

Sudden Widen: ☐

Sudden Maximize: ☐

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

SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
4th-Level spells Spells: ____ + ____ = ____ Cast: □□□□□□□□ Save DC: ____									
—	Blast of Flame	[Fire]	Co	VSM	1 act	60 ft	Instantaneous	Ref 1/2	N 60-ft. cone of fire (1d6/level damage). SpC.31
—	Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y Infects subject with chosen disease PHB.215
—	Evard's Black Tentacles		Co	VSM	1 act	Medium	1 round/lev (D)	—	N Tentacles grapple all within 15 ft PHB.228
—	Orb of Acid	[Acid]	Co	VS	1 act	Close	Instantaneous	For part.	N Ranged touch attack deals 1d6/lev, sickens SpC.150
—	Orb of Cold	[Cold]	Co	VS	1 act	Close	Instantaneous	For part.	N Ranged touch attack deals 1d6/lev, blinds SpC.151
—	Orb of Electricity	[Electricity]	Co	VS	1 act	Close	Instantaneous	For part.	N Ranged touch attack deals 1d6/lev, entangles SpC.151
—	Orb of Fire	[Fire]	Co	VS	1 act	Close	Instantaneous	For part.	N Ranged touch attack deals 1d6/lev, dazes SpC.151
—	Orb of Force	[Force]	Co	VS	1 act	Medium	Instantaneous	—	N Globe of force deals 1d6/level dmg (max 10d6) SpC.151
—	Orb of Sound	[Sonic]	Co	VS	1 act	Close	Instantaneous	For part.	N Ranged touch attack deals 1d4/lev, deafens SpC.151
—	Phantasmal Killer	[Fear, Mind-Affecting]	Il	VS	1 act	Medium	Instantaneous	Special	Y Illusion kills subject or deals 3d6 damage PHB.260
—	Shout	[Sonic]	Ev	V	1 act	30 ft	Instantaneous	Special	Y Deafens all within cone and deals 5d6 damage PHB.279
—	Wall of Fire	[Fire]	Ev	VSM	1 act	Medium	Conc. + 1 r/lev	—	Y 2d4 dmg (10 ft), 1d4 (20'), 2d6+1/lev passing PHB.298
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5th-Level spells Spells: ____ + ____ = ____ Cast: □□□□□□□□ Save DC: ____									
—	Arc of Lightning	[Electricity]	Co	VSM	1 act	Close	Instantaneous	Ref 1/2	N Line of electricity between 2 creat. (1d6/lev) SpC.15
—	Cloudkill		Co	VS	1 act	Medium	1 min/lev	For part.	N Up to 3 HD die, 4–6 HD save or die, 6+ dmg PHB.210
—	Cone of Cold	[Cold]	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y 1d6 cold damage/level PHB.212
—	Fire Shield, Mass	[Cold/Fire]	Ev	VSM	1 round	Close	1 round/lev (D)	Will n.	Y Attackers take dmg; protected from heat/cold SpC.92
—	Fireburst, Greater	[Fire]	Ev	VSM	1 act	15 ft	Instantaneous	Ref 1/2	Y Subjects in 15 ft take 1d10/lev fire damage SpC.94
—	Flame Strike	[Fire]	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y Smites foes with fire (1d6/level) PHB.231
—	Prismatic Ray		Ev	VS	1 act	Medium	Instantaneous	Special	Y Ray of light blinds subject, deals random effect SpC.162
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6th-Level spells Spells: ____ + ____ = ____ Cast: □□□□□□□□ Save DC: ____									
—	Acid Fog	[Acid]	Co	VSM	1 act	Medium	1 round/lev	—	N Fog deals acid damage PHB.196
—	Blade Barrier	[Force]	Ev	VS	1 act	Medium	1 min/lev (D)	Special	Y Wall of blades deal 1d6 damage/level PHB.205
—	Chain Lightning	[Electricity]	Ev	VSF	1 act	Long	Instantaneous	Ref 1/2	Y 1d6 dmg/lev, secondary bolts half damage PHB.208
—	Circle of Death	[Death]	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y Kills 1d4 HD of creatures per level PHB.209
—	Disintegrate		Tr	VSM	1 act	Medium	Instantaneous	For part.	Y Makes one creature or object vanish PHB.222
—	Fire Seeds	[Fire]	Co	VSM	1 act	Touch	10 min/lev	—/Ref 1/2	N Acorns and berries become grenades PHB.230
—	Otiluke's Freezing Sphere	[Cold]	Ev	VSF	1 act	Long	Special	Ref 1/2	Y Freezes water or deals cold damage PHB.258
—	Tenser's Transformation		Tr	VSM	1 act	Personal	1 round/lev	—	N You gain combat bonuses PHB.294
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7th-Level spells Spells: ____ + ____ = ____ Cast: □□□□□□□□ Save DC: ____									
—	Delayed Blast Fireball	[Fire]	Ev	VSM	1 act	Long	Up to 5 rounds	Ref 1/2	Y 1d6 damage/lev, delay up to 5 rounds PHB.217
—	Earthquake	[Earth]	Ev	VSD	1 act	Long	1 round	Special	N Intense tremors shake 5 ft/level radius PHB.225
—	Finger of Death	[Death]	Ne	VS	1 act	Close	Instantaneous	For part.	Y Kills one subject PHB.230
—	Fire Storm	[Fire]	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y Deals 1d6 fire damage/level PHB.231
—	Mordenkainen's Sword	[Force]	Ev	VSF	1 act	Close	1 round/lev (D)	—	Y Floating magic blade strikes opponents PHB.256
—	Prismatic Spray		Ev	VS	1 act	60 ft	Instantaneous	Special	Y Rays hit subjects with variety of effects PHB.264
—	Sunbeam	[Light]	Ev	VSD	1 act	60 ft	1 round/lev	Special	Y Beam blinds and deals 4d6 damage PHB.289
—	Waves of Exhaustion		Ne	VS	1 act	60 ft	Instantaneous	—	Y Several targets become exhausted PHB.301
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8th-Level spells Spells: ____ + ____ = ____ Cast: □□□□□□□□ Save DC: ____									
—	Horrid Wilting		Ne	VSM	1 act	Long	Instantaneous	For 1/2	Y Deals 1d6 damage/level within 30 ft PHB.242
—	Incendiary Cloud	[Fire]	Co	VS	1 act	Medium	1 round/lev	Ref 1/2	N Cloud deals 4d6 fire damage/round PHB.244
—	Polar Ray	[Cold]	Ev	VSF	1 act	Close	Instantaneous	—	Y Ranged touch attack deals 1d6/lev cold damage PHB.262
—	Prismatic Wall		Ab	VS	1 act	Close	10 min/lev (D)	Special	Sp. Wall's colors have array of effects PHB.264
—	Scintillating Pattern	[Mind-Affecting]	Il	VSM	1 act	Close	Conc. +2 rds	—	Y Twisting colors confuse, stun, render unconsc. PHB.274
—	Shout, Greater	[Sonic]	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y Yell deals 10d6 dmg, stuns, damages objects PHB.279
—	Sunburst	[Light]	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y Blinds all within 10 ft, deals 6d6 damage PHB.289
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9th-Level spells Spells: ____ + ____ = ____ Cast: □□□□□□□□ Save DC: ____									
—	Elemental Swarm		Co	VS	10 min	Medium	10 min/lev (D)	—	N Summons multiple elementals PHB.226
—	Implosion		Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y Kills one creature/round PHB.243
—	Meteor Swarm	[Fire]	Ev	VS	1 act	Long	Instantaneous	—/Ref 1/2	Y 4 spheres deal 6d6 fire damage PHB.253
—	Prismatic Sphere		Ab	V	1 act	10 ft	10 min/lev (D)	Special	Sp. Sphere's colors have array of effects PHB.264
—	Wail of the Banshee	[Death, Sonic]	Ne	V	1 act	Close	Instantaneous	For n.	Y Kills one creature/level PHB.298
—	Weird	[Fear, Mind-Affecting]	Il	VS	1 act	Medium	Instantaneous	Special	Y Illusion kills subjects within 30 ft, or deals 3d6 PHB.301