑ Woodland Stride: □ Trackless Step: □	Wild 8HAPE Animal	
Resist Nature's Lure: Venom Immunity: A Thousand Faces: Timeless Body:	Small Large Medium Huge Huge	The same of
DRUID SPELLS		
PREP. SCROLL SPELL NAME 0-LEVEL SPELL8	Sch. Comp. Cast Time Range Duration Save SR Effect Spells: = Save DC:	
Create Water (W) Cure Minor Wounds Detect Magic Detect Poison Flare (L) Guidance Know Direction Light (L) Mending Purify Food and Drink Read Magic Resistance Virtue	Co VS 1 act Close Instantaneous N Creates 2 gallons/lev of pure water	
18t-Level Spells	Spells: + = Save DC:	
Charm Animal Mind-Affect Cure Light Wounds Detect Animals or Plants Detect Snares and Pits Endure Elements Entangle Faerie Fire (L. Goodberry Hide from Animals Jump Longstrider Magic Fang Magic Stone Obscuring Mist Pass without Trace	2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	PHB227 PHB229 rs) PHB257 PHB241 PHB246 PHB249 mage PHB250 mage PHB251 PHB258 PHB259 PHB265



RUIO SPELLS									
EP. SCROLL SPELL NAME	Sch.	Сомр.	CAST TIME	RANGE	Duration	SAVE	SR	EFFECT	
2nd-Level Spells			Spells: _	_ + =	= Sa	ve DC:	_		
Animal Messenger [Mind-Affecting] Animal Trance [Mind-Affecting, Sonic]	<u>En</u> En	<u>VSM</u> VS	1 act 1 act	<u>Close</u> Close	1 day/lev Concentration	- Will n.	<u>Y</u> _		PHB198 PHB198
Barkskin	Tr_	VSD	1 act	Touch	10 min/lev	<u> </u>	Ϋ́-	Grants +2 or higher natural armor bonus	PHB203
Bear's Endurance	Tr_	VSD	1 act	Touch	1 min/lev	Will n.	Ÿ	Subject gains +4 to Con for 1 min/lev	PHB203
Bull's Strength	Tr_	VSD	1 act	Touch	1 min/lev	Will n.	Υ		PHB207
Cat's Grace	Tr_	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Dex for 1 min/lev	PHB208
Chill Metal [Cold]	Tr_	VSD_	1 act	Close	7 rounds	Will n.	<u>Y</u> _	Cold metal damages those who touch it	PHB209
Delay Poison	<u>Co</u>	VSD_	<u> 1 act</u>	Touch_	1 hour/lev	For n.	<u>Y</u> _	Stops poison from harming subject for 1 hr/lev	/PHB217
Fire Trap	<u>Ab</u>	VSM	<u>10 min</u>	Touch_	Until discharg.	<u>Ref 1/2</u>	<u>Y</u> _		PHB231
Flame Blade		<u>VSD</u>	1 act	<u>O ft</u>	1 min/lev (D)	-	<u>Y</u> _		PHB231
Flaming Sphere[Fire]		VSD_	1 act	Medium	1 round/lev	Ref n.	Y_		PHB232
_ Fog Cloud	<u>Co</u>	<u>VS</u>	<u>1 act</u>	Medium	10 min/lev	-	$\frac{n}{N}$		PHB232
Gust of Wind [Air]	<u>Ev</u>	VS_	1 act	60 ft	1 round	For n.	<u>Y</u> _		PHB238
Heat Metal [Fire] Hold Animal [Mind-Affecting]		VSD_	1 act	<u>Close</u> Medium	7 rounds 1 round/lev (D	Will n.	<u>Y</u> -		PHB239
— Hold Animal [Mind-Affecting] Owl's Wisdom		VSD.	<u>1 act</u> 1 act	Touch	1 min/lev	Will n.	\	Paralyzes one animal for 1 round/level Subject gains +4 Wis for 1 min/lev	PHB241
Reduce Animal	<u>Tr_</u> <u>Tr_</u>	VSD VS	1 act	Touch	1 hour/lev (D)	<u>v viii 1).</u>	<u> </u>		PHB259 PHB269
Resist Energy	Ab	VSD_	1 act	Touch	10 min/lev	For n.	Y		PHB272
Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Ϋ́-	Repairs 104 ability damage	PHB272
Soften Earth and Stone [Earth]		VSD	1 act	Close	Instantaneous	-	Ņ		PHB280
Spider Climb	Tr_	VSM	1 act	Touch	10 min/lev	Will n.	Y		PHB283
Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D		N		PHB288
Summon Swarm	Co	VSD	1 round	Close	Conc. +2 rds		N	Summon swarm of bats, rats, or spiders	PHB289
Tree Shape	Tr	VSD	1 act	Personal	1 hour/lev (D)		N	You look exactly like a tree for 1 hr/lev	PHB296
Warp Wood	<u>Tr_</u>	VS_	1 act	<u>Close</u>	Instantaneous		<u>Y</u> _	Bends wood	PHB300
Wood Shape	<u>Tr_</u>	VSD_	<u> 1 act</u>	Touch	<u>Instantaneous</u>	Will n.	<u>Y</u> _	Rearrange wooden objects to suit you	PHB303
3RO-LEVEL SPELLS			Spells:	+ =	= Say	ve DC:			
			•				- 		
Call Lightning [Electricity]		VS_			1 min/lev	Ref 1/2	<u>Y</u> _	Calls down lightning bolts (3d6 per bolt)	PHB207
Contagion [Evil]		VS_	1 act	Touch	Instantaneous	For n.	<u>Y</u> _		PHB213
Cure Moderate Wounds Daylight (Light)	<u>Co</u>	VS_	1 act	Touch	Instantaneous 10 min/lev (D)	Will ½) -	$\frac{Y}{N}$	·	PHB216
Daylight (Light) Diminish Plants	<u>Ev</u> Tr_	VS_ VSD_	<u>1 act</u> 1 act	Touch Special	Instantaneous	/ -	N	60-ft radius of bright light Reduces size or blights growth of plants	PHB216 PHB221
Dominate Anima [Mind-Affecting]	En_	VSU_	1 round	Close	1 round/lev	Will n.	Y	Subject animal obeys silent mental commands	
Magic Fang, Greater	Tr_	VSD	1 act	Close	1 hour/lev	Will n.	Ý-	Natural weap. +1 to hit/dmg per 3 lev (max +5)	
Meld into Stone (Earth)		VSD	1 act	Personal	10 min/lev	-	Ņ		PHB252
Neutralize Poison	<u></u>	VSD	1 act	Touch	10 min/lev	Will n.	Y		PHB257
Plant Growth	Tr_	VSD	1 act	Special	Instantaneous		N		PHB262
Poison		VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min	
Protection from Energy	<u>Ab</u>		1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/level from one energy	PHB266
Quench	Tr_	VSD	1 act	Medium	Instantaneous		Sp	. Extinguish nonmagical fires or 1 magic item	PHB267
Remove Disease	Co	VS_	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
Sleet Storm [Cold]	Co	VSD_	1 act	Long	1 round/lev		И		PHB280
Snare	<u>Tr_</u>	<u>VSD</u>	3 rds	Touch	Until triggered		Й		PHB280
Speak with Plants	<u>Di_</u>	<u>VS</u>	<u>1 act</u>	Personal	1 min/lev		$\frac{\Omega}{N}$		PHB282
Spike Growth	Tr_	VSD_	1 act	Medium	1 hour/lev (D)	Ref part.	Y_	Creatures take 144 damage and may be slowed	
Stone Shape [Earth]	<u>Tr_</u>	VSD_	1 act	Touch	Instantaneous	,=	N N	Sculpts stone into any shape	PHB284
Summon Nature's Ally III Water Breathing	<u>Co</u>	VSD	1 round	Close Touch	1 round/lev (D 2 hours/lev) <u>-</u> Will n.	<u> </u>	Calls animals to fight (13rd/1d32nd/1d4+11st) Subject can breathe underwater	
		VSD_	1 act 1 act		1 round/lev	<u>v v III n.</u>	\ \-		PHB500 PHB502
Wind Wall [Air]	<u>Ev</u>	<u>VSD</u>	ı qcl	i-icqiuii)	1 10u1/q/16v	-	<u>-</u> -	Defices afrows, Silvatier creatures, gases	1 □ D3UZ



d Spells		_	_		_			0.0	_	
ROLL SPELL NAME		Sch.		CAST TIME	RANGE	Duration	SAVE	SR	EFFECT	
4th-Level Spells				Spells: _	+	= Sa	ve DC:	_		
<u> Air Walk</u>	[Air]	<u>Tr</u>	VSD	<u>1 act</u>	Touch_	10 min/lev		<u>Y</u> _	Subject treads on air as if solid (45-deg. climb)	PHI
Antiplant Shell		<u>Ab</u>	VSD	<u>1 act</u>	10 ft	10 min/lev (D)		<u>Y</u> _	Keeps animated plants at bay	PHE
Blight		<u>N</u> e		1 act	Touch	Instantaneous	For 1/2	Y_	Deals 1d6/lev to plant creature, or withers	PHE
Command Plants		<u>Tr</u>	<u>V</u>	1 act	<u>Close</u>	1 day/lev	Will n.	Y	Sways the actions of one or more plant creat.	
Control Water Cure Serious Wounds	[Water]	<u>Tr</u>	VSD VS	<u>1 act</u> 1 act	<u>Long</u> Touch	10 min/lev (D) Instantaneous	/ - Will ½	$\frac{\wedge}{N}$	Raises or lowers bodies of water Cures 3d8 damage +1/lev (max +15)	PH
Dispel Madic		<u>Со</u> <u>АЬ</u>	VS	1 act	Medium	Instantaneous	V VIII 72	N	Cancels spells and magical effects	PH PH
Flame Strike	[Fire]	Ev		1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level)	PH
Freedom of Movement	11 11 12	Аb	VSMD	1 act	Touch	10 min/lev	Will n.	Ÿ	Subject moves normally despite impediments	
Giant Vermin		Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin	PH
Ice Storm	[Cold]	Ev	VSD	1 act	Long	1 round		Y	Hail deals 5d6 damage in cylinder 40 ft across	PH
Reincarnate		<u>Tr</u>	<u>VSM</u> D	<u>10 min</u>	Touch	Instantaneous	-	<u>Y</u> _	Brings dead subject back in a random body	_PF
Repel Vermin		<u>Ab</u>	<u>VSD</u>	<u>1 act</u>	10 H	10 min/lev (D)	<u>-/Will n.</u>	Y	Insects and vermin stay 10 ft away	PH
Rusting Grasp		Tr_	VSD	1 act	Touch	Special 1 min/lev	Will n.	Ϋ́	Your touch corrodes iron and alloys	PH
Scrying Spike Stones	[Earth]	<u>Di</u> Tr	<u>VSFD</u> VSD	<u>1 hour</u> 1 act	<u>Special</u> Medium	1 hour/lev (D)	Ref part.	Y	Spies on subject from a distance Creatures take 148 damage and may be <i>sloweg</i>	PH
Summon Nature's Ally IV	[Edrin]	<u>Ir</u> _	VSD	1 round	Close	1 round/lev (D		<u> </u>	Calls animals (14th/1d3 3rd/1d4+12nd)	PH
									C413 41/11/413 (1 +C1/) 1q3 31q/ 1q4 · 1 21q/	
5th-Level Spells				Spells: _	_ +	= Sa	ve DC:	_		
Animal Growth		<u>Tr_</u>	VS_	1 act		1 min/lev	For n.	<u>Y</u> _	One animal/2 levels doubles in size	PH
Atonement		<u>Ab</u>	VSMFD>		Touch_	Instantaneous	147:11	<u> </u>	Removes burden of misdeeds from subject	PF
Awaken		Tr_		1 day	Touch	Instantaneous	Will n.	<u> </u>	Animal or tree gains human intellect	_P
Baleful Polymorph Call Lightning Storm	[Electricity]	Tr_	VS VS	1 act 1 round	Close Long	Permanent 1 min/lev	Special Ref 1/2	<u> </u>	Transforms subject into harmless animal Calls down lightning bolts (5d6 per bolt)	Pl
Commune with Nature	[Electricity]	EV Di	VS	10 min	Personal	Instantaneous	NC1 72	N 1	Learn about terrain for 1 mile/level	_PI
Control Winds	[Air]	Tr_		1 act		10 min/lev	For n.	N	Change wind direction and speed	 PI
Cure Critical Wounds	17 7	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Ϋ́	Cures 4d8 damage +1/lev (max +20)	PH
Death Ward		Νe	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	Pŀ
Hallow	[Good]	Ev		1 day	Touch	Instantaneous	Special	Sp		Pŀ
Insect Plague		<u>Co</u>		1 round	Long	1 min/lev		Ŋ	Locust swarms attack creatures	_PI
Stoneskin		<u>Ab</u>		1 act	Touch_	10 min/lev	<u>Will n.</u>	<u>Y</u> _	Ignore 10 points of damage per attack	_P
Summon Nature's Ally V			VSD	1 round	Close	1 round/lev (D		N-	Calls animals (15th/1d3 4th/1d4+1 3rd)	PI
Transmute Mud to Rock	[Earth]	<u>Tr_</u>	VSD	1 act		Permanent Permanent	Special	<u>N</u>	Transforms two 10-ft cubes/level	_ <u>P</u>
<u>Transmute Rock to Mud</u> Tree Stride	[Earth]	<u>Tr_</u>		<u>1 act</u> 1 act		1 hour/lev	Special	<u>N</u>	Transforms two 10-ft cubes/level Step from one tree to another far away	<u>P</u> P
Unhallow	[Evil]	<u>Co</u> <u>Ev</u>		1 day	Touch	Instantaneous	Special		Designates location as unholy	PI
Wall of Fire	[Fire]			1 act		Conc. +1 r/lev	-	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	Pl
Wall of Thorns	77.11.65	<u>Co</u>		1 act		10 min/lev (D)		N		PI
6th-Level Spells				' -	+		ve DC:	-		
Antilife Shell		<u>Ab</u>	VSD_	1 round		10 min/lev (D)		<u> </u>	10-ft field hedges out living creatures	_ <u>P</u>
Bear's Endurance, Mass		Tr_		1 act	Close	1 min/lev	Will n. Will n.	<u>Y</u> _	One subject/level gains +4 Con	_P
Bull's Strength, Mass Cat's Grace, Mass		Tr_ Tr_		<u>1 act</u> 1 act	Close Close	1 min/lev 1 min/lev	Will n.	\ <u>\</u> -	One subject/level gains +4 Str One subject/level gains +4 Dex	P
Cure Light Wounds, Mass		<u>Ir</u> Co		1 act	Close	Instantaneous	Will 1/2	- ' -	Cures 1d8 damage +1/lev for many creatures	P
Dispel Magic, Greater		<u>Ab</u>		1 act	Medium	Instantaneous	<u>v v 111 / 2</u>	N-	Cancels magic effects, +20 on check	PI
Find the Path		Di_		3 rds	Touch	10 min/lev	-/Will n.	Sp		PI
Fire Seeds	[Fire]	Co		1 act	Touch	10 min/lev	-/Ref 1/2	N	Acorns and berries become grenades	Pl
Ironwood		<u>Tr</u>	VSM	1 min/lb	0 ft	1 day/lev (D)		N	Magic wood is strong as steel	P
Liveoak		<u>Tr_</u>	VS_	10 min	Touch_	1 day/lev (D)		Ň	Oak becomes treant guardian	_P
	[Earth]	<u>Tr_</u>		Special	Long	Instantaneous	-	Ĥ	Digs trenches and builds hills	_P
Move Earth		Tr_	VSD_	1 act	Close	1 min/lev	Will n.	<u>Y</u> _	One subject/level gains +4 Wis	_ <u>P</u>
Move Earth Owl's Wisdom, Mass			1 40		60 ft	1 min/lev (D)	-	1/	Pushes away wooden objects	_ <u>P</u>
Move Earth Owl's Wisdom, Mass Repel Wood		<u>Tr_</u>	VS_	1 act		Until dischaus	\∧/ill ∽	\sim	CL-1 in	
Move Earth Owl's Wisdom, Mass Repel Wood Spellstaff		<u>Tr_</u> <u>Tr_</u>	VSF	<u>10 min</u>	Touch	Until discharg.	Will n.	- <u>Y</u> -	Stores one spell in wooden quarterstaff	
Move Earth Owl's Wisdom, Mass Repel Wood Spellstaff Stone Tell		<u>Tr_</u> <u>Tr_</u> <u>Di_</u>	VSF VSD	10 min 10 min	Touch Personal	1 min/lev		<u>N</u>	Talk to natural or worked stone	P
Move Earth Owl's Wisdom, Mass Repel Wood Spellstaff		<u>Tr</u> <u>Tr</u> <u>Di</u> <u>Co</u>	VSF	<u>10 min</u>	Touch	1 min/lev 1 round/lev (D		N N N N		PH PH PH



DRUID SPELLS							
Prep. Scroll Spell Name	Sch. Comp	. Cast Time	RANGE	DURATION	SAVE	SR	EFFECT
7th-Level Spells		Spells:	+	= Sav	ve DC:		
Animate Plants Changestaff Control Weather Creeping Doom Cure Moderate Wounds, Mass Fire Storm [Fire] Heal Scrying, Greater Summon Nature's Ally VII Sunbeam [Light] Transmute Metal to Wood True Seeing Wind Walk [Air]	Co VS Di VS Co VSD	<u>10 min</u> 1 round	2 miles Close Close Medium Touch Special	Special 1 hour/lev (D) 4d12 hrs 1 min/lev Instantaneous Instantaneous Instantaneous I hour/lev 1 round/lev (D) 1 round/lev Instantaneous 1 min/lev 1 hour/lev (D)			
8th-Level Spells Animal Shapes Control Plants Cure Serious Wounds, Mass Earthquake [Earth] Finger of Death [Death] Repel Metal or Stone [Earth] Reverse Gravity Summon Nature's Ally VIII Sunburst [Light] Whirlwind [Air]	Ne VS Ab VS Tr VSD Co VSD Ev VSD	1 act 1 act 1 act 1 act	Close Close Long Close 60 ft Medium Close Long Long	1 hour/lev (D) 1 min/lev 1 min/lev 1 min/lev 1 round 1 round/lev (D)	Will n. Will ½ Special For part. - Ref part. Ref n.	Y	Cures 5d8 damage +1/lev for many creatures PHB216 Intense tremor shakes 5-ft/lev radius PHB225 Kills one subject PHB230 Pushes away metal and stone PHB271 Objects and creatures fall upward PHB273
9th-Level Spells Antipathy [Mind-Affecting] Cure Critical Wounds, Mass Elemental Swarm Foresight Regenerate Shambler Shapechange Storm of Vengeance Summon Nature's Ally IX Sympathy [Mind-Affecting]	Co VS Di VSD Co VSD Co VSD Tr VSF Co VS Co VSD	1 hour 1 act 10 min 1 act 3 rds 1 act	Close Medium Touch Touch Medium Personal Long Close	2 hours/lev (D) Instantaneous 10 min/lev (D) 10 min/lev Instantaneous	Will ½ /Will n. For n Special	- - - - - - - - - - - - - - - - - - -	Object or location repels certain creatures Cures 4d8 damage +1/lev for many creatures Summons multiple elementals "Sixth sense" warns of impending danger Limbs grow back, cures 4d8 damage +1/lev PHB270 Summons 1d4+2 shambling mounds to fight PHB277 Change into any creature, change once/round PHB277 Storm rains acid, lightning, and hail PHB285 Calls animals (19th/1d38th/1d4+17th) PHB289 Object or location attracts certain creatures PHB292



Casting Level:	ev/2		Тикл Илдеад		Check Result Ma	x HD Affected
Aura of Courage:	☑ ☑ □ □	hp/day times/day +_CHA to attack +_Lev to damage times/week	Turning Check: Times per Day: Turning Damage:	1d20 + CHA 3 + CHA + = = 2d6 + CHA + Lev-3 =	O or lower 1-5 4-6 7-9 10-12 15-15 16-18 19-21 22+	Level -7 Level -6 Level -5 Level -4 Level -2 Level -1 Level Level +1

PALADIT SPELLS								March 1	100
PREP. SCROLL SPELL NAME	Sc	н. Сом	P. CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
18t-Level Spells			Spells:	+	= Sa	ive DC:			
TOT-ELVEL OFFEED			JPC113			, vc	_		
Bless			1 act	50 ft	1 min/lev	147:11	- <u>Y</u>	Allies gain +1 to attacks and saves vs. fear	PHB205
Bless Water (Go Bless Weapon	<i>0d]</i> <u>Tr</u> <u>Tr</u>		1 min 1 act	Touch Touch	Instantaneous 1 min/lev	Will n.	$-\frac{Y}{N}$	Makes holy water Weapon strikes true against evil foes	PHB205 PHB205
Create Water (Wa				Close	Instantaneous		- 	Creates 2 gallons of pure water per level	PHB203
Cure Light Wounds			1 act	Touch	Instantaneous		Y	Cures 1d8 damage +1/level (max +5)	PHB215
Detect Poison	D			Close	Instantaneous		N	Detects poison in one creature or object	PHB219
Detect Undead	D		1 act	60 ft	1 min/lev (D)		- <u>N</u>	Reveals undead within 60 ft	PHB220
Divine Favor Endure Elements	E	VSD VS	1 <u>act</u> 1 act	Personal Touch	1 min 24 hrs	Will n.	- <u>^</u>	You gain +1 to hit and damage per 3 levels Exist comfortably in hot/cold environment	PHB224 PHB226
Madic Weapon			1 act	Touch	1 min/lev	Will n.	- '	Weapon gains +1 bonus	PHB251
Protection from Chaos (Lan		VSD	1 act	Touch	1 min/lev (D)		N	+2 AC and saves vs. chaos; no mind control	PHB266
	<u>041</u> A		<u>1 act</u>	<u>Touch</u>	1 min/lev (D)	Will n.	<u> </u>	+2 AC and saves vs. evil; no mind control	PHB266
<u>Read Magic</u> Resistance	D		1 <u>act</u> 1 act	Personal Touch	10 min/lev 1 min	Will n.	- <u>'n</u>	Read scrolls and spellbooks	PHB269
Restoration, Lesser	A	vsD vs	3 rds	Touch	Instantaneous		- \	Subject gains +1 on saving throws Repairs 1d4 ability damage	PHB272 PHB272
Virtue				Touch	1 min	For n.	Ÿ	Subject gains 1 temporary hp	PHB298
as Lucy Oppris			c II			D.C			
2nd-Level Spells			Spells: _	+	= Sa	ive DC:			
Bull's Strength	<u>T</u> r	VSD	1 act	Touch	1 min/lev	Will n.	Υ	Subject gains +4 Str for 1 min/lev	PHB207
Delay Poison		VSD		Touch	1 hour/lev	For n.	<u>Y</u>	Stops poison from harming subject for 1 hr/le	vPHB217
Eagle's Splendor		VSD		<u>Touch</u>	1 min/lev	Will n.	- <u>Y</u> -	Subject gains +4 Cha for 1 min/lev	PHB225
Owl's Wisdom Remove Paralysis	<u>Tr</u>	VSD VS	1 act	<u>Touch</u> Close	1 min/lev Instantaneous	Will n. Will n.	- Y -	Subject gains +4 Wis for 1 min/lev	PHB259
Resist Energy		vs VSD	1 <u>act</u> 1 act	Touch	10 min/lev	For n.	- '	Frees 1 or more creatures from paralysis/slow Ignores 10+ damage/attack from one energy	
Shield Other		VSF		Close	1 hour/lev (D)	Will n.	- <u>÷</u> -	You take half of subject's damage	PHB278
Undetectable Alignment	A	VS_	1 act	<u>Close</u>	24 hours	Will n.	<u>Y</u> _	Conceals alignment for 24 hrs	PHB297
Zone of Truth [Mind-Affect.	ng] Ei	VSD	<u> 1 act</u>	<u>Close</u>	1 min/lev	Will n.	_ <u>Y</u> _	Subjects within range cannot lie	PHB303
					·				
3RO-LEVEL SPELLS			Spells: _	+	= Sa	ve DC:			
Cura Madarata Marin Ia	.=		1 1	Tau-li	lunda uda :	1A1:11 17	\/	6 3 3 1 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Distracti
<u>Cure Moderate Wounds</u> Daylight <i>(Lie</i>	⊆ <i>ht]</i> Ev	<u>VS</u> <u>VS</u>	1 <u>act</u> 1 act	<u>Touch</u> Touch	10 min/lev (D			Cures 2d8 damage +1/lev (max +10) 60-ft radius of bright light	PHB216 PHB216
Discern Lies		VSD	1 act	Close				Reveals deliberate falsehoods	PHB221
Dispel Magic		y VS	1 act	Medium	Instantaneous			Cancels spells and magical effects	PHB223
Heal Mount		<u>VS</u>	1 act	<u>Touch</u>	Instantaneous		- <u>Y</u> _	As healon warhorse or special mount	PHB239
Magic Circle against Chaos (Lan		VSD VSD		Touch	10 min/lev	Will n.	- <u>VI</u>	+2 AC and saves in a 10-ft radius	PHB249
<u>Magic Circle against Evil</u> <i>IGo</i> Magic Weapon, Greater		VSD VSD	1 act 1 act	Touch Close	10 min/lev 1 hour/lev	Will n. Will n.	- <u>Y</u>	+2 AC and saves in a 10-ft radius +1 bonus/4 levels (max +5)	PHB249 PHB251
Prayer [Mind-Affect		VSD		40 ft	1 round/lev		<u> </u>	Allies gain +1 on most rolls, enemies -1	PHB264
Remove Blindness/Deafness		VS	1 act	Touch	Instantaneous	For n.	<u>Y</u>	Cures normal or magical conditions	PHB270
Remove Curse		<u>vs</u>	1 act	<u>Touch</u>	Instantaneous	Will n.	<u>Y</u> _	Frees object or person from curse	PHB270



PALA	din Spells									
PREP. SC	OLL SPELL NAME	S сн.	Сомр	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
	4†H-LEVEL 8PELL8			Spells: _	_ +	= Sa	ve DC:	_		
	Break Enchantment Cure Serious Wounds Death Ward Dispel Chaos (Lawful) Dispel Evil (Good) Holy Sword (Good) Mark of Justice Neutralize Poison Restoration	АЬ	VS VSD VSD VSD VSD VSD VSD VSD VSD VSD V	1 min 1 act 1 act 1 act 1 act 1 act 1 act 10 min 1 act 3 rds	Close Touch	Instantaneous Instantaneous 1 min/lev 1 round/lev 1 round/lev 1 round/lev 1 round/lev Permanent 10 min/lev Instantaneous	Special Will 1/2 Will n. Special Special - Will n. Will n.	_	Frees subject from enchantments Cures 3d8 damage +1/lev (max +15) Grants immunity to death spells and effects +4 bonus against attacks by chaotic creatures +4 bonus against attacks by evil creatures Weapon becomes +5, +2d6 damage vs. evil Action will trigger curse on subject Detoxifies venom in or on subject Restores level and ability scores drain	PHB207 PHB216 PHB217 PHB222 PHB222 PHB242 PHB252 PHB257 PHB272
			<u> </u>							



	Ranger Powers								Part Control
	Casting Level:Lev/2 Wild Empathy:Lev + CHA + = Combat Style:		;	Woodlar Swift Tra Evasion: Camoufl	Companio nd Stride: icker:				Вопиs: +
							201743		an, Esten, Sense Motive, Spot, Survivaring admirage rolls
1	Ranger Spells								
	PREP. SCROLL SPELL NAME	S сн.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
	18t-Level Spells			Spells: _	_ + :	= Sa	ve DC:	_	
	Alarm Animal Messenger [Mind-Affecting] Calm Animals [Mind-Affecting] Charm Animal [Mind-Affecting] Delay Poison Detect Animals or Plants Detect Poison Detect Snares and Pits Endure Elements Entangle Hide from Animals Jump Longstrider Magic Fang Pass without Trace Read Magic Resist Energy Speak with Animals Summon Nature's Ally I	En En Co Di Di Di Ab Tr Ab Tr Tr Tr Tr Di Ab	VS VSD VS VS VS VS VS VS VSD VSM VSM VSM VSD VSSD VS	1 act	Touch Touch Personal Touch	2 hrs/lev (D) 1 day/lev 1 min/lev 1 hour/lev 1 hour/lev 10 min/lev (D) Instantaneous 10 min/lev (D) 24 hours 1 min/lev (D) 1 min/lev (D) 1 min/lev (D) 1 hour/lev (D) 1 hour/lev (D) 1 min/lev 1 round/lev (D)	Will n. Will n. For n. -	<u>Y</u> <u>Y</u> <u>N</u> <u>Y</u> . <u>Y</u> <u>Y</u> <u>Y</u> <u>Y</u> <u>Y</u>	Ignores 10+ damage/attack from one energy PHB272
	Barkskin Bear's Endurance Cat's Grace Cure Light Wounds Hold Animal [Mind-Affecting] Owl's Wisdom Protection from Energy Snare Speak with Plants Spike Growth Summon Nature's Ally II Wind Wall [Air]	Tr_ Co_ En_ Tr_ Ab_ Tr_ Di_ Tr_	VSD VSD VSM VS VS VSD VSD VSD VSD VSD VSD	Spells:	Touch Touch Touch Medium Touch Touch Touch Touch Touch Touch Touch Touch Personal Medium Close	10 min/lev 1 min/lev 1 min/lev) Will n. Will n. For n. Ref part.	Y Y Y Y	Creatures in area take 1d4 damage, slow PHB283
	3Rò-LEVEL SPELL8			Spells: _	- + :	= Sa	ve DC:		
	Command Plants Cure Moderate Wounds Darkvision Diminish Plants Magic Fang, Greater Neutralize Poison Plant Growth Reduce Animal Remove Disease Repel Vermin Summon Nature's Ally III Tree Shape Water Walk [Water]	Tr_ Tr_ Co Tr_ Tr_ Co Tr_ Co Tr_ Co Ab Co Tr_	VSD VSD VSD VSD VS VS VS VSD VSD VSD	1 act 1 act	Close Touch Touch Special Close Touch Special Touch Touch Touch Close Personal Touch	1 day/lev Instantaneous 1 hour/lev Instantaneous 1 hour/lev 10 min/lev Instantaneous 1 hour/lev (D) Instantaneous 10 min/lev (D) 1 round/lev (D) 1 hour/lev (D) 10 min/lev (D)	Will n. Will n For n/Will n.	Y	Sway the actions of 1 or more plant creatures PHB211 Cures 248 damage +1 per level (max +10) PHB216 See 60 ft in total darkness PHB216 Reduces size or blights growth of norm. plants PHB221 I nat weapon +1 to hit/dmg per 3 lev (max +5) PHB250 Detoxifies venom in or on subject PHB257 Grows vegetation and improves crops PHB262 Shrinks one willing animal PHB269 Cures all diseases affecting subject PHB271 Insects and vermin stay 10 ft away PHB271 Calls animals to fight (15rd/1d3 2nd/1d4+11st) PHB288 You look exactly like a tree for 1 hr/lev PHB296 Subject treads on water as if solid PHB300

	Ranger Spells									
	PREP. SCROLL	SPELL NAME	S сн.	COMP. CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
	4th-Level 8	PELL8		Spells: _	_ +	= Sa	ve DC:	_		
THE PERSON NAMED IN	Cure Seriou: Freedom of Nondetectio	with Nature s Wounds Movement	Di Co Ab Ab Co	vs 1 act vs 10 min vs 1 act vsmp 1 act vsm 1 act vsp 1 round vsp 1 act	Medium Personal Touch Touch Touch Close Personal	1 min/lev Instantaneous Instantaneous 10 min/lev 1 hour/lev 1 round/lev (D 1 hour/lev	For n.	<u>Y</u>	One animal/2 lev doubles in size Learn about terrain for 1 mile/lev Cures 5d8 damage +1/lev (max +15) Subject moves normally despite impediments Hides subject from divination and scrying Calls animals (14th/1d5 3rd/1d4+12nd) Step from one tree to another far away	PHB198 PHB211 PHB216 PHB253 PHB257 PHB288 PHB296



SCHOOLS OF MAGIC					
Access to Schools:	□Abjuration □Conjuration	☑ Divination □ Enchantment	□Evocation □Illusion	□Necromancy □Transmutation	☑ Universa
Specialization School:		_			

Sorc	cerer/Wizarð	SPELLS									D
		Spell Name	S сн.	Сомр.	CAST TIME	RANGE	Duration	SAVE	SR	Effect	
	o-Level Spells	Spells: + =	:		Cast: □[□□□□ Sa	ve DC:		Max. known: \	
П	Acid Splash	[Acid]	<i>C</i> •	VS	1 act	Close	Instantaneous		Ν	Orb deals 1d3 acid damage	PHB196
<u> </u>	Arcane Mark	[/hClq]	<u>Co</u> <u>Un</u>		1 act	0 ft	Permanent		N	Inscribe a personal rune (visible or invisible)	PHB201
	Dancing Lights	[Light]	Ev		1 act	Medium	1 min (D)		\overline{N}	Creates torches or other lights	PHB216
	Daze	[Mind-Affecting]	<u>En</u>	<u>VSM</u>	1 act	<u>Close</u>	1 round	Will n	<u>Y</u> _	Humanoid creat. up to 4 HD loses next action	PHB217
□	Detect Magic		<u>Di_</u>	<u>VS</u>	1 act	60 ft	1 min/lev (D)		Ϋ́	Detect spells and magic items within 60 ft	PHB219
H	Detect Poison		<u>Di</u> _	VS_	1 act	Close	Instantaneous		$\frac{\lambda}{M}$	Detects poison in one creature or small object	
H	<u>Disrupt Undead</u> Flare	q(Light)	<u>N e</u> Ev		<u>1 act</u> 1 act	Close Close	Instantaneous Instantaneous	Eor n	$\frac{\lambda}{1}$	Deals 1d6 damage to one undead Dazzles one creature (-1 to attack rolls)	PHB223 PHB232
<u> </u>	Ghost Sound	[Light]	II.	VSM	1 act	Close	1 round/lev (D		ή-	Figments sound	PHB235
	Light	[Light]	Ev	VM	1 act	Touch	10 min/lev (D)		N	Object shines like a torch	PHB248
	Mage Hand		Tr_	VS	1 act	Close	Concentration		\overline{N}	5-pound telekinesis	PHB249
<u> </u>	<u>Mending</u>		<u>Tr_</u>	<u>VS</u>	1 act	10 ft	Instantaneous	Will n.	<u>Y</u> _	Makes minor repairs on an object	PHB253
₽	Message Message	[Language-Dependent]	Tr_		1 act	Medium	10 min/lev	- 147:TL	$\frac{\Omega}{\Omega}$	Whispered conversation at distance	PHB253
<u> </u>	<u>Open/Close</u> Prestidigitatior		<u>Tr_</u>		<u>1 act</u> 1 act	Close 10 ft	Instantaneous 1 hour	Will n. Special	$\frac{1}{N}$	Opens or closes small or light things	PHB258
H	Ray of Frost	[Cold]	<u>Un</u>	VS	1 act	Close	Instantaneous	2bcciai	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Performs minor tricks Ray deals 1d3 cold damage	PHB264 PHB269
<u> </u>	Read Magic	ŢĊŎĬĠĴ	Di_	VSF	1 act	Personal	10 min/lev		ή	Read scrolls and spellbooks	PHB269
	Resistance		AЬ	VSM	1 act	Touch	1 min	Will n.	Y_	Subject gains +1 on saving throws	PHB272
	Touch of Fatig	ue	<u>N e</u>	<u>VSM</u>	1 act	Touch	1 round/lev	For n.	<u>Y</u> _	Touch attack fatigues target	PHB294
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	tol I river Churco	c. II .			c			DC			
	18t-LEVEL SPELLS	Spells: + =			Cast: LIL		LLLL SA	ve DC:	-	Max. known: \bigcap \bigcap \bigcap	
	Alarm		<u>Ab</u>	VSF	1 act	Close	2 hours/lev (D)	И	Wards an area, for 2 hours/lev	PHB197
	Animate Rope		Tr	VS	1 act	Medium	1 round/lev		\overline{N}	Makes a rope move at your command	PHB199
□	<u>Burning Hands</u>		<u>Ev</u>		1 act	15 ft	Instantaneous		<u>Y</u> _	1d4 fire damage/lev (max 5d4)	PHB207
₽	Cause Fear	[Fear, Mind-Affecting]	<u>N e</u>		1 act	Close	Special	Will part.	<u>Y</u> _	One creat with less than 6 HD flees	PHB208
<u> </u>	<u>Charm Person</u> Chill Touch	[Mind-Affecting]	<u>En</u>		1 act	Close Touch	1 hour/lev Instantaneous	Will n. Special	$\frac{1}{}$	Makes one person your friend	PHB209
H	Color Spray	[Mind-Affecting]	ıl e	VS VSM	<u>1 act</u> 1 act	15 ft	Instantaneous	Will n.	\ <u>\</u> -	1 touch/lev deals 1d6 damage and possibly 1 Str Knocks unconscious, blinds or stun 1d6 creat.	
	Comprehend L		<u>"</u> _ Di_	VSM	1 act	Personal	10 min/lev	-	ή	Understand all spoken and written languages	
	Detect Secret D		Di	VS	1 act	60 ft	1 min/lev (D)		N	Reveals hidden doors within 60 ft	PHB220
	Detect Undead		Di_		1 act	60 ft	1 min/lev (D)		\overline{N}	Reveaks undead within 60 ft	PHB220
	<u>Disguise Self</u>		11_	VS_	<u> 1 act</u>	<u>Personal</u>	10 min/lev (D)		\overline{N}	Changes your appearance	PHB222
□	<u>Endure Elemer</u>		<u>Ab</u>	VS_	<u>1 act</u>	Touch_	24 hrs	Will n.	<u>Y</u> _	Exist comfortably in hot/cold environment	PHB226
<u> </u>	<u>Enlarge Person</u>		Tr_	<u>VSM</u>	1 round	Close	1 min/lev (D)	For n.	$\frac{Y}{1}$	Humanoid creature doubles in size	PHB226
H	<u>Erase</u> Expeditious Re	ofrest	<u>Tr_</u> Tr	VS	<u>1 act</u> 1 act	Close Personal	1 min/lev (D)	Special	<u>N</u>	Mundane or magical writing vanishes Your speed increases by 30 ft	PHB227 PHB228
	Feather Fall	.crcqc	Tr_	V V	Free	Close	1 round/lev	Will n.	Ϋ́	Objects or creatures fall slowly	PHB229
	Grease			VSM	1 act	Close	1 round/lev (D		N	Makes 10-ft square or 1 object slippery	PHB237
	Hold Portal		АЬ	V	1 act				N	Holds door shut	PHB241
<u> </u>	<u>Hypnotism</u>	[Mind-Affecting]	<u>En</u>	<u>VS</u>	1 round	<u>Close</u>	2d4 rounds (D		<u>Y</u> _	Fascinates 2d4 HD of creatures	PHB242
Π	Identify		<u>Di_</u>	VSM	1 hour	Touch	Instantaneous		$\frac{\hat{\Lambda}}{\hat{\Lambda}}$	Determines properties of magic item	PHB243
<u> </u>	Jump Mada Armar	(5 . 1	<u>Tr_</u>	VSM	1 act	Touch	1 min/lev (D) 1 hour/lev (D)	Will n. Will n.	$-\frac{Y}{1A}$	Subject gets bonus on Jump checks	PHB246
H	<u>Mage Armor</u> Magic Missile	[Force]	<u>Co</u> Ev	VSF_ VS	<u>1 act</u> 1 act	Touch Medium	Instantaneous	<u>v viii I).</u>	$\frac{\lambda}{N}$	Gives subject +4 armor bonus 1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB249 PHB251
<u> </u>	Magic Weapon		Tr_	VS	1 act	Touch	1 min/lev	Will n.	Ϋ́-	Weapon gains +1 bonus	PHB251
	Mount				1 round	Close	2 hours/lev		N	Summons riding horse for 2 hours/lev	PHB256
	Nystul's Magic		11	VSF	1 act	Touch	1 day/lev (D)		\overline{N}	Alters object's magic aura	PHB257
□	Obscuring Mis		<u>Co</u>		<u>1 act</u>	20 ft	1 min/lev	- 147:11	Ϋ́	Fog surrounds you	PHB258
Ε	Protection from		<u>Ab</u>	<u>VSM</u>	1 act	Touch	1 min/lev (D)	Will n.	뀨	+2 AC and saves, counters mind control	PHB266
	<u>Protection fror</u> Protection fror		<u>Ab</u>	<u>VSM</u> VSM	<u>1 act</u> 1 act	Touch Touch	1 min/lev (D) 1 min/lev (D)	Will n. Will n.	$\frac{N}{N}$	+2 AC and saves, counters mind control +2 AC and saves, counters mind control	PHB266 PHB266
☐	Protection from		<u>АЬ</u> <u>АЬ</u>	VSM	1 act	Touch	1 min/lev (D)	Will n.	<u>N</u>	+2 AC and saves, counters mind control +2 AC and saves, counters mind control	PHB266
<u> </u>	Ray of Enfeeble		Ne	VS	1 act	Close	1 min/lev	-	Ÿ	Ray deals 1d6 +1/2 lev Str damage	PHB269
	Reduce Person		Tr_	VSM	1 round	Close	1 min/lev (D)	For n.	<u>Y</u>	Humanoid creature halves in size	PHB269
	Shield	[Force]	<u>Ab</u>	VS_	1 act	Personal	1 min/lev (D)		\overline{N}	Gives +4 AC, blocks magic missiles	PHB278
<u></u>	Shocking Grass	p [Electricity]	<u>Ev</u>	<u>VS</u>	1 act	Touch_	Instantaneous	-	Y_	Touch deals 1d6/levelectricity (max 5d6)	PHB279
□	Silent Image		11_	VSF_	1 act	Long	Concentration		$\frac{\Omega}{\Omega}$	Creates minor illusion of your design	PHB279
<u></u>	Summon Mon	[Mind-Affecting]	<u>En</u>	VSM	1 round	Medium	1 min/lev	Will n.	$\frac{1}{\sqrt{1}}$	Put 4 HD of creatures into magical slumber	PHB280
-	<u>Summon Mons</u> Tenser's Floatin		<u>Co</u>	VSF VSM	1 round 1 act	Close Close	1 round/lev (D 1 hour/lev	/ -	N N	Calls extraplanar creature to fight (1 1st-lev) 3-ft diam. disk that holds 100 lbs/lev	PHB285
H	True Strike	ng Disk [Force]	Ev_ Di_	VSM VF	1 act	Personal	Special		<u>N</u>	+20 on your next attack roll	PHB294 PHB296
<u> </u>	Unseen Servant	t	<u>Co</u>		1 act	Close	1 hour/lev		N N	Invisible force obeys your commands	PHB297
<u> </u>	Ventriloquism		1	VF	1 act	Close	1 min/lev (D)	Will dis.	<u>N</u>	Throws voice for 1 min/lev	PHB298
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-	201	AGENER/ILLIAND) CRELLO									
		cerer/Wizard Spells ———									
-	Kn. P	REP. SCROLL SPELL NAME	ScH.	Сомр.	CAST TIME	RANGE	Duration	SAVE	SR	Effect	
		2Nd-LEVEL SPELLS Spells: +	=		Cast: □[□□□□ Sav	ve DC:		Max. known: \bigcap \bigcap \bigcap	
							10 . (1 . (2)				
		Alter Self Arcane Lock	Tr_	VS_	1 act		10 min/lev (D) Permanent		$\frac{N}{N}$	Assume form of a similar creature	PHB197
S.		Bear's Endurance	<u>АЬ</u> Tr	VSM VS	<u>1 act</u> 1 act	Touch Touch	1 min/lev	Will n.	<u>^</u>	Magically locks a portal or chest Subject gains +4 Con for 1 min/lev	PHB200 PHB203
15		Blindness/Deafness	N e	<u>vs</u>	1 act	Medium	Permanent (D)		\ -	Makes subject blinded or deafened	PHB206
	 	Blur	11	V	1 act	Touch	1 min/lev (D)	Will n.	_	Attacks miss subject 20% of the time	PHB206
		Bull's Strength	Tr_	VSM	1 act	Touch	1 min/lev	Will n.	Ϋ́	Subject gains +4 Str for 1 min/lev	PHB207
15		Cat's Grace	Tr_	VSM	1 act	Touch	1 min/lev	Will n.	Ϋ	Subject gains +4 Dex for 1 min/lev	PHB208
H		Command Undead	Ne	VSM	1 act	Close	1 day/lev	Will n.	<u>Y</u> _	Undead creature obeys your commands	PHB211
		Continual Flame <i>[Light]</i>	<u>Ev</u>	VSM	<u>1 act</u>	<u>Touch</u>	<u>Permanent</u>		\overline{N}	Makes a permanent, heatless torch	PHB213
		Darkness [Darkness]	<u>Ev</u>	VM_	<u>1 act</u>	Touch	10 min/lev (D)		\overline{N}	20-ft radius of supernatural shadow	PHB216
75.	<u> </u>	Darkvision	<u>Tr_</u>	VSM	1 act	Touch	1 hour/lev	-	<u>Y</u> _	See 60 ft in total darkness	PHB216
8		Daze Monster	<u>En</u>	VSM	1 act	Medium	1 round	Will n.	$\frac{Y}{14}$	Living creature up to 6 HD loses next action	PHB217
Ŧ.	- 님	<u>Detect Thoughts</u>		VSF_	1 act	60 ft	1 min/lev (D) 1 min/lev	Will n. Will n.	<u> </u>	Allows "listening" to surface thoughts	PHB220
	- 급	False Life	<u>Tr_</u> N e	VSM VSM	<u>1 act</u> 1 act	Touch Personal	1 hour/lev	<u>v v III n.</u>	$\frac{\wedge}{1}$	Subject gains +4 Cha for 1 min/lev Subject gains 1d10+1/lev (max. +10) temp. hp	PHB225 PHB229
7		Flaming Sphere [Fire]		VSM	1 act	Medium	1 round/lev	Ref n.	_	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	
		Fod Cloud	Co	VS	1 act		10 min/lev	-	ή-	Fod obscures vision	PHB232
8.		Fox's Cunning	Tr_	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB233
		Ghoul Touch	Νe		1 act	Touch	1d6+2 rounds	For n.	Υ_	Paralyzes one subject, who exudes stench	PHB235
3.5		Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB236
*		Gust of Wind [Air]		VS_	<u> 1 act</u>	60 ft	1 round	For n.	<u>Y</u> _	Blows away or knocks down smaller creatures	PHB238
-3	□ -	Hypnotic Pattern [Mind-Affecting]		<u>SM</u>	1 act	<u>Medium</u>	Conc.+2 rds	Will n.	<u>Y</u> _	Fascinates 2d4+1 HD/lev of creatures	PHB242
3	<u> </u>	Invisibility	11_	VSM	1 act	Touch_	1 min/lev (D)	Will n.	Y_	Subject invisible for 1 min/lev or until attacks	
А		<u>Knock</u> Leomund's Trap	Tr_	V	1 act	<u>Medium</u> Touch	Instantaneous Permanent (D)	=	<u>N</u>	Opens locked or magically sealed doors	PHB246
7.5		Levitate	<u> </u> _ Tr	<u>VSM</u> VSF	<u>1 act</u> 1 act	Close	1 min/lev (D)		11	Makes item seem trapped Subject moves up and down at your direction	PHB247
		Locate Obiect	<u>Ir_</u> Di_	VSF_	1 act	Long	1 min/lev		N	Senses direction towards object	PHB249
		Magic Mouth	11	VSM	1 act	Close	Until discharg.	Will n.	Ϋ́	Speaks once when triggered	PHB251
		Melf's Acid Arrow [Acid]	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev		\overline{N}	Ranged touch attack, 2d4 for 1 round +1/3 lev	
2		Minor Image	1	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHB254
Œ		Mirror Image	11_	VS_	<u>1 act</u>	Personal	1 min/lev (D)		\overline{N}	Creates 1d4+1/3 lev decoys of you (max 8)	PHB254
		Misdirection	11_	VS_	<u>1 act</u>	<u>Close</u>	1 hour/lev	<u>-/Will n.</u>	\overline{N}	Misleads divinations for a creature or object	PHB254
	<u> </u>	Obscure Object	<u>Ab</u>	VSM	1 act	Touch_	8 hours (D)	Will n.	<u>Y</u> _	Masks object against scrying	PHB258
m/	- E	Owl's Wisdom	Tr_	VSM	1 act	Touch_	1 min/lev	Will n.	<u>Y</u> -	Subject gains +4 Wis for 1 min/lev	PHB259
		Protection from Arrows Pyrotechnics	<u>Ab</u>	VSF_	1 act	Touch	1 hour/lev Special	Will n.	Y _	Subject immune to most ranged attacks	PHB266
	- 입	Resist Energy	<u>Tr_</u> <u>Ab</u>	VSM VS	<u>1 act</u> 1 act	<u>Long</u> Touch	10 min/lev	Special For n.	<u>₹</u> ₽	. Turns fire into blinding light or smoke Ignores 10+ damage/attack from one energy	PHB267 PHB272
		Rope Trick	Tr_	VSM	1 act	Touch	1 hour/lev (D)	-	ή-		PHB273
į.		Scare [Fear, Mind-Affecting]	 N e	VSM	1 act	Medium	Special	Will part.	Ϋ́	Panics creatures of less than 6 HD	PHB274
Ø		Scorching Ray [Fire]		VS	1 act	Close	Instantaneous	-	Ϋ́	Ray deals 4d6 damage, +1 ray/4 lev (max 3)	PHB274
g-		See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)		N	Reveals invisible creatures or objects	PHB273
, C		Shatter [Sonic]		VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB278
		Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)		И	Disembodied hand delivers touch attacks	PHB282
41	<u> </u>	<u>Spider Climb</u>	<u>Tr_</u>	VSM	1 act	Touch_	10 min/lev	Will n.	Ϋ́	Grants ability to walk on walls and ceilings	PHB283
	<u> </u>	Summon Monster II	<u>Co</u>	VSF_	1 round	Close	1 round/lev (D))	护	Calls extraplanar to fight (12nd or 1d3 1st)	PHB286
		Summon Swarm Taba'a Hidaya Laydata (4) 1 4/12	<u>Co</u>	VSM	1 round	Close	Conc. +2 rds	- \\\ I : \ \ :	<u> </u>	Summons swarm of bats, rats, or spiders	PHB289
1	- 님	<u>Tasha's Hideous Laughter [Mind-Aff]</u> Touch of Idiocy [Mind-Affecting]		<u>VSM</u>	1 act	Close Touch	1 round/lev 10 min/lev	Will n.	<u>r</u> -	Subject loses actions for 1 round/lev	PHB292
1	- 임	Touch of Idiocy [Mind-Affecting] Web	<u>En</u> <u>Co</u>	VS VSM	<u>1 act</u> 1 act		10 min/lev (D)	Refr	N-	Subject takes 1d6 points of Int, Wis, Cha Fills 20-ft radius with sticky spider webs	PHB294 PHB301
1		Whispering Wind (Air)	Tr	VS	1 act		1 hour/lev	- INCT 11.	N	Sends a short message up to 1 mile/lev	PHB301
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801	rcerer/Wizard Spells								FE AL	
Kn. P	REP. SCROLL SPELL NAME	Scн	. Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	Effect	
	3RO-LEVEL SPELLS Spells: + _	_ =		Cast: □[□□□□ Sa·	ve DC:		Max. known: \	
	Augana Cialet			11	Davagual	1 maio / au (D)		- 14		DI 18201
┦ 🖁 -	Arcane Sight Blink	<u>Di</u> _	VS	1 act		1 min/lev (D) 1 round/lev (D	<u></u>	14	Magical auras become visible to you	PHB201
1 🖁 -	Clairaudience/Clairvoyance	<u>Tr_</u> Di		1 act 10 min	Personal Long	1 min/lev (D)	/	N	Randomly vanish and reappear for 1 round/le Hear or see at a distance for 1 min/lev	PHB206 PHB209
-				1 act	Touch	10 min/lev (D)		N	60-ft radius of bright light	PHB209
-	Deep Slumber [Mind-Affect.			1 round	Close	1 min/lev	Will n.	\	Put 10 HD of creatures to sleep	PHB217
🗀 -	Dispel Magic	<u>лул</u> <u>Сп</u> АЬ		1 act	Medium	Instantaneous	<u>v v 111 1).</u>	Ņ.	Cancels magical spells and effects	PHB223
1 🗕 -	Displacement	1		1 act	Touch	1 round/lev (D)Will n	\\\-\\\-\\\	Attacks miss subject 50%	PHB223
1 🗖 -	Explosive Runes 1F0			1 act	Touch	Until disc. (D)	Special	Ϋ́	Deals 6d6 damage when read	PHB228
1 🗇 -		ire] Ev		1 act	Long	Instantaneous		Ϋ́	20-ft radius, 1d6 damage per level	PHB231
		<i>ire]</i> Tr	VSM	1 act	Close	10 min/lev	-	Ň	Up to 50 arrows deal +1d6 fire damage	PHB231
	Flv	Tr_	VSF	1 act	Touch	1 min/lev	Will n.	Ϋ́	Subject flies at speed of 60 ft	PHB232
	Gaseous Form	Tr		1 act	Touch	2 min/lev (D)		\overline{N}	Subject is insubstantial and can fly slowly	PHB234
	Gentle Repose	N e		1 act	Touch	1 day/lev	Will n.	Ϋ́	Preserves one corpse	PHB235
	Halt Undead	N e		1 act	Medium	1 round/lev	Will n.	<u>Y</u>	Immobilizes undead for 1 round/lev	PHB238
	Haste Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y_	One creat./lev is faster, +1 to AC, Ref, attack	PHB239
	Heroism[Mind-Affect	<i>ng]</i> En	VS_	<u> 1 act</u>	Touch_	10 min/lev	Will n	<u>Y</u> _	Gives +2 bonus on attacks, saves, and skills	PHB240
	Hold Person [Mind-Affect	<i>ng]</i> En	VSF_	<u> 1 act</u>	<u>Medium</u>	1 round/lev (D		<u>Y</u> _	Paralyzes one humanoid for 1 round/lev	PHB241
	Illusory Script	ing]	VSM	1 min+	<u>Touch</u>	1 day/lev (D)	Will n.	<u>Y</u> _	Only intended reader can decipher	PHB243
	Invisibility Sphere	11_		<u> 1 act</u>	Touch_	1 min/lev (D)	Will n.	<u>Y</u> _	Makes everyone within 10 ft invisible	PHB245
│ □ -	Keen Edge	<u>Tr_</u>		<u>1 act</u>	Close	10 min/lev	Will n	<u>Y</u> _	Doubles a normal weapon's threat range	PHB246
📙 -	Leomund's Tiny Hut			<u>1 act</u>	20 H	2 hours/lev (D)	Ϊ	Creates shelter for 10 creatures	PHB247
📙 -	Lightning Bolt(Electric			1 act	120 ft	Instantaneous	Ref 1/2	<u>Y</u> _	Electricity deals 1d6/level	PHB248
🖺 -	Magic Circle against Chaos (Lan			1 act	Touch	10 min/lev	Will n.	Ϋ́	+2 AC and saves in 10-ft, no mind control	PHB249
📙 -	Magic Circle against Evil			<u>1 act</u>	Touch_	10 min/lev	Will n.	<u>V</u>	+2 AC and saves in 10-ft, no mind control	PHB249
📙 -		vil] Ab		<u>1 act</u>	Touch_	10 min/lev	Will n.	$\frac{N}{N}$	+2 AC and saves in 10-ft, no mind control	PHB250
	Magic Circle against Law <i>[Chac</i>			1 act	Touch_	10 min/lev	Will n.	$\frac{\lambda}{N}$	+2 AC and saves in 10-ft, no mind control	PHB250
	Magic Weapon, Greater	<u>Tr_</u>	VSM	1 act	Close	1 hour/lev Conc.+3 rds.	Will n. Will dis.	<u>N</u>	+1/4 levels (max +5)	PHB251
1 🖁 -	<u>Major Image</u> Nondetection			<u>1 act</u> 1 act	<u>Long</u> Touch	1 hour/lev	Will n.	<u> </u>	Creates visual, sound, smell, thermal illusion Hides subject from divination and scrying	PHB252 PHB257
1 🗕 -	Phantom Steed	<u>Ab</u>		10 min	0 ft	1 hour/lev (D)	<u>v v III I).</u>	1/-	Magic horse appears for 1 hr/lev	PHB257 PHB260
1 🛭 -	Protection from Energy	<u>Со</u> <u>Аь</u>		1 act	Touch	10 min/lev	For n.	\\ _	Absorbs 12 damage/lev from one energy	PHB266
1 🗕 -	Rage [Mind-Affect			1 act		Conc.+1 rd/lev	-	' -	Gives +2 Str, +2 Con, +1 Will, -2 AC	PHB268
1 🗖 -	Ray of Exhaustion	<u>Ne</u> Ne		1 act	Close	1 min/lev	For part.	÷-	Ray makes subject exhausted	PHB269
1 🗇 -	Secret Page	<u>11,2</u> Tr		10 min	Touch	Permanent	-	Ň	Changes one page to hide its real content	PHB275
= -	Sepia Snake Sigil (Fo			10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader	PHB276
	Shrink Item	Tr_		1 act	Touch	1 day/lev	Will n.	Ϋ	Object shrinks to one-sixteenth size	PHB279
		old] Co		1 act	Long	1 round/lev		И	Hampers vision and movement	PHB280
	Slow	<u>Tr_</u>		1 act	Close	1 round/lev	Will n.	Y	1 subj./lev takes only 1 action/r, -2 AC and hi	t PHB280
	Stinking Cloud	Co		1 act	Medium	1 round/lev	For n.	N	Nauseating vapors, 1 round/lev	PHB284
	Suggestion [Language-Dep., Mind-Affect.	<i>ng]</i> En		1 act	Close	1 hour/lev	Will n.	<u>Y</u> _	Compels subject to follow course of action	PHB285
	Summon Monster III	<u></u>		1 round		1 round/lev (D		\overline{N}	Calls extraplanar (13rd, 1d3 2nd or 1d4+11st)	PHB286
□ -	Tongues	<u>Di</u> _		<u>1 act</u>	Touch_	10 min/lev	Will n	\overline{N}	Speak any language	PHB294
│ 📙 -	Vampiric Touch		VS_	<u>1 act</u>	Touch_	Special	-	<u>Y</u> _	Touch deals 1d6/2 lev, caster gains dmg as hp	PHB298
	Water Breathing	<u>Tr_</u>		<u>1 act</u>	Touch_	2 hours/lev	Will n.	Y_	Subject can breathe underwater	PHB300
📙 -	Wind Wall	4 <i>ir]</i> Ev	VSM	<u>1 act</u>	<u>Medium</u>	1 round/lev		<u>Y</u> _	Deflects arrows, smaller creatures, and gases	PHB302
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	80RCEREI	R/Wizard	SPELLS								
ij	Kn. Prep. Scroli		SPELL NAME	Sch.	Сомр.	CAST TIME	RANGE	Duration	SAVE	SR	EFFECT
	4th.	LEVEL SPELLS	Spells: + =			Cast∙ □□			ve DC:		Max. known: □□□□
	••••	ELVEL GIELLO	SPC1131 1		_	С434. Ш			VC VC	-	7. IQX. 10. (10. VIII.)
-	<u></u>	Animate Dead	[Evil]		<u>VSM</u>	1 act	Touch	Instantaneous		N	Creates undead skeletons and zombies PHB198
Ų.	<u> </u>	Arcane Eye		<u>Di</u> _	<u>VSM</u>	10 min	Unlimit.		- \\\ I : \	$\frac{\wedge}{N}$	Invisible floating eye moves 30 ft/round PHB200
3	¦	Bestow Curse Charm Monste	r [Mind-Affecting]	<u>Ne</u> En	VS VS	<u>1 act</u> 1 act	Touch Close	Permanent 1 day/lev	Will n. Will n.	<u>Y</u> -	-6 to ability; -4 on rolls; or 50% losing action PHB203 Makes monster believe it is your ally PHB209
	H	Confusion	[Ming-Affecting]	En_	VSM	1 act	Medium	1 round/lev	Will n.	<u>-</u>	Makes monster believe it is your ally PHB209 Subject behaves oddly for 1 round/lev PHB212
r	<u> </u>	Contagion	[Evil]	N e	VS	1 act	Touch	Instantaneous	For n.	Ϋ́-	Infects subject with chosen disease PHB213
Ŧ		Crushing Despa		En	VSM	1 act	30 ft	1 min/lev	Will n.	Ϋ́	Subjects get -2 to attack, damage, saves, checks PHB215
Н		Detect Scrying		Di	VSM	1 act	40 ft	24 hours		N	Alerts you of magical eavesdropping PHB219
		Dimension Doc)r	Co	V	1 act	Long	Instantaneous	-/Will n.	Sp	Teleports you short distance PHB221
		Dimensional A	nchor	<u>Ab</u>	VS_	1 act	<u>Medium</u>	1 min/lev		<u>Y</u> _	Bars extradimensional movement PHB221
١.	□	Enervation	- .,	<u>N e</u>	VS_	1 act	Close	Instantaneous		<u>Y</u> _	Subject gains 1d4 negative levels PHB226
Ñ	<u></u>	Enlarge Person,		<u>Tr_</u>	VSM	1 round	Close	1 min/lev (D)	For n.	<u>Y</u> _	Enlarges several creatures PHB227
Н	<u></u>	Evard's Black T		<u>Co</u>	VSM	<u>1 act</u>	Medium	1 round/lev (D		$\frac{n}{N}$	Tentacles grapple all within 15 ft PHB228
9	<u> </u>	Fear Chieff	[Fear, Mind-Affecting]	<u>N</u> e	VSM	1 act	30 ft	Special 1 round/lev (D	Will part.	<u>Y</u>	Subjects within cone flee for 1 round/lev PHB229
7	H	Fire Shield Fire Trap	[Fire/Cold] [Fire]	Ev_ Ab	<u>VSM</u> VSM	1 act 10 min	Personal Touch	Until discharg.	P of 1/-	<u>^</u>	Attackers take dmg; protected from heat/cold PHB230 Opened object deals 1d4 +1/lev damage PHB231
5	H		nnguage-Dep., Mind-Affecting]	En	V 5/VI	1 round	Close	1 day/lev (D)	Will n.	<u>\</u>	Opened object deals 1d4 +1/lev damage PHB231 Commands subject of 7 HD or less PHB235
g.	<u> </u>		nerability, Lesser	Ab	VSM	1 act	10 ft	1 round/lev (D		ή-	Stops 1st- through 3rd-level spell effects PHB256
	<u> </u>	Hallucinatory		II 으느	VSM	10 min	Long	2 hours/lev (D		N	Makes one type of terrain appear like another PHB238
C.		Ice Storm	[Cold]	Ev	VSM	1 act	Long	1 round	-	Ϋ́	Hail deals 5d6 damage in cylinder 40 ft across PHB243
4		Illusory Wall	14-37	il	VS	1 act	Close	Permanent	Will dis.	Ň	Wall, floor or ceiling looks real but is illusory PHB243
		Invisibility, Gre	eater	ī	VS	1 act	Touch	1 min/lev (D)		Ϋ́	Subject is invisible even if it attacks PHB245
ĸ		Leomund's Seci	ure Shelter	Co	VSMF	10 min	Close	2 hours/lev (D)	N	Creates sturdy cottage PHB247
4		Locate Creature		<u>Di</u> _	VSM	<u>1 act</u>	Long	10 min/lev		\overline{N}	Indicates direction to familiar creature PHB249
93	□	Minor Creation		<u>Co</u>	VSM	<u>1 min</u>	0 ft	1 hour/lev (D)		\overline{N}	Creates one cloth or wood object PHB253
	<u></u>	Otiluke's Resili		<u>Ev</u>	VSM	1 act	Close	1 min/lev (D)	Ref n.	<u>Y</u> _	Force globe protects but traps one subject PHB258
A	<u></u>		er [Fear, Mind-Affecting]	11_	VS_	1 act	Medium	Instantaneous	Special	<u>Y</u> _	Illusion kills subject or deals 3d6 damage PHB260
	<u></u>	Polymorph		<u>Tr_</u>	VSM	<u>1 act</u>	Touch_	1 min/lev (D)	- 14 (:11	$\frac{\Omega}{N}$	Gives one willing subject a new form PHB263
		Rainbow Patter		Ш_	<u>SMF</u>	<u>1 act</u>	Medium	Conc. + 1r/lev	Will n	Y_	Lights fascinate 24 HD of creatures PHB268
r,	<u> </u>	Reduce Person,	nic Enhancer (Wizard)	Tr_	VSMF	10 min	Personal	Instantaneous 1 min/lev (D)	<u>-</u>	$\frac{\wedge}{N}$	Prepares extra spells or retains one just cast PHB268
i i	H	Remove Curse	1/1422	Tr_ Ab	VSM VS	1 round 1 act	Close Touch	Instantaneous	For n. Will n.	<u>\</u>	Reduces several creatures PHB269 Frees object or person from curse PHB270
1	<u> </u>	Scrvind		Di	VSMF	1 hour	Special	1 min/lev	Will n.	' -	Spies on subject from a distance PHB274
-5	<u> </u>	Shadow Conjur	ation	비	VS	1 act	Special	Special	Will dis.	\ <u>+</u> -	Mimics conjuring below 4th level, 20% real PHB276
М	<u> </u>	Shout	[Sonic]	Ev	V	1 act	30 ft	Instantaneous	Special	Ϋ́	Deafens all within cone and deals 5d6 damage PHB279
		Solid Foa	(Jonney	Co	VSM	1 act	Medium	1 min/lev	-	Ň	Blocks vision, slows movement PHB281
		Stone Shape	[Earth]	Tr_	VSM	1 act	Touch	Instantaneous		N	Sculpts stone into any shape PHB284
		Stoneskin		AЬ	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack PHB284
		Summon Mons	ter IV	Co	VSF	1 round	Close	1 round/lev (D)	N	Calls extraplanar (14th, 1d3 3rd or 1d4+12nd) PHB285
		Wall of Fire	[Fire]	<u>Ev</u>	VSM	1 act		Conc. + 1 r/lev		<u>Y</u> _	2d4 dmg (10 ft), 1d4 (20), 2d6+1/levpassing PHB298
	□	Wall of Ice	[Cold]	<u>Ev</u>	VSM	<u>1 act</u>	<u>Medium</u>	1 min/lev	Ref n.	<u>Y</u> _	Creates wall with 13 hp+1/lev or hemisphere PHB299
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80R0	CERER/WIZAR	O SPELLS									PRODUCTION OF THE PROPERTY OF	
Kn. Pref	. SCROLL	SPELL NAME		Sch.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	Еггест	
	5th-Level 8pe	LL 8 Spells: _	+ =			Cast: □[□□□□ Sa	ve DC:	_	Max. known: 🗆 🗆 🗆 🗆	
	4 . 1 .	.1						4	_	. ,		
│	Animal Gro			<u>Tr_</u>	VS_	1 act		1 min/lev	For n.	<u>Y</u> _	One animal/2 lev doubles in size	PHB198
│	Baleful Poly			<u>Tr_</u>	VS_	1 act	Close	Permanent	Special	<u>Y</u> _	Transforms subject into harmless animal	PHB202
므		rposing Hand	[Force]	<u>Ev</u>	VSF_	<u>1 act</u>	Medium	1 round/lev (D		<u>Y</u> _	Hand provides cover vs. one opponent	PHB204
📙	Blight			<u>N e</u>	VS_	1 act	Touch_	Instantaneous	For 1/2	Y_	1d6 damage/lev to plant creature, or wither	PHB206
│	Break Encha	intment		<u>Ab</u>	VS_	1 min	Close	Instantaneous	Special	Ϋ́	Frees subject from enchantments	PHB207
	Cloudkill			<u>Co</u>	VS_	1 act	Medium	1 min/lev	For part.	$\frac{\hat{\Lambda}}{\hat{\Lambda}}$	Up to 3 HD die, 4-6 HD save or die, 6+ dmg	PHB210
│	Cone of Col		[Cold]	<u>Ev</u>	VSM	1 act	60 ft	Instantaneous	Ref 1/2	-14	1d6 cold damage/level	PHB212
│	<u>Contact Ot</u> Dismissal	ner Plane		Di_	<u>V</u>	<u>10 min</u> 1 act	Personal Close	Concentration Instantaneous		$\frac{\wedge}{N}$	Ask questions to extraplanar entity	PHB212
	Dominate P	014012	lind-Affecting]	<u>Ab</u>	VS_		Close	1 day/lev	Will n. Will n.	<u>-</u> -	Forces a creature to return to native plane	PHB222
	Dream		ling-Affecting]	<u>En</u>	VS_	1 round 1 min	Unlimit.	Special	<u>V V I I I I I I </u>	<u>-</u> -	Controls humanoid telepathically	PHB224
H	<u>Pream</u> Fabricate		ing-Affecting]	11_	VS VSM	Special	Close	Instantaneous		1/1	Sends message to anyone sleeping Transforms raw materials into finished items	PHB225 PHB229
	False Vision			Tr_ II	VSM	1 act	Touch	1 hour/lev (D)		17	Fools scrying with an illusion	PHB229
	Feeblemind		lind-Affectina]		VSM	1 act	Medium	Instantaneous	Will n.	\	Subject's Int and Chadrop to 1	PHB229
	Hold Monst		ling-Affecting]	En En	VSM	1 act	Medium	1 round/lev (D		<u>^</u> -	Paralyzes one creature for 1 round/lev	PHB241
		Secret Chest	ing-Affecting)	Co	VSF	10 min	Special	60 days	/ <u>VYIII I).</u>	Ņ-	Hides expensive chest on Ethereal Plane	PHB247
	Madic Jar	occiet Circst		N e	VSF	1 act	Medium	1 hour/lev	Will n.	<u>^</u>	Enables possession of another creature	PHB250
	Major Creat	ion		Co	VSM	10 min	Close	Special	<u>v v 111 1/.</u>	Ņ.	Creates a cloth, wood, stone or metal object	PHB252
	Mind Fod		lind-Affecting]	En	VS	1 act	Medium	Special	Will n.	\	Subjects in fog get -10 Wis and Will checks	PHB253
l	Mirade Arca		mg-/Anecangj	11	VS	1 act	Lond	Conc. + 1 hr/lv		ήT	Terrain and structure appear like another	PHB254
		en's Faithful Ho	ound	<u>"</u> _	VSM	1 act	Close	Special	-	Ň	Phantom dog can quard and attack	PHB255
		en's Private Sar		Ab	VSM	10 min	Close	24 hours (D)		Ň	Prevents anyone from viewing/scrying	PHB256
l =	Nightmare		Affectina. Evill	1	VS	10 min	Unlimit.	Instantaneous	Will n.	Ÿ-	Sends vision dealing 1010 damage, fatigue	PHB257
	Overland Fl		inceding, Evin	Ξr_	VS	1 act	Personal	1 hour/lev	-	Ņ.	Fly at a speed of 40 ft over long distances	PHB259
l =	Passwall	·9···		Tr_	VSM	1 act	Touch	1 hour/lev (D)		N	Creates passage through wood or stone wall	PHB259
l =	Permanency	/		Un	VSX	2 rds	Special	Permanent		N	Makes certain spells permanent	PHB259
 	Persistent Ir			il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PHB260
l 🗆	Planar Bindi	nd. Lesser		Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Traps extraplanar up to 6 HD to perform a tasi	
l 🗆	Prying Eyes			Di	VSM	1 min	1 mile	1 hour/lev (D)		N	1d4 floating eyes +1/lev scout for you	PHB266
l 🗆	Rary's Telep			Di	VSM	1 act	Close	10 min/lev (D)		N	Link lets allies communicate	PHB268
	Seeming	·		ī	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of one person/2 lev.	PHB275
	Sendina			Ev	VSM	10 min	Special	1 round		N	Instantly delivers short message anywhere	PHB275
	Shadow Evo	cation		īl	VS	1 act	Special	Special	Will dis.	Ϋ́	Mimics evocation less than 5th level, 20% rea	PHB277
	Summon M			Co	VSF	1 round	Close	1 round/lev (D)_	\overline{N}	Calls extraplanar (15th, 1d3 4th or 1d4+13rd)	PHB286
	Symbol of F	Pain	[Evil]	Νe	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain	PHB290
	Symbol of S	ileep [M	ind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts nearby creatures to sleep	PHB291
	Telekinesis			Tr	VS	1 act	Long	Special	-/Will n.	Y_	Moves object, attacks creat., or hurls object	PHB292
	<u> </u>			<u>Co</u>	V	1 act	Touch	Instantaneous	<u>-/Will n.</u>	Sp.	Instantly transports you up to 100 miles/lev	PHB292
		Mud to Rock	[Earth]	Tr_	VSM	<u>1 act</u>	<u>Medium</u>	Permanent	Special	Ŋ	Transforms two 10-ft cubes/lev	PHB295
│ □	Transmute I	Rock to Mud	[Earth]	<u>Tr_</u>	VSM	<u> 1 act</u>	<u>Medium</u>	<u>Permanent</u>	Special	\overline{N}	Transforms two 10-ft cubes/lev	PHB295
	Wall of For		[Force]	<u>Ev</u>	VSM	<u> 1 act</u>	<u>Close</u>	1 round/lev (D)	\overline{N}	Wall is immune to damage	PHB298
│ □	Wall of Stor		[Earth]	<u>Co</u>	VSM	<u> 1 act</u>	<u>Medium</u>	Instantaneous	Special	\overline{N}	Creates a stone wall that can be shaped	PHB299
□	Waves of Fa	tigue		<u>N e</u>	VS_	1 act	30 ft	Instantaneous		<u>Y</u> _	Several targets become fatigued	PHB301
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	Kn. Prep. Scroli	L :	SPELL NAME	Sсн.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
i	6†H-	LEVEL SPELLS	Spells: + =	:	(Cast: □[□□□□ Sa	ve DC:		Max. known: 🗆 🗆	
1		Acid Fog	,			1 - 4	M a 1 i ma	1 round/lev				DL LD40/
	H	Analyze Dweon	[Acid]		VSM VSF	1 act 1 act	Close	1 round/lev (D) //\/ill_p	N	Fog deals acid damage Reveals magical aspects of subject	PHB196 PHB197
V	H	Antimagic Field		<u>Di</u> <u>Ab</u>	VSM	1 act	10 ft	10 min/lev (D)		<u> </u> 		PHB200
5	<u> </u>	Bear's Endurance		Tr	VS_	1 act	Close	1 min/lev	Will n.	7 Y	One subject/lev gains +4 Con	PHB203
	<u> </u>	Biaby's Forcefu		Ev_	VSF	1 act		1 round/lev (D		÷Ξ	Hand pushes creatures away	PHB204
Г		Bull's Strength,		Tr	VSM	1 act	Close	1 min/lev	Will n.	Ϋ́	One subject/lev gains +4 Str	PHB207
Ť		Cat's Grace, Ma	ass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Υ_	One subject/lev gains +4 Dex	PHB208
Н		Chain Lightning	[Electricity]	Ev	VSF	1 act	Long	Instantaneous	Ref 1/2	Υ_	1d6 dmg/lev, secondary bolts half damage	PHB208
		Circle of Death	[Death]	Ne	VSM	1 act	Medium	Instantaneous	For n.	Υ_	Kills 1d4 HD of creatures per level	PHB209
		Contingency		<u>Ev</u>	<u>VSM</u> F		<u>Personal</u>	1 day/lev (D)		<u>N</u>	Sets trigger condition for another spell	PHB213
١.	□	Control Water	[Water]	<u>Tr_</u>	VSM	<u>1 act</u>	Long	10 min/lev (D)) <u> </u>	\overline{N}	Raises or lowers bodies of water	PHB214
Ŕ	<u></u>	Create Undead	[Evil]	<u>N</u> e	VSM	1 hour	Close	Instantaneous		\overline{N}	Creates ghouls, ghasts, mummies, mohrgs	PHB215
Н	<u></u>	Disintegrate	- ,	<u>Tr_</u>	VSM	<u>1 act</u>		Instantaneous	For part.	<u>Y</u> .	Makes one creature or object vanish	PHB222
9	吕	Dispel Magic, C		<u>Ab</u>	VS_	1 act	Medium	Instantaneous	- 141:TL	$\frac{\hat{\Lambda}}{\hat{\Lambda}}$	Cancels magical spells and effects, +20 on check	
7	<u> </u>	<u>Eagle's Splendo</u> Evebite		Tr_	<u>VSM</u>	1 act	Close	1 min/lev	Will n. For n.	<u> </u>	One subject/lev gains +4 Cha	PHB225
	H	Flesh to Stone	[Evil]	<u>N e</u>	VS_	1 act	<u>Close</u> Medium	1 round/3 lev Instantaneous	For n.	<u>^</u> -	Target becomes panicked, sickened, comatose Turn subject creature into statue	
	H	Fox's Cunning,	Mass	Tr_ Tr	<u>VSM</u> VSM	<u>1 act</u> 1 act	Close	1 min/lev	Will n.	⊹-	One subject/lev gains +4 Int	PHB232 PHB233
	<u> </u>	Geas/Quest	[LangDep., Mind-Affecting]	En	V V	10 min	Close	1 day/lev (D)	-	' -	Places a magical command on a creature	PHB234
ď	<u> </u>	Globe of Invulr		AЬ	VSM	1 act	10 ft	1 round/lev (D)_	ήT	Stops 1st- through 4th-level spell effects	PHB236
4		Guards and Wa		AЬ	VSMF	30 min	Special	2 hours/lev	Special	Sp	. Array of magic effects protects area	PHB237
		Heroism, Great		En	VS	1 act	Touch	1 min/lev	Will n.	Ϋ́	+ 4 to attack, saves, skills, temporary hp	PHB240
H		Legend Lore		Di	VSMF	Special	Personal	Special		N	Learn tales about a person, place, or thing	PHB246
4		Mislead		1	5	1 act	Close	Special	-/Will dis.	N	Turns you invisible and creates illusory double	PHB255
3		Mordenkainen's	s Lucubration <i>[Wizard]</i>	Tr_	VS	1 act	Personal	Instantaneous		<u>N</u>	Recalls spell of 5th level or lower	PHB256
	□	Move Earth	[Earth]	<u>Tr_</u>	VSM	Special	Long	Instantaneous		<u>N</u>	Dig trenches and build hills	PHB257
	□	Otiluke's Freez		<u>Ev</u>	VSF_	1 act	Long	Special	Ref 1/2	<u>Y</u> _	Freezes water or deals cold damage	PHB258
	□	Owl's Wisdom,		Tr_	VSM	<u>1 act</u>	Close	1 min/lev	Will n.	<u>Y</u> _	One subject/lev gains +4 Wis	PHB259
н	<u></u>	Permanent Ima	ge	11_	VSF_	<u>1 act</u>	Long	Permanent (D)		ÑΤ	Includes sight, sound, and smell	PHB260
1	<u> </u>	Planar Binding		<u>Co</u>	VS_	10 min	Close	Instantaneous	Will n.	<u> </u>	Extraplanar up to 12 HD must perform a task	PHB261
H	☐	Programmed Ir	nage	11_	VSF_	1 act	Long	Special 1 round/lev (D	Will dis.	<u>:</u>	Creates full illusion triggered by event	PHB265
1	吕	Repulsion Shadow Walk		<u>Ab</u>	VSF_	<u>1 act</u> 1 act	10 ft/lev Touch	1 hour/lev (D)	Will n.	<u>^</u> -	Creatures can't approach you Step into shadow to travel rapidly	PHB271
4	H	Stone to Flesh		II _ Tr	VS_ VSM	1 act	Medium	Instantaneous	For n.	⊹-	Restores petrified creature	PHB277 PHB285
	<u> </u>	Suggestion, Ma	SS [LangDep., Mind-Aff.]	Ľ'_ En	VM	1 act		1 hour/lev	Will n.	- -	Compels one subject/lev to course of action	PHB285
	<u> </u>	Summon Mons		Co	VSF	1 round	Close	1 round/lev (D		ή-		PHB287
	<u> </u>	Symbol of Fear		N e	VSM	10 min	0 ft	Special	Will n.	Ϋ́	Triggered rune panics nearby creatures	PHB290
		Symbol of Persi		En	VSM	10 min	O ft	Special	Will n.	Ϋ́	Triggered rune charms nearby creatures	PHB290
H			ormation	Tr_	VSM	1 act		1 round/lev		\overline{N}	You gain combat bonuses	PHB294
		True Seeing		Di_	VSM	1 act	Touch	1 min/lev	Will n.	Υ_	Lets you see all things as they really are	PHB296
		Undeath to Dea	th	N e	VSM	1 act	Medium	Instantaneous	Will n.	Υ_	Destroys 1d4 HD/lev (max 20d4) undead	PHB297
	□	Veil		11_	VS_	<u>1 act</u>	Long	Conc. + 1 hr/l.	Will n.	<u>Y</u> _	Changes appearance of group of creatures	PHB298
	<u></u>	Wall of Iron		<u>Co</u>	VSF_	<u> 1 act</u>	<u>Medium</u>	<u>Instantaneous</u>	Special	<u>N</u>	30 hp/4 lev, can topple onto foes	PHB299
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801	CERE	r/Wizard Spells ———									
Kn. Pr	EP. SCROL	L SPELL NAME	S сн.	Сомр.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
	7tH	-LEVEL	=		Cast: □[□□□□ Sa	ve DC:	_	Max. known: 🗆 🗆	
		Arcane Sight, Greater	Di	VS	1 act	Personal	1 min/lev (D)	_	М	Magical auras and effects become visible	PHB201
<u> </u>		Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y_		PHB203
		Bigby's Grasping Hand [Force]		VSF	1 act	Medium	1 round/lev (D		<u>Y</u> _		PHB204
<u> </u>		Control Undead	<u>N</u> e	<u>VSM</u>	1 act	Close	1 min/lev	Will n.	<u>Y</u> _		PHB214
님 -		Control Weather Delayed Blast Fireball (Fire)	Tr_ Ev_	VS VSM	<u>10 min</u> 1 act	2 miles Long	4d12 hours Up to 5 rounds	Ref 1/2	Α <u>Υ</u>		PHB214 PHB217
		Drawmij's Instant Summons	<u>Co</u>	VSM	1 act	Special	Until discharg.		Ν̈-		PHB225
		Ethereal Jaunt	Tr_	VS_	1 act	Personal	1 round/lev (D)	N		PHB227
ㅁ -		Finger of Death [Death]	<u>N</u> e		1 act	Close	Instantaneous		<u>Y</u> _		PHB230
<u> </u>		Forcecage [Force] Hold Person, Mass [Mind-Affecting]	Ev En	VSM VSF	<u>1 act</u> 1 act	<u>Close</u> Medium	2 hours/lev (D 1 round/lev (D		<u>^</u>		PHB233 PHB241
<u> </u>		Insanity [Mind-Affecting]	En_	VS	1 act		Instantaneous		Ϋ́-	/	PHB244
		Invisibility, Mass	1	VSM	1 act	Long	1 min/lev (D)	Will n.	<u>Y</u> _	All subjects in range invisible until they attack	
<u> </u>		Limited Wish	<u>U n</u>	<u>VSX</u>	1 act	Special	Special		Y_		PHB248
<u> </u>		Mordenkainen's Magnificent Mansion Mordenkainen's Sword (Force)		VSF_	1 act	Close Close	2 hours/lev (D 1 round/lev (D		$\frac{\wedge}{N}$		PHB256
<u> </u>		Mordenkainen's Sword [Force] Phase Door	<u>Ev</u> <u>Co</u>	VSF_ V	1 act 1 act	0 ft	1 usage/2 lev		ή-		PHB256 PHB261
		Plane Shift	Co		1 act	Touch	Instantaneous	Will n.	Ϋ́		PHB262
		Power Word Blind [Mind-Affecting]	<u>En</u>	<u>V</u>	1 act	Close	Special		<u>Y</u> _		PHB263
-		Prismatic Spray	Ev_		1 act	60 H	Instantaneous		<u>Y</u> _		PHB264
H -		Project Image Reverse Gravity	<u>"</u> ⊥ Tr	VSM VSM	<u>1 act</u> 1 act	<u>Medium</u> Medium	1 round/lev (D 1 round/lev (D		N		PHB265 PHB273
		Scrying, Greater	DI_	VS	1 act	Special	1 hour/lev	Will n.	Ϋ́		PHB275
		Sequester	AЬ	VSM	1 act	Touch	1 day/lev (D)	-/Will n.	<u>Sp</u> .		PHB276
<u> </u>		Shadow Conjuration, Greater	11_	VS_	<u> 1 act</u>	Special	Special	Will dis.	Y_		PHB276
H -		Spell Turning	11_	VSMX	12 hrs 1 act	Oft Personal	Instantaneous 10 min/lev		$\frac{N}{N}$		PHB279
<u> </u>		Statue	<u>АЬ</u> Tr	VSM VSM	1 round	Touch	1 hour/lev (D)	Will n.	Y		PHB282 PHB284
		Summon Monster VII	<u></u>	VSF	1 round	Close	1 round/lev (D		Ν̈-		PHB287
		Symbol of Stunning [Mind-Affecting]	<u>En</u>	VSM	10 min	0 ft	Special	Will n.	<u>Y</u> _	Triggered rune stuns nearby creatures	PHB291
<u> </u>		Symbol of Weakness	<u>N</u> e		10 min	<u>O H</u>	Special	For n.	$\frac{Y}{c}$		PHB291
님 -		Teleport, Greater Teleport Object	<u>Co</u>		1 act	Touch_	Instantaneous	<u>-/Will n.</u> Will n.	₹ <u>₽</u> .	As teleport, no range limit and always precise	
H -		Vision	<u>Co</u> <u>Di</u>	V VSMX	<u>1 act</u> 1 act	Touch Personal	Instantaneous Special	<u>v v I I I I) .</u>	$\frac{1}{1}$		PHB293 PHB298
		Waves of Exhaustion	N e		1 act	60 ft	Instantaneous		Ϋ́		PHB501
ㅁ -											
<u></u>											
<u> </u>											
	8†H	-LEVEL SPELLS Spells: + =	 					ve DC:	_	Max. known:	PHR200
	8†H	-LEVEL SPELLS Spells: + = Antipathy			 Cast: □[1 hour 1 act	<u>Close</u>	□□□□ Sa 2 hours/lev 1 round/lev (D	Will part.	_	Object or location repels certain creatures	PHB200 PHB203
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting]	Ev En	VSF VSM	1 hour 1 act 1 min	Close Medium Close	2 hours/lev 1 round/lev (D Special	Will part. - Will n.	<u>Y</u> _ <u>Y</u> _ <u>Y</u> _	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature	PHB203 PHB204
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting]	<u>Ev</u> <u>En</u> <u>En</u>	VSF VSM V	1 hour 1 act 1 min 1 act	Close Medium Close Close	2 hours/lev 1 round/lev (D Special 1 day/lev	Will part.	Y Y Y Y Y	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 50 ft believe they're friends	PHB2O3 PHB2O4 PHB2O9
	8†H	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone	Ev_ En_ En_ N e	VSF VSM V VSMF	1 hour 1 act 1 min 1 act 10 min	Close Medium Close Close Oft	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous	Will part. - Will n.	<u>Y</u> _ <u>Y</u> _ <u>Y</u> _ <u>Y</u> _	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies	PHB2O3 PHB2O4 PHB2O9 PHB21O
	8th	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil]	Ev En En Ne Ne	VSF VSM V VSMF VSM	1 hour 1 act 1 min 1 act 10 min 1 hour	Close Medium Close Close Oft Close	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous Instantaneous	Will part. 	Y Y Y Y Y	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers	PHB2O3 PHB2O4 PHB2O9 PHB21O PHB215
	8+н8	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone	Ev_ En_ En_ N e	VSF VSM V VSMF VSM VSM VSM	1 hour 1 act 1 min 1 act 10 min	Close Medium Close Close Oft	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous	Will part. - Will n.	<u>Y</u> _ <u>Y</u> _ <u>Y</u> _ <u>Y</u> _	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 50 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere	PHB2O3 PHB2O4 PHB2O9 PHB21O
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location	Ev En En Ne Ne En Ab	VSF VSM V VSMF VSM VSM VS	1 hour 1 act 1 min 1 act 10 min 1 hour 10 min 1 act 10 min	Close Medium Close Close Oft Close Special Medium Unlimit.	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous	Will part. Will n. Will n.	<u>Y</u> _ <u>Y</u> _ <u>Y</u> _ <u>Y</u> _	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 50 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object	PHB2O3 PHB2O4 PHB2O9 PHB21O PHB215 PHB217 PHB221 PHB222
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting	Ev En En Ne Ne En Ab Di	VSF_ VSM_ VSME VSM_ VSM_ VS_ VS_ VS_ VS_	1 hour 1 act 1 min 1 act 10 min 1 hour 10 min 1 act 10 min 1 act	Close Medium Close Close Oft Special Medium Unlimit. Long	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous 1 round 1 day/lev Instantaneous Instantaneous Instantaneous	Will part. Will part. Will part. E E E E E E E E E	<u>Y</u> _ <u>Y</u> _ <u>Y</u> _ <u>Y</u> _	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB242
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire]	Ev En En Ne Ne En Ab Di Ne	VSF VSM V VSMF VSM VSM VS VS VS VS	1 hour 1 act 1 min 1 act 10 min 1 hour 10 min 1 act 10 min 1 act 1 act	Close Medium Close Close Oft Close Special Medium Unlimit Long Medium	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous Instantaneous Instantaneous Instantaneous 1 round/lev	Will part. Will n. Will n.	<u> </u>	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round	PHB2O5 PHB2O4 PHB2O9 PHB21O PHB215 PHB217 PHB221 PHB222 PHB242 PHB244
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting	Ev En En Ne Ne En Ab Di	VSF_ VSM_ VSME VSM_ VSM_ VS_ VS_ VS_ VS_	1 hour 1 act 1 min 1 act 10 min 1 hour 10 min 1 act 10 min 1 act	Close Medium Close Close Oft Special Medium Unlimit. Long	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous 1 round 1 day/lev Instantaneous Instantaneous Instantaneous	Will part. D	<u>Y</u> _ <u>Y</u> _ <u>Y</u> _ <u>Y</u> _	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB242
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank	Ev En En Ne Ne En Ab Di Ne Co	VSF VSM V VSMF VSM VS VS VSM VS VSM VS VSM VS VSM VS VSM VS	1 hour 1 act 1 min 1 act 10 min 1 hour 10 min 1 act 10 min 1 act 1 act 1 act 1 act 1 act	Close Medium Close Close Oft Close Special Medium Vnlimit. Long Medium Personal Close Close	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I round/lev 1 min/lev (D) Special 24 hours	Will part. Will part. Will part. E E E E E E E E E	<u> </u>	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they re friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB242 PHB244 PHB245
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank Moment of Prescience	Ev En Ne En Ne En Ab Di Ne Co Tr Co Ab	VSF VSM V VSMF VSM VS VS VS VSM VS VSM VS VS VS VS VS VS VS	1 hour 1 act 1 min 1 act 10 min 1 hour 10 min 1 act 10 min 1 act 1 act 1 act 1 act 1 act	Close Medium Close Close Oft Close Special Medium Vnlimit. Long Medium Medium Close Close Close Close	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous 1 round 1 day/lev Instantaneous 1 round 1 day/lev Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev	Will part. Dill n. Will n. Will part. Dill n. Will part. Dill n. Dill	<u> </u>	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 146 damage/level within 30 ft Cloud deals 446 fire damage/round Body becomes irron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check	PHB2O5 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB242 PHB244 PHB245 PHB255 PHB255 PHB255
	8†H	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fine] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force]	Ev En Ne Ne En Ab Di Ne Co Tr Co Ab Di Ev	VSF VSM V VSMF VSM VSM VS	1 hour 1 act 10 min 1 hour 10 min 1 act 10 min 1 act 10 min 1 act	Close Medium Close Close Oft Close Special Medium Vnlimit Long Medium Personal Close Personal Close	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous 1 round 1 day/lev Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D)	Will part. D	Y	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject	PHB2O5 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB242 PHB244 PHB245 PHB255 PHB255 PHB255 PHB259
	8†H	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Aff]	Ev En Ne En Ne En Ne En Ne En La	VSF VSM V VSMF VSM VSM VS	1 hour 1 act 1 min 1 hour 10 min 1 hour 10 min 1 act 10 min 1 act	Close Medium Close Close Oft Close Special Medium Unlimit Long Medium Personal Close Close Close Touch	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous Instantaneous Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds	Will part.	Y-Y-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-X-X-X	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Cain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB242 PHB244 PHB245 PHB253 PHB253 PHB255 PHB259 PHB259
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fine] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force]	Ev En Ne Ne En Ab Di Ne Co Tr Co Ab Di Ev	VSF VSM V VSMF VSM VSM VS	1 hour 1 act 10 min 1 hour 10 min 1 act 10 min 1 act 10 min 1 act	Close Medium Close Close Oft Close Special Medium Vnlimit Long Medium Personal Close Personal Close	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous 1 round 1 day/lev Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D)	Will part. Dill n. Will n. Will part. Dill n. Will part. Dill n. Dill	Y	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB244 PHB245 PHB255 PHB255 PHB255 PHB259 PHB259 PHB259
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Aff] Planar Binding, Greater Polar Ray [Cold] Polymorph Any Object	Ev En Ne En Ab Di Ev En Co	VSF VSM VSMF VSM VSS VSS VSS VSS VSS VSS VSS VSS VSS	1 hour 1 act 1 min 1 act 10 min 1 hour 10 min 1 act 10 min 1 act	Close Medium Close Oft Close Special Medium Unlimit. Long Medium Personal Close Close Personal Close	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous 1 round 1 day/lev Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I hound/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds Instantaneous Instantaneous Instantaneous Special	Will part.	Y-Y-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-X-X-X	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 50 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 50 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/lev cold damage Changes any subject into anything else	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB242 PHB244 PHB245 PHB255 PHB253 PHB255 PHB259 PHB259 PHB259 PHB264 PHB262 PHB264 PHB264 PHB264 PHB264
	8†H-	Antipathy Bigby's Clenched Fist Frocel Binding Charm Monster, Mass Clone Create Greater Undead Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere Otto's Irresistable Dance Otiluke's Telekinetic Sphere Planar Binding, Greater Polar Ray Polymorph Any Object Power Word Stun Mind-Affecting IMINd-Affecting IMI	EN E	VSF VSM V VSMF VSM VS VSSM VS VSSM VS VSM VS VSSM VS VSSM VS VSSM VS VSSM VS VSSM VS VSSM V	1 hour 1 act 10 min 1 hour 10 min 1 act 10 min 1 act 10 min 1 act	Close Medium Close Close Oft Close Special Medium Vnlimit. Long Medium Personal Close Close Personal Close Touch Close	2 hours/lev 1 round/lev (D) Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Special Special	Will part. Dil n. Will n. Will part. Will part. Eor 1/2 Ref 1/2 Will n. Ref n.	Y-Y-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-X-X-X	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they re friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 166 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/levcold damage Changes any subject into anything else Stuns creature with 150 hp or less	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB244 PHB245 PHB255 PHB255 PHB255 PHB259 PHB259 PHB259 PHB261 PHB262 PHB261 PHB262 PHB263 PHB263 PHB263 PHB263 PHB263 PHB263 PHB263
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Aff] Planar Binding, Greater Polar Ray [Cold] Polymorph Any Object Power Word Stun [Mind-Affecting] Prismatic Wall	Ex	VSF VSMF VSMF VSM VSM VSM VS VSSM VS VSSM VS VSSM VS VSSM V	1 hour 1 act 1 min 1 hour 10 min 1 act 10 min 1 act 10 min 1 act	Close Medium Close Oft Close Special Medium Vnlimit Long Medium Personal Close Personal Close Touch Close	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Special Special 10 min/lev (D)	Will part.	Y-Y-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-X-X-X	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/lev cold damage Changes any subject into anything else Stuns creature with 150 hp or less Wall's colors have array of effects	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB244 PHB245 PHB255 PHB255 PHB255 PHB259 PHB261 PHB262 PHB262 PHB262 PHB263 PHB263 PHB263 PHB263 PHB263 PHB263 PHB263 PHB264
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Affecting] Planar Binding, Greater Polar Ray [Cold] Polymorph Any Object Power Word Stun [Mind-Affecting] Prismatic Wall Protection from Spells	EV	VSF VSM V VSMF VSM VS VSM VS VSM VS VSM VS VSM VS VS VSM VS	1 hour 1 act 1 min 1 hour 10 min 1 act 10 min 1 act 10 min 1 act	Close Medium Close Oft Close Special Medium Unlimit Long Medium Personal Close Close Touch Close	2 hours/lev 1 round/lev (D) Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous Instantaneous Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds Instantaneous Instantaneous Instantaneous Instantaneous Special 10 min/lev (D) 10 min/lev (D) 10 min/lev (D)	Will part. Dil n. Will n. Will part. Will part. Eor 1/2 Ref 1/2 Will n. Ref n.	Y-Y-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-Y-N-X-X-X-X	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/lev cold damage Changes any subject into anything else Stuns creature with 150 hp or less Wall's colors have array of effects Confers a +8 resistance bonus	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB244 PHB245 PHB245 PHB255 PHB255 PHB259 PHB259 PHB261 PHB262 PHB262 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Aff] Planar Binding, Greater Polar Ray [Cold] Polymorph Any Object Power Word Stun [Mind-Affecting] Prismatic Wall	Ex	VSF VSMF VSMF VSM VSM VSM VS VSSM VS VSSM VS VSSM VS VSSM V	1 hour 1 act 1 min 1 hour 10 min 1 act 10 min 1 act 10 min 1 act	Close Medium Close Close Oft Close Special Medium Unlimit. Long Medium Personal Close Close Personal Close	2 hours/lev 1 round/lev (D Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Special Special 10 min/lev (D)	Will part.	Y	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Cain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/lev cold damage Changes any subject into anything else Stuns creature with 150 hp or less Wall's colors have array of effects Confers a +8 resistance bonus	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB242 PHB244 PHB245 PHB255 PHB255 PHB255 PHB259 PHB259 PHB261 PHB262 PHB264 PHB264 PHB264 PHB266 PHB266 PHB266 PHB266 PHB266 PHB266 PHB266 PHB266 PHB266 PHB266
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	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fine] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Aff.] Planar Binding, Greater Polar Ray [Cold] Polymorph Any Object Power Word Stun [Mind-Affecting] Prismatic Wall Protection from Spells Prying Eyes, Greater Scintillating Pattern [Mind-Affecting] Screen Shadow Evocation, Greater		VSF VSM V VSMF VSM VS VSM VS VS VS VS VS VS VS VS VS VS	1 hour 1 act 1 min 1 hour 10 min 1 act 10 min 1 act 10 min 1 act 1	Close Medium Close Close Oft Close Special Medium Vnlimit Long Medium Personal Close Personal Close Close Close Close Touch Close	2 hours/lev 1 round/lev (D) Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Special 10 min/lev (D) 10 min/lev 1 hour/lev (D) Conc. +2 rds 24 hours Special	Will part.	Y	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 146 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/lev cold damage Changes any subject into anything else Stuns creature with 150 hp or less Wall's colors have array of effects Confers a +8 resistance bonus As prying eyes, but eyes have true seeing Twisting colors confuse, stun, render unconsc. Illusion hides area from vision and scrying Mimics evocation up to 7th level, 60% real	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB244 PHB245 PHB255 PHB255 PHB255 PHB259 PHB259 PHB261 PHB262 PHB263 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264 PHB274 PHB274 PHB274
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Affecting] Planar Binding, Greater Polar Ray [Cold] Prismatic Wall Protection from Spells Prying Eyes, Greater Scintillating Pattern [Mind-Affecting] Screen Shadow Evocation, Greater Shout, Greater		VSF VSM V VSMF VSM VSM VS	1 hour 1 act 1 min 1 act 10 min 1 act 10 min 1 act 10 min 1 act	Close Medium Close Close Oft Close Special Medium Unlimit Long Medium Personal Close Close Touch Close	2 hours/lev 1 round/lev (D) Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Special 10 min/lev (D) 11 min/lev (D) 12 min/lev (D) 13 min/lev (D) 14 min/lev (D) 15 min/lev (D) 16 min/lev (D) 17 min/lev (D) 18 min/lev (D) 19 min/lev (D) 19 min/lev (D) 10 min/lev (D) 10 min/lev (D) 10 min/lev (D) 11 min/lev (D) 11 min/lev (D) 12 min/lev (D) 13 min/lev (D) 14 min/lev (D) 15 min/lev (D) 16 min/lev (D) 17 min/lev (D) 18 min/lev (Will part.	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/lev cold damage Changes any subject into anything else Stuns creature with 150 hp or less Wall's colors have array of effects Confers a +8 resistance bonus As prying eyes, but eyes have frue seeing Twisting colors confuse, stun, render unconsc Illusion hides area from vision and scrying Mimics evocation up to 7th level, 60% real Yell deals 1046 dmg, stuns, damages objects	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB244 PHB245 PHB255 PHB255 PHB255 PHB259 PHB259 PHB261 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264 PHB267 PHB277 PHB277 PHB277
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Affecting] Planar Binding, Greater Polar Ray [Cold] Polymorph Any Object Power Word Stun [Mind-Affecting] Prismatic Wall Protection from Spells Prying Eyes, Greater Scintillating Pattern [Mind-Affecting] Screen Shadow Evocation, Greater Shout, Greater [Sonic] Summon Monster VIII		VSF VSM V VSMF VSM VSM VSM VS	1 hour 1 act 1 min 1 hour 10 min 1 act 10 min 1 act 11 act 1 act	Close Medium Close Oft Close Special Medium Unlimit Long Medium Personal Close Close Close Close Touch Close	2 hours/lev 1 round/lev (D) Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous 1 round/lev Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Special 10 min/lev (D) 10 min/lev (D) 10 min/lev (D) 10 min/lev (D) 10 conc. +2 rds 10 round/lev (D) 10 round/lev (D) 10 round/lev (D) 10 round/lev (D) 11 round/lev (D) 12 rds 12 rds 12 rds 11 round/lev (D) 12 rds 12	Will part.	Y	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/lev cold damage Changes any subject into anything else Stuns creature with 150 hp or less Wall's colors have array of effects Confers a +8 resistance bonus As prying eyes, but eyes have true seeing Twisting colors confuse, stun, render unconsc. Illusion hides area from vision and scrying Mimics evocation up to 7th level, 60% real Yell deals 10d6 dmg, stuns, damages objects Calls extraplanar (18th, 1d5 7th or 1d4+1 6th)	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB217 PHB217 PHB221 PHB222 PHB242 PHB245 PHB255 PHB255 PHB255 PHB255 PHB256 PHB266 PHB266 PHB266 PHB266 PHB267 PHB267 PHB274 PHB274 PHB274 PHB279 PHB279
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fire] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Affecting] Planar Binding, Greater Polar Ray [Cold] Polymorph Any Object Power Word Stun [Mind-Affecting] Prismatic Wall Protection from Spells Prying Eyes, Greater Scintillating Pattern [Mind-Affecting] Screen Shadow Evocation, Greater Shout, Greater [Sonic] Summon Monster VIII		VSF VSM V VSMF VSM VSM VSM VSM VSS VS VSM VSSM V	1 hour 1 act 1 min 1 act 10 min 1 act 10 min 1 act 10 min 1 act	Close Medium Close Close Oft Close Special Medium Unlimit. Long Medium Personal Close Clos	2 hours/lev 1 round/lev (D) Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Special 10 min/lev (D) 11 min/lev (D) 12 min/lev (D) 13 min/lev (D) 14 min/lev (D) 15 min/lev (D) 16 min/lev (D) 17 min/lev (D) 18 min/lev (D) 19 min/lev (D) 19 min/lev (D) 10 min/lev (D) 10 min/lev (D) 10 min/lev (D) 11 min/lev (D) 11 min/lev (D) 12 min/lev (D) 13 min/lev (D) 14 min/lev (D) 15 min/lev (D) 16 min/lev (D) 17 min/lev (D) 18 min/lev (Will part.	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/levcold damage Changes any subject into anything else Stuns creature with 150 hp or less Wall's colors have array of effects Confers a +8 resistance bonus As prying eyes, but eyes have true seeing Twisting colors confuse, stun, render unconsc. Illusion hides area from vision and scrying Mimics evocation up to 7th level, 60% real Yell deals 10d6 dmg, stuns, damages objects Calls extraplanar (18th, 1d57th or 1d4+16th) Blinds all within 10 ft, deals 6d6 damage	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB215 PHB217 PHB221 PHB222 PHB244 PHB245 PHB255 PHB255 PHB255 PHB259 PHB259 PHB261 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264 PHB264 PHB267 PHB277 PHB277 PHB277
	8†H-	Antipathy [Mind-Affecting] Bigby's Clenched Fist [Force] Binding [Mind-Affecting] Charm Monster, Mass [Mind-Affecting] Clone Create Greater Undead [Evil] Demand [Mind-Affecting] Dimensional Lock Discern Location Horrid Wilting Incendiary Cloud [Fine] Iron Body Maze Mind Blank Moment of Prescience Otiluke's Telekinetic Sphere [Force] Otto's Irresistable Dance [Mind-Affecting] Planar Binding, Greater Polar Ray [Cold] Polymorph Any Object Power Word Stun [Mind-Affecting] Prismatic Wall Protection from Spells Prying Eyes, Greater Scintillating Pattern [Mind-Affecting] Screen Shadow Evocation, Greater Shout, Greater [Sonic] Summon Monster VIII Sunburst [Light] Symbol of Death [Death] Symbol of Insanity [Mind-Affecting]	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	VSF VSM V VSMF VSM VS	1 hour 1 act 10 min 1 act 10 min 1 act 10 min 1 act 1 min 1 act 1 act 1 act 1 min 1 act 1 act 1 min 1 act 1 act 1 min 1 act 1 min 1 act 1 min 1 act 1 min 1	Close Medium Close Close Oft Close Special Medium Vnlimit. Long Medium Personal Close Personal Close Close Close Close Touch Close C	2 hours/lev 1 round/lev (D) Special 1 day/lev Instantaneous Instantaneous 1 round 1 day/lev Instantaneous 1 round 1 day/lev Instantaneous 1 round/lev 1 min/lev (D) Special 24 hours 1 hour/lev 1 min/lev (D) 1d4+1 rounds 1nstantaneous Instantaneous Instantaneous Instantaneous Special 10 min/lev (D) 10 min/lev 1 hour/lev 1 hour/lev 1 min/lev (D) 10 min/lev 10 min/lev 10 min/lev 11 min/lev 12 min/lev 10 min/lev 10 min/lev 10 min/lev 11 min/lev 11 min/lev 12 min/lev 13 min/lev 14 min/lev 15 min/lev 16 min/lev 17 min/lev 18 min/lev 19 min/lev 10 min/	Will part. Will n. Will part. For 1/2 Ref 1/2 Ref n. Will n. Special Will n. /Will dis Will dis. Special Ref part. For n. Ref part. For n. Will n.	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Object or location repels certain creatures Large hand provides cover, attacks your foes Array of techniques to imprison a creature Make monsters in 30 ft believe they're friends Duplicate awakens when original dies Create shadows, wraiths, spectres, devourers Delivers short message/suggestion anywhere Blocks teleport/dimensional travel Reveals exact location of creature or object Deals 1d6 damage/level within 30 ft Cloud deals 4d6 fire damage/round Body becomes iron Traps subject in extradimensional maze Subject is immune to mental magic/scrying Gain bonus on single attack, save, or check Movable force globe protects one subject Forces subject to dance Traps extraplanar up to 18 HD to perform a task Ranged touch attack deals 1d6/lev cold damage Changes any subject into anything else Stuns creature with 150 hp or less Wall's colors have array of effects Confers a +8 resistance bonus As prying eyes, but eyes have true seeing Twisting colors confuse, stun, render unconsc. Illusion hides area from vision and scrying Mimics evocation up to 7th level, 60% real Yell deals 10d6 dmg, stuns, damages objects Calls extraplanar (18th, 1d5 7th or 1d4+16th) Blinds all within 10 ft, deals 6d6 damage Triggered rune slays nearby creatures Triggered rune slays nearby creatures	PHB2O3 PHB2O4 PHB2O9 PHB210 PHB217 PHB217 PHB221 PHB242 PHB244 PHB255 PHB255 PHB255 PHB255 PHB259 PHB265 PHB266 PHB266 PHB266 PHB266 PHB267 PHB274 PHB274 PHB277 PHB277 PHB279 PHB289 PHB289 PHB289 PHB289
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A88A	ssiŋ Powers									EAS.	
1	Attack: onus vs. Poison:	+ d6 +		Attack: n Use:		<u>v</u>	1	mpro	nny Dodge: oved Uncanny Dodge: in Plain Sight:		
A88A	88IN SPELLS SCROLL S 18t-LEVEL SPELLS	Spell N ame Spells: +		omp. Cast Time	RANGE	D URATION	Save ave DC:	SR	Effect Max. known: □[20	
	Detect Poison Disguise Self Feather Fall Ghost Sound Jump	IMind-Affecting	Di V. II V. III	s 1 act s 1 act Free sm 1 act sm 1 act sm 1 act	Close Personal Close Close Touch 20 ft Medium Personal	Instantaneous 10 min/lev (D 1 round/lev	- Will n. Will dis. Will n. - Will n. -	N Y Y N Y N Y	Detects poison in one creature of Changes your appearance Objects or creatures fall slowly Figments sounds Subject gets bonus on Jump check Fog surrounds you Puts 4 HD of creatures into magic: +20 on your next attack roll	r object	PH8219 PH8222 PH8229 PH8235 PH8246 PH8258 PH8246 PH8296
0000000000000	Darkness Fox's Cunning Illusory Script Invisibility	ce	TrV. TrV. TevV. TrV. TrV. TrV. TrV. TrV.	s 1 act ssm 1 act M 1 act Ssm 1 act Ssm 1 act Ssm 1 min+ ssm 1 act	Personal Touch Touch Touch Touch Touch Touch Touch Close	10 min/lev (D 1 min/lev 10 min/lev (D 1 min/lev (D) 1 day/lev (D) 1 hour/lev (D) 10 min/lev	Will n.	N Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y Y	Assume form of a similar creature Subject gains +4 Dex for 1 min/le 20-ft radius of supernatural shado Subject gains +4 Int for 1 min/lex	e v w er until attacks s	PHB197 PHB208 PHB216 PHB235 PHB245 PHB245 PHB259 PHB285 PHB297
	Deep Slumber Deeper Darkness False Life Magic Circle aga Misdirection Nondetection		7 <u>En</u> V 7 <u>Ev</u> V Ne V 7 <u>Ab</u> V	SM 1 round D 1 act SM 1 act SM 1 act	<u>Close</u> Touch		Will n.	<u>Y</u> <u>N</u> <u>Y</u> <u>N</u>	Max. known: [Put 10 HD of creatures to sleep Object sheds shadow in 60-ft radi Subject gains 1410+1/lev (max. +16 +2 AC and saves in 10-ft, no min Misleads divinations for a creatur Hides subject from divination and	us D) temp. hp d control e or object	PH8217 PH8217 PH8229 PH8250 PH8254 PH8257
	Clairaudience/C Dimension Door Freedom of Mo Glibness Invisibility, Greatorate Creature Modify Memory Poison	vement iter	Pi V Co V Ab V Tr S Il V	5F 10 min 1 act 5MP 1 act 1 act 5 1 act 5M 1 act 5 1 round	Long Touch Personal Touch Long	1 min/lev (D) Instantaneous 10 min/lev	-/Will n. Will n. Will n. Will n. - Will n.	N Sp. Y N Y N Y N Y N Y N Y N Y N Y N Y N Y	Max. known: [1] Hear or see at a distance for 1 mi Teleports you short distance Subject moves normally despite +50 to Bluff, lies can escape discel Subject is invisible even if it attact Indicates direction to familiar cree. Changes 5 minutes of subject's m Touch deals 1d10 Con damage, re	impediments nment is sture nemories	PHB235 PHB245 PHB249 PHB255





BLACKGUARO POWERS				FEET 100
Aura of Evil:	+ CHA to attack + Lev to damage + d6	COMMAND UNDEAD Turning Check: 1d20+ CHA Times per Day: 3 + CHA + _ = Turning Damage: 2d6 + CHA + Lev-2 =	Check Result O or lower 1-5 4-6 7-9 10-12 15-15 16-18 19-21	Max HD Affected Level -6 Level -5 Level -3 Level -2 Level -1 Level -1

BLACKGUARO SPELLS								10000	12
PREP. SCROLL SPELL NAME	S сн.	Сомр.	CAST TIME	RANGE	Duration	SAVE	SR	EFFECT	
18†-LEVEL SPELL8			Spells: _	_ +	= Sav	ve DC:	_		
Cause Fear [Fear, Mind-Affecting] Corrupt Weapon Cure Light Wounds [Healing] Doom [Fear, Mind-Affecting] Inflict Light Wounds Magic Weapon Summon Monster I	Tr_ // Co // Ne Ne Tr_	VS VS VSD	1 act 1 act 1 act 1 act 1 act 1 act 1 act	Close Touch Touch Medium Touch Touch Close	Instantaneous 1 min/lev	Will n. Will ½ Will n.	<u>Y</u> <u>Y</u> <u>Y</u> <u>Y</u>	Cures 1d8 damage +1 per level (max +5) Subject suffers -2 to hit, dmg, checks, saves Touch deals 1d8 damage +1/lev (max +5) Weapon gains +1 bonus	PHB208 DMG182 PHB215 PHB225 PHB244 PHB251 PHB285
2ŋð-Level Spells Bull's Strength	 	VSD	 Spells: _ 1 act	+ Touch	= Sav	ve DC:	 	Subject gains +4 Str for 1 min/lev	PHB207
Cure Moderate Wounds (Healing) Darkness (Parkness) Death Knell (Peath, Evil) Eagle's Splendor Inflict Moderate Wounds Shatter (Sonie) Summon Monster II	/ Co / Ev / Ne / Tr Ne Ne	VS VMD VS VSD VS	1 act 1 act 1 act 1 act 1 act 1 act 1 act 1 act	Touch Touch Touch Touch Touch Close Close	Instantaneous 10 min/lev (D) 10 min/HD 1 min/lev Instantaneous Instantaneous 1 round/lev (D)	Will 1/2	Y Y Y Y Y	Cures 2d8damage +1/lev (max +10) 20-ft radius of supernatural shadow Kills 1 creature, gain 1d8 hp, +2 Str and 1 level Subject gains +4 Cha for 1 min/lev Touch deals 2d8 damage +1/lev (max +10) Vibrations damage objects/crystalline creat.	PHB216 PHB216 PHB217 PHB227 PHB225 PHB244 PHB278 PHB286
3Rd-Level Spells				 +		ve DC:	_		
Contagion Evill Cure Serious Wounds Healing Deeper Darkness Darkness Inflict Serious Wounds Protection from Energy Summon Monster III	Z Ev Ne	VS VD VS VSD	1 act 1 act 1 act 1 act 1 act 1 round	Touch Touch Touch Touch Touch Close	Instantaneous Instantaneous 1 day/lev (D) Instantaneous 10 min/lev 1 round/lev (D	Will 1/2 - Will 1/2 For n.	<u>Y</u> <u>N</u> <u>Y</u> <u>Y</u> <u>Y</u> <u>Y</u>	Cures 5d8 damage +1/lev (max +15) Object sheds shadow in 60-ft radius Touch deals 5d8 damage +1/lev (max +15)	PHB213 PHB216 PHB217 PHB244 PHB266 PHB286
4th-Level 8pell8	<u>Ab</u> <u>Ne</u> <u>Ne</u>		Spells:	Touch Touch Touch Touch Close	= Sav Instantaneous 10 min/lev Instantaneous Instantaneous 1 round/lev (D	Will n. Will ½ For n.	Y_ Y_ Y_ Y_ N_	Subject moves normally despite impediments Touch deals 4d8 damage +1/lev(max +20) Touch deals 1d10 Con damage, repeat in 1 min.	PHB244 PHB262
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