

SORCERER & WIZARD SPELLS

SPELL PLANNING SHEETS

SPELL SAVE

☐

CHA / INT
MODIFIER

SPELL SAVE DC	SPELL FOCUS	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

Number of Sorcerer Spells Known

0 _____ 1st _____ 2nd _____ 3rd _____
4th _____ 5th _____ 6th _____ 7th _____
8th _____ 9th _____

SPELL DURATION TRACKING

Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Metamagic Feats: _____

0 LEVEL

Abjuration

○○○○○ Resistance: Subject gains +1 on saving throws.

Conjuration

○○○○○ Acid Splash: Orb deals 1d3 acid damage.

Divination

○○○○○ Detect Ghost: Reveals ghosts within 60ft.

○○○○○ Detect Poison: Detects poison in one creature or object.

○○○○○ Detect Magic: Detects spells and magic items within 60 ft.

○○○○○ Read Magic: Read scrolls and spellbooks.

Enchantment

○○○○○ Daze: Humanoid creature of 4 HD or less loses next action.

Evocation

○○○○○ Dancing Lights: Creates torches or other lights.

F ○○○○○ Electric Jolt: Ranged touch attack deals 1d3 electricity damage.

○○○○○ Flare: Dazzles one creature (–1 penalty on attack rolls).

F ○○○○○ Horizikaul's Cough: Target takes 1 point of sonic damage and is deaf for 1 round.

○○○○○ Light: Object shines like a torch.

○○○○○ Ray of Frost: Ray deals 1d3 cold damage.

Illusion

○○○○○ Ghost Sound: Figment sounds.

F ○○○○○ Silent Portal: Negates sound from door or window.

2 ○○○○○ Unnerving Gaze: Subject takes -1 on attacks for 1d3 rounds.

Necromancy

1 ○○○○○ Disrupt Ectoplasm: Deals 1d6 damage to ectoplasm.

○○○○○ Disrupt Undead: Deals 1d6 damage to one undead.

2 ○○○○○ Preserve Organ: Protects one detached organ from decay for 24 hours.

○○○○○ Touch of Fatigue: Touch attack fatigues target.

Transmutation

F ○○○○○ Launch Bolt: Launches a crossbow bolt up to medium range.

○○○○○ Mage Hand: 5-pound telekinesis.

○○○○○ Mending: Makes minor repairs on an object.

○○○○○ Message: Whispered conversation at distance.

2 ○○○○○ No Light: Prevents normal light from illuminating.

○○○○○ Open/Close: Opens or closes small or light things.

1 ○○○○○ Preserve Ectoplasm: Prevents ectoplasm from fading away.

4 ○○○○○ Repair Minor Damage: Cures 1 damage to a construct.

2 ○○○○○ Slash Tongue: Subject takes -1 penalty on attacks, saves and checks for one round.

1 ○○○○○ Stick: Glues an object weighing 5 pounds or less to a larger object.

Universal

○○○○○ Arcane Mark: Inscribe a personal rune (visible or invisible).

○○○○○ Prestidigitation: Performs minor tricks.

○○○○○ _____

○○○○○ _____

1ST LEVEL

Abjuration

○○○○○ Alarm: Wards an area for 2 hours/level.

○○○○○ Endure Elements: Exist comfortably in hot or cold environments.

○○○○○ Hold Portal: Holds door shut.

F ○○○○○ Ironguts: Target gains +4 bonus on saving throws against poison.

○○○○○ Protection from Chaos: +2 AC and saves, counter mind control, hedge out outsiders.

○○○○○ Protection from Evil: +2 AC and saves, counter mind control, hedge out outsiders.

○○○○○ Protection from Good: +2 AC and saves, counter mind control, hedge out outsiders.

○○○○○ Protection from Law: +2 AC and saves, counter mind control, hedge out outsiders.

1 ○○○○○ Protection from Possession: Target can't be controlled/possessed.

○○○○○ Shield: Invisible disc gives +4 to AC, blocks magic missiles.

2 ○○○○○ Suspend Disease: Keeps disease from harming creature for 24 hours.

Conjuration

6 ○○○○○ Acid Orb, Lesser: Ranged touch, 1d8 or more acid damage.

6 ○○○○○ Benign Transposition: 2 willing subjects switch places.

2 ○○○○○ Black Bag: Creates extradimensional bag of torture tools.

6 ○○○○○ Cold Orb, Lesser: Ranged touch, 1d8 or more cold damage.

F ○○○○○ Corrosive Grasp: 1 touch/level deals 1d6+1 acid damage.

1 ○○○○○ Create Ectoplasm: Create 1lb./level of raw ectoplasm.

6 ○○○○○ Electric Orb, Lesser: Ranged touch, 1d8 or more electricity damage.

2 ○○○○○ Extract Drug: Creates drug from inanimate object.

6 ○○○○○ Fire Orb, Lesser: Ranged touch, 1d8 or more fire damage.

○○○○○ Grease: Makes 10-ft. square or one object slippery.

1 ○○○○○ Hail of Stone^M: Stones deal 1d4 points of damage/level to creature in the area (max 5d4).

○○○○○ Mage Armor: Gives subject +4 armor bonus.

○○○○○ Mount: Summons riding horse for 2 hours/level.

2 ○○○○○ Nether Trail: Creates a trail compelling evil outsiders to follow.

○○○○○ Obscuring Mist: Fog surrounds you.

6 ○○○○○ Sonic Orb, Lesser: Ranged touch, 1d6 or more sonic damage.

○○○○○ Summon Monster I: Calls extraplanar creature to fight for you.

2 ○○○○○ Summon Undead I: Summons undead to fight for you.

○○○○○ Unseen Servant: Invisible force obeys your commands.

Divination

○○○○○ Comprehend Languages: You understand all spoken and written languages.

○○○○○ Detect Secret Doors: Reveals hidden doors within 60 ft.

○○○○○ Detect Undead: Reveals undead within 60 ft.

○○○○○ Identify^M: Determines properties of magic item.

F ○○○○○ Know Protections: Determine target's defenses.

○○○○○ True Strike: +20 on your next attack roll.

Enchantment

○○○○○ Charm Person: Makes one person your friend.

2 ○○○○○ Drug Resistance: Subject is immune to addiction.

○○○○○ Hypnotism: Fascinates 2d4 HD of creatures.

6 ○○○○○ Incite: Subject can't ready actions or delay.

6 ○○○○○ Inhibit: Subject delays until next round.

7 ○○○○○ Nybor's G. Reminder: Target dazed 1 rnd., -1 on attacks, saves, checks the next, +2 Str.

2 ○○○○○ Sacrificial Skill: Caster gains +5 bonus on Knowledge (religion) checks made during sacrifice.

○○○○○ Sleep: Puts 4 HD of creatures into magical slumber.

2 ○○○○○ Stupor: One helpless subject is put in a state that allows him to be moved but take no other actions.

Evocation

1 ○○○○○ Bonerattle: Vibration does 1d4/level to bone.

○○○○○ Burning Hands: 1d4/level fire damage (max 5d4).

2 ○○○○○ Darklight: Creates 5ft. radius area where all can see without light.

F ○○○○○ Forcewave: Deals 1d4+1 damage plus bull rush.

6 ○○○○○ Guiding Light: +1 on ranged attacks against creatures in illuminated area.

F ○○○○○ Horizikaul's Boom: Target takes 1d4/2 levels sonic damage plus deafness.

F ○○○○○ Ice Dagger: Grenadelike weapon deals target 1d4 cold damage per caster level, plus area damage.

1 ○○○○○ Lantern Light: Ranged touch attacks deal 1d6 points of damage.

3 ○○○○○ Lesser Acid Orb: Orb deals 1d8 acid damage; +1 orb/2 levels above 1st (max +5).

3 ○○○○○ Lesser Cold Orb: Orb deals 1d8 cold damage; +1 orb/2 levels above 1st (max +5).

3 ○○○○○ Lesser Electric Orb: Orb deals 1d8 electricity damage; +1 orb/2 levels above 1st (max +5).

3 ○○○○○ Lesser Fire Orb: Orb deals 1d8 fire damage; +1 orb/2 levels above 1st (max +5).

3 ○○○○○ Lesser Sonic Orb: Orb deals 1d8 sonic damage; +1 orb/2 levels above 1st (max +5).

○○○○○ Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

6 ○○○○○ Mordenkainen's B.B.: Gives target -10 on Move Silently and Concentration checks.

F ○○○○○ Shelgarn's P. Blade: Blade of force attacks target, automatically flanks.

○○○○○ Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

4 ○○○○○ Snilloc's Snowball.: Creates snowballs which deal 1d6 +1/level cold damage.

○○○○○ Tenser's Floating Disk: Creates 3ft. diameter horizontal disk that holds 100lb./level.

Illusion

○○○○○ Color Spray: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.

○○○○○ Disguise Self: Changes your appearance.

F ○○○○○ Net of Shadows: Ordinary shadows that provide concealment to all in the area.

○○○○○ Nystul's Magic Aura: Alters object's magic aura.

1 ○○○○○ Pleasant Visage: Makes gruesome ghost appear normal and unwounded.

○○○○○ Silent Image: Creates minor illusion of your design.

○○○○○ Ventriloquism: Throws voice for 1 min./level.

Necromancy

○○○○○ Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

○○○○○ Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

2 ○○○○○ Death Grimace: Caster leaves a magical "calling card" on corpse.

3 ○○○○○ Negative Energy Ray: 1d6 neg. energy damage; +1d6/2 levels above 1st (max 5d6).

SORCERER & WIZARD SPELLS

00000	Ray of Enfeeblement:	Ray deals 1d6 +1 per two levels Str damage.
F 00000	Spirit Worm:	Target takes 1 point of Con damage every round for 1 round/level.
<i>Transmutation</i>		
2 00000	Aberrate:	Subject becomes an aberration.
00000	Animate Rope:	Makes a rope move at your command.
2 00000	Bestow Wound ^M :	Caster transfers 1hp/level of wounds to another.
k 00000	Cheat:	Caster rerolls when determining the success of a game of chance.
00000	Enlarge Person:	Humanoid creature doubles in size.
00000	Erase:	Mundane or magical writing vanishes.
00000	Expeditious Retreat:	Your speed increases by 30 ft.
1 00000	Eyes of the Avoral:	Subject gets +8 on spot checks.
00000	Feather Fall:	Objects or creatures fall slowly.
00000	Jump:	Subject gets bonus on Jump checks.
F 00000	Kaupaer's Skittish Nerves:	Target gains +5 bonus on initiative checks.
F 00000	Laeral's Cutting Hand:	Your hand gains a +2 enh. bonus and is considered armed.
F 00000	Launch Item:	Hurls fine item up to long range.
s 00000	Low-Light Vision:	Subject gains low-light vision for 1 hour/level.
00000	Magic Weapon:	Weapon gains +1 bonus.
5 00000	Portal Beacon:	Alter magic portal so it sends out a mental beacon.
00000	Reduce Person:	Humanoid creature halves in size.
q 00000	Repair Light Damage:	Cures 1d8+1/level damage (max +5) to a construct.
x 00000	Scatterspray:	Targetted items scatter in a burst dealing 1d8 normal or subdual damage.
6 00000	Slide:	Move subject 5 feet.
F 00000	Speed Swim:	Target gains swim speed 30.
7 00000	Spell Flower:	Hold the charge on one touch spell per forelimb.
2 00000	Tongue Tendrils:	Caster spits out tendrils that grapple.
00000		
00000		

2ND LEVEL

<i>Abjuration</i>		
00000	Arcane Lock ^M :	Magically locks a portal or chest.
7 00000	Dissonant Chant:	Concentration checks more difficult within area of spell.
J 00000	Ethereal Alarm:	As alarm, but sensing only the ethereal plane.
C 00000	Filter:	Makes subject resistant to inhaled toxins.
C 00000	Gaze Screen:	Subject has a 50% chance to avoid gaze attacks.
7 00000	Major Resistance:	Subject gains +3 on saving throws.
1 00000	Node Lock:	Deters others from using an earth node's powers.
00000	Obscure Object:	Masks object against scrying.
5 00000	Portal Alarm:	Mental or audible alarm sounds if creatures pass through target magic portal.
00000	Protection from Arrows:	Subject immune to most ranged attacks.
00000	Resist Energy:	Ignores 10 (or more) points of damage/attack from specified energy type.
2 00000	Unheavened:	Subject gains +4 save bonus against powers of good outsiders.
<i>Conjuration</i>		
6 00000	Baleful Transposition:	Two subjects switch places.
6 00000	Blades of Fire:	Your melee weapons deal +1d6 fire damage for 1 round(swift).
C 00000	Choke:	Target takes 1d4 points of damage each round from strangling hands.
x 00000	Create Magic Tatoo:	Caster creates a single magic tatoo of chosen type.
H 00000	Decastave:	Conjure quarterstaff of force to use in combat.
D 00000	Elemental Dart:	Create darts that deal 1d6 +1/level of chosen energy damage.
00000	Fog Cloud:	Fog obscures vision.
00000	Glitterdust:	Blinds creatures, outlines invisible creatures.
J 00000	Hail of Ectoplasm:	Hard spheres of ectoplasm deal 1d6/2 levels impact damage.
C 00000	Ice Knife:	Ranged attack, 1d8 points of cold damage and 2 cold Dexterity damage.
F 00000	Igedraaar's Miasma:	Cloud of fog deals 1d4 subdual damage/level.
7 00000	Inky Cloud:	Obscures sight underwater beyond 5ft.
00000	Melf's Acid Arrow:	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
00000	Summon Monster II:	Calls extraplanar creature to fight for you.
00000	Summon Swarm:	Summons swarm of bats, rats, or spiders.
2 00000	Summon Undead II:	Summons undead to fight for you.
00000	Web:	Fills 20-ft.-radius spread with sticky spiderwebs.

Divination

00000	Detect Thoughts:	Allows "listening" to surface thoughts.
7 00000	Detect Water:	Finds water within quarter-circle out to long range.
1 00000	Locate Node ^F :	Finds closest earth node in 1 mile/level radius.
00000	Locate Object:	Senses direction toward object (specific or type).
00000	See Invisibility:	Reveals invisible creatures or objects.
<i>Enchantment</i>		
2 00000	Addiction:	Subject becomes addicted to a drug.
J 00000	Charm Person or Ghost:	As charm person, but also affecting ghosts.
00000	Daze Monster:	Living creature of 6 HD or less loses next action.
k 00000	Entice Gift:	Creature gives caster what it's holding.
C 00000	Indifference:	Makes subject resistant to fear, compulsion, and morale effects.
2 00000	Masochism:	For every 10hp of damage caster takes, he gains +1 on attacks, saves, and checks.
2 00000	Sadism:	For every 10hp of damage caster deals, he gains +1 on attacks, saves, and checks.
2 00000	Sap Strength:	Subject becomes exhausted.
00000	Tasha's Hideous Laughter:	Subject loses actions for 1 round/level.
00000	Touch of Idiocy:	Subject takes 1d6 points of Int, Wis, and Cha damage.
1 00000	Yoke of Mercy:	Target deals nonlethal damage.

Evocation

x 00000	Aganazzar's Scorchers:	5ft. wide path of fire deal 1d8/2 levels (5d8 max) of fire damage.
F 00000	Battering Ram:	Deals 1d6 damage plus bull rush.
6 00000	Bigby's Slapping Hand:	Hand makes creature provoke attacks of opportunity.
7 00000	Blood Wind:	Subject uses natural weapon as thrown weapon.
F 00000	Cloud of Bewilderment:	Stuns and blinds targets.
F 00000	Combust:	Target takes 2d6+1/level fire damage.
00000	Continual Flame ^M :	Makes a permanent, heatless torch.
D 00000	Crackling Sphere:	Similar to flaming sphere, but electricity.
2 00000	Darkbolt:	Deals 1d8 damage/2 levels and stuns for 1 round.
00000	Darkness:	20-ft. radius of supernatural shadow.
6 00000	Fireburst:	Adjacent subjects take 1d8/level fire damage.
F 00000	Flame Dagger:	As flame blade, but 1d4+1/level.
00000	Flaming Sphere:	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
F 00000	Force Ladder:	Creates a movable ladder of force.
F 00000	Gedlee's Electric Loop:	5ft. radius burst deals 1d6 electricity/2 level plus stunning.
00000	Gust of Wind:	Blows away or knocks down smaller creatures.
00000	Scorching Ray:	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
00000	Shatter:	Sonic vibration damages objects or crystalline creatures.
D 00000	Shocking Spark:	Create sparks which deal 4d6 electricity damage.
x 00000	Snilloc's S.S.:	Snowballs deal 2d6 +1d6/2 levels above 3rd (5d6 max) cold damage to all in area.
6 00000	Veil of Shadow:	Darkness grants you concealment.

Illusion

00000	Blur:	Attacks miss subject 20% of the time.
x 00000	Claws of Darkness:	You gain claws created of material from the Plane of Shadow.
w 00000	Disguise Undead:	Change the appearance of one corporeal undead.
00000	Hypnotic Pattern:	Fascinates (2d4 + level) HD of creatures.
00000	Invisibility:	Subject is invisible for 1 min./level or until it attacks.
00000	Leomund's Trap ^M :	Makes item seem trapped.
00000	Magic Mouth ^M :	Speaks once when triggered.
00000	Minor Image:	As silent image, plus some sound.
00000	Mirror Image:	Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
00000	Misdirection:	Misleads divinations for one creature or object.
1 00000	Reflective Disguise:	Viewers see you as their own species and gender.
x 00000	Shadowmask:	Mask of shadow forms around you face.
x 00000	Shadow Spray:	All in area take 2 Str damage, are dazed for 1 round, -2 morale penalty vs. fear.

Necromancy

00000	Blindness/Deafness:	Makes subject blinded or deafened.
00000	Command Undead:	Undead creature obeys your commands.
6 00000	Curse of Impending Blades:	Subject takes -2 penalty to AC.
2 00000	Dance of Ruin:	Nondemons take 2d20 points of damage.
2 00000	Death Armor ^M :	Black aura damages creatures attacking you.
7 00000	Dessicating Bubble:	Globe of air damages by evaporating moisture from target.
00000	False Life:	Gain 1d10 temporary hp +1/level (max +10).

SPELL PLANNING SHEETS

00000	Ghoul Touch:	Paralyzes subject, which exudes stench that sickens those nearby.
F 00000	Life Bolt:	1 ray/2 levels draws 1 hp from you to deal 2d4 damage to undead.
00000	Scare:	Panics creatures of less than 6 HD.
2 00000	Shriveling:	Subject takes 1d4 damage per level.
2 00000	Shroud of Undeath:	Undead perceive you as undead.
2 00000	Slow Consumption:	Caster absorbs health/sustenance from helpless subject.
00000	Spectral Hand:	Creates disembodied glowing hand to deliver touch attacks.
2 00000	Wither Limb:	Reduces target's speed to 5ft. or can't use objects/somatic spells.
<i>Transmutation</i>		
A 00000	Adrenaline Surge:	Grants each of your summoned creatures +4 Str.
00000	Alter Self:	Assume form of a similar creature.
8 00000	Augment Familiar:	Your familiar becomes more powerful.
F 00000	Balagarn's Iron Horn:	Intense vibrations trips those in area.
00000	Bear's Endurance:	Subject gains +4 to Con for 1 min./level.
1 00000	Blindsight:	Subject gains blindsight 30ft. for 1 min./level.
A 00000	Body of the Sun:	Fire and light extend 5 ft. from caster's body.
00000	Bull's Strength:	Subject gains +4 to Str for 1 min./level.
1 00000	Burrow:	Hands become claws allowing you to burrow at speed of 10.
00000	Cat's Grace:	Subject gains +4 to Dex for 1 min./level.
7 00000	Cloud Wings:	+30ft. to subject's fly speed.
00000	Darkvision:	See 60 ft. in total darkness.
00000	Eagle's Splendor:	Subject gains +4 to Cha for 1 min./level.
4 00000	Earthbind:	Subject creature can't fly.
1 00000	Energize Potion ^M :	Turns potion into grenade that damages in 10ft. radius.
7 00000	Fins to Feet:	Transforms tails and fins into legs and feet.
00000	Fox's Cunning:	Subject gains +4 Int for 1 min./level.
J 00000	Ghost Touch Armor:	Armor gains the ghost touch property.
2 00000	Graz'zt's Long Grasp:	Caster's hand makes ranged grapple attacks.
00000	Knock:	Opens locked or magically sealed door.
00000	Levitate:	Subject moves up and down at your direction.
7 00000	Lion's Charge:	Subject can charge, then make full attack in same round.
00000	Owl's Wisdom:	Subject gains +4 to Wis for 1 min./level.
00000	Pyrotechnics:	Turns fire into blinding light or choking smoke.
7 00000	Rapid Burrowing:	+20 ft. to subject's burrow speed.
3 00000	Repair Moderate Damage:	Cures 2d8+1/level (max +10) to construct.
00000	Rope Trick:	As many as eight creatures hide in extradimensional space.
4 00000	Scale Weakening:	Subject's natural armor weakens.
1 00000	Scent:	Grants the scent ability for 1 hour/level.
6 00000	Slide, Greater:	Move subject 20 feet.
6 00000	Snake's Swifttness:	Subject immediately makes 1 attack.
7 00000	Speak to Allies:	Subjects can converse at distance without moving lips.
00000	Spider Climb:	Grants ability to walk on walls and ceilings.
2 00000	Stone Bones:	Corporeal undead gains +3 natural armor bonus.
D 00000	Stone Shards:	Turn stones into explosives, 2d6 to target, 1d6 within 5ft.
6 00000	Undeniable Gravity:	Flying creature loses flying ability.
00000	Whispering Wind:	Sends a short message 1 mile/level.
7 00000	Wings of the Sea:	+30 ft. to subject's swim speed.
<i>Universal</i>		
C 00000	Familiar Pocket:	Creates an extradimensional hiding place for your familiar.

SORCERER & WIZARD SPELLS

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0 0 0 0 0

3RD LEVEL

Abjuration

- H 0 0 0 0 0 Abolish Shadows: Burst damages/disperses shadow creatures/spells.
- 5 0 0 0 0 0 Avoid Planar Effects: Protects targets from the dangerous effects of planes.
- H 0 0 0 0 0 Delay Manifestation: Delays creature from manifesting as ghost if killed.
- 2 0 0 0 0 0 Devil's Eye: Caster sees in even magical darkness, up to 30ft.
- 0 0 0 0 0 Dispel Magic: Cancels spells and magical effects.
- 1 0 0 0 0 0 Eradicate Earth: Deals 1d8 points of damage/level to earth creatures (max 10d8).
- 0 0 0 0 0 Explosive Runes: Deals 6d6 damage when read.
- 2 0 0 0 0 0 Eyes of the Zombie: Caster sees through a zombie's eyes.
- 2 0 0 0 0 0 Glimpse of Truth: Caster gets an answer to a yes-or-no question.
- 5 0 0 0 0 0 Improved Alarm^F: As alarm, includes coterminous and coexistent planes.
- 0 0 0 0 0 Magic Circle against Chaos: As protection spells, 10ft. radius and 10 min./level.
- 0 0 0 0 0 Magic Circle against Evil: As protection spells, 10ft. radius and 10 min./level.
- 0 0 0 0 0 Magic Circle against Good: As protection spells, 10ft. radius and 10 min./level.
- 0 0 0 0 0 Magic Circle against Law: As protection spells, 10ft. radius and 10 min./level.
- 0 0 0 0 0 Nondetection^M: Hides subject from divination, scrying.
- 0 0 0 0 0 Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
- F 0 0 0 0 0 Reverse Arrows: As protection from arrows, negated arrows reflect to source.

Conjuration

- D 0 0 0 0 0 Billim's Bifrost Bridge: Creates an anchored bridge of solid crystal.
- 7 0 0 0 0 0 Bridge of Sound: Invisible bridge spans gap of 10ft./level.
- C 0 0 0 0 0 Corpse Candle: Incorporeal hand & candle reveal hidden creatures/objects.
- 2 0 0 0 0 0 Drown: Subject begins to drown or takes 2d6 damage.
- D 0 0 0 0 0 Earthen Shield: Creates small wall of earth which rises from the ground.
- J 0 0 0 0 0 Ectoplasmic Web: As web, made of ectoplasm and affects incorporeals.
- H 0 0 0 0 0 Improved Mage Armor^M: Armor bonus of +3 +1/2 levels (+8 max).
- 7 0 0 0 0 0 Laogzed's Breath: Nauseating vapors within cone persist for 10 rounds.
- F 0 0 0 0 0 Mestil's Acid Breath: Cone of acid deals 1d6 damage/level.
- 1 0 0 0 0 0 Node Door: Allows teleportation between any known earth nodes.
- 0 0 0 0 0 Phantom Steed: Magic horse appears for 1 hour/level.
- 0 0 0 0 0 Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.
- 0 0 0 0 0 Sleet Storm: Hampers vision and movement.
- 0 0 0 0 0 Stinking Cloud: Nauseating vapors, 1 round/level.
- 0 0 0 0 0 Summon Monster III: Calls extraplanar creature to fight for you.
- 2 0 0 0 0 0 Summon Undead III: Summons undead to fight for you.
- 2 0 0 0 0 0 Wall of Chains: Creates barrier of woven chains that has 20hp/4 caster levels.
- J 0 0 0 0 0 Wall of Ectoplasm: Creates plane or hemisphere of ectoplasm.

Divination

- P 0 0 0 0 0 Analyze Portal: Detects and analyzes portals within 60ft.
- 0 0 0 0 0 Arcane Sight: Magical auras become visible to you.
- 0 0 0 0 0 Clairaudience/Clairvoyance: Hear/see at a distance for 1 min./level.
- G 0 0 0 0 0 Detect Metal and Minerals: Detect large amounts of metal and other minerals.
- 0 0 0 0 0 Tongues: Speak any language.

Enchantment

- 0 0 0 0 0 Deep Slumber: Puts 10 HD of creatures to sleep.
- 1 0 0 0 0 0 Dolorous Motes: Creates clouds of flickering light (1 10ft. cube/level) that daze creatures.
- 1 0 0 0 0 0 Elation: Allies gain +2 to Str and Dex, +5ft. of speed.
- 2 0 0 0 0 0 Evil Eye: Subject takes -4 penalty on attacks, saves, and checks.
- 0 0 0 0 0 Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
- 0 0 0 0 0 Hold Person: Paralyzes one humanoid for 1 round/level.
- 4 0 0 0 0 0 Miser's Envy: Subject jealously covets a nearby object.
- F 0 0 0 0 0 Nybor's M.A.: Target is dazed 1d4 rounds, then -1 on attacks, saves, checks and +2 Str.
- J 0 0 0 0 0 Persuade to Manifest: Target dead creature gains bonus on attempt to manifest.
- 0 0 0 0 0 Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
- 0 0 0 0 0 Suggestion: Compels subject to follow stated course of action.
- 4 0 0 0 0 0 Suppress Breath Weapon: Subject can't use breath weapon.
- 1 0 0 0 0 0 Warcry: Creatures within a 30ft. cone cower for 1d4 rounds.

Evocation

- n 0 0 0 0 0 Blacklight: 20ft. radius of supernatural darkness you can see through.

- 5 0 0 0 0 0 Chamber: Creates a translucent prison of force around target on the Ethereal Plane.
- 0 0 0 0 0 Daylight: 60-ft. radius of bright light.
- 2 0 0 0 0 0 Dread Word: 1d3 Cha drain on one target.
- 0 0 0 0 0 Fireball: 1d6 damage per level, 20-ft. radius.
- x 0 0 0 0 0 Flashburst: Flash of light dazzles and blinds in a 20ft. burst.
- 7 0 0 0 0 0 Hallstones: Frigid globes deal 5d6 cold damage.
- C 0 0 0 0 0 Ice Burst: Chunks of ice deal 1d4 of cold and 1 of blunt damage/level (max 10d4+10), 30ft. radius.
- 0 0 0 0 0 Leomund's Tiny Hut: Creates shelter for ten creatures.
- 0 0 0 0 0 Lightning Bolt: Electricity deals 1d6/level damage.
- D 0 0 0 0 0 Palin's Pyre: Gouts of flame from the ground deal 3d6 fire damage to all in area.
- F 0 0 0 0 0 Scintillating Sphere: 20ft. radius sphere deals 1d6 electricity/level.
- F 0 0 0 0 0 Shatterfloor: Deals 1d4 sonic/level plus damages floor surface 6 inches deep.
- 7 0 0 0 0 0 Sonorous Hum: Removes need to concentrate to maintain next spell cast.
- 7 0 0 0 0 0 Sound Lance: Sonic energy deal 1d6/level damage.
- 1 0 0 0 0 0 Stars of Arvandor: Tiny starbursts each deal 1d8 dam. (half nonlethal to nonevil targets).
- F 0 0 0 0 0 Steeldance: Daggers become medium flying animated objects that attack foes.
- 2 0 0 0 0 0 Vile Lance: Creates +2 shortspear that deals vile damage.
- 0 0 0 0 0 Wind Wall: Deflects arrows, smaller creatures, and gases.

Illusion

- 2 0 0 0 0 0 Cruel Disappointment: Fools subject for 1 round, then -4 on attacks, saves, checks.
- 2 0 0 0 0 0 Curse of the Putrid Husk: Subject is unconscious for 1d10 minutes.
- 0 0 0 0 0 Displacement: Attacks miss subject 50%.
- 0 0 0 0 0 Illusory Script^M: Only intended reader can decipher.
- 0 0 0 0 0 Invisibility Sphere: Makes everyone within 10 ft. invisible.
- F 0 0 0 0 0 Khelben's S. S. ^M: Object becomes programmed to create an area of silence at your command.
- 0 0 0 0 0 Major Image: As silent image, plus sound, smell and thermal effects.
- 2 0 0 0 0 0 Reality Blind: Subject can take no actions and afterward does not heal naturally.
- 5 0 0 0 0 0 Shadow Cache: Stash small items on Plane of Shadow or permanently dispose of them there.

Necromancy

- 6 0 0 0 0 0 Curse of Impending Blades, Legion's: Targets take -2 to AC.
- J 0 0 0 0 0 Ectoplasmic Decay: 1d6 per level to ectoplasm, 20ft. radius.
- C 0 0 0 0 0 Feign Death: Makes one willing, living creature appear dead.
- 0 0 0 0 0 Gentle Repose: Preserves one corpse.
- J 0 0 0 0 0 Ghost Companion: Animal companion, familiar, special mount becomes a ghost.
- 0 0 0 0 0 Halt Undead: Immobilizes undead for 1 round/level.
- G 0 0 0 0 0 Handfang: Create a fanged, biting mouth in the palm of your hand.
- J 0 0 0 0 0 Healing Touch: You take up to 1d6/2 levels and heal target that amount.
- C 0 0 0 0 0 Negative Energy Burst: 1d8+1/level (max +10) neg. energy damage, 20ft. radius.
- 0 0 0 0 0 Ray of Exhaustion: Ray makes subject exhausted.
- F 0 0 0 0 0 Spider Poison: Touch deals 1d6 Str damage, repeats in 1 minute.
- F 0 0 0 0 0 Undead Lieutenant: Targeted undead can give orders to undead in your control.
- 2 0 0 0 0 0 Undead Torch: Undead creature gains blue aura that gives +2d4 damage against the living.
- 0 0 0 0 0 Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

Transmutation

- 7 0 0 0 0 0 Air Breathing: Subjects can breathe air freely.
- F 0 0 0 0 0 Amanuensis: Copy non-magical text.
- 1 0 0 0 0 0 Amorphous Form: Subject becomes puddlelike and can slip through cracks quickly.
- F 0 0 0 0 0 Blindsight: Grants the blindsight ability for 1 hour/level.
- 0 0 0 0 0 Blink: You randomly vanish and reappear for 1 round/level.
- G 0 0 0 0 0 Burrow: Hands become claws allowing you to burrow at speed of 10.
- 1 0 0 0 0 0 Deeper Darkvision: Subject can see 60ft. in magical darkness.
- 1 0 0 0 0 0 Distilled Joy^F: Creates Ambrosia.
- 4 0 0 0 0 0 Dragon Breath: You gain dragon's breath weapon for 1 hr.
- 4 0 0 0 0 0 Dragonskin: You gain +4 enhancement to natural armor, energy resistance 10.
- 0 0 0 0 0 Flame Arrow: Arrows deal +1d6 fire damage.
- 0 0 0 0 0 Fly: Subject flies at speed of 60 ft.
- J 0 0 0 0 0 Forced Incorporeality: Manifested creature becomes incorporeal.
- J 0 0 0 0 0 Forced Manifestation: Incorporeal creature manifests fully.
- 7 0 0 0 0 0 Fuse Arms: Multiple arms/tentacles become one pair of stronger limbs.
- 0 0 0 0 0 Gaseous Form: Subject becomes insubstantial and can fly slowly.
- 7 0 0 0 0 0 Girallon's Blessing: Subject gains one additional pair of arms per four levels.

SPELL PLANNING SHEETS

- F 0 0 0 0 0 Greater Mage: As mage hand, but medium range and 10lb./level.
- 0 0 0 0 0 Haste: One creature/level moves faster, +1 on attacks, AC, Reflex saves.
- 0 0 0 0 0 Keen Edge: Doubles normal weapon's threat range.
- 0 0 0 0 0 Magic Weapon, Greater: +1/four levels (max +5).
- 9 0 0 0 0 0 Repair Serious Damage: Cures 3d8+1/level (max +15) dam. to a construct.
- 0 0 0 0 0 Secret Page: Changes one page to hide its real content.
- 0 0 0 0 0 Shrink Item: Object shrinks to one-sixteenth size.
- 0 0 0 0 0 Slow: One subject/level takes only one action/round, -2 on attacks & AC.
- 6 0 0 0 0 0 Snake's Swift-ness, Legion's: Allies each immediately make one attack.
- 1 0 0 0 0 0 Spider-skin: Subject gains bonus to natural armor, saves vs. poison, and Hide.
- 2 0 0 0 0 0 Tongue Serpents: Caster spits out one tiny viper/4 levels.
- 1 0 0 0 0 0 Tremorsense: Grants tremorsense to a range of 30ft.
- 0 0 0 0 0 Water Breathing: Subjects can breathe underwater.
- F 0 0 0 0 0 Weapon of Impact: As keen edge, but aids blunt weapons.

Universal

- C 0 0 0 0 0 Enhance Familiar: Familiar gains +2 on saves, combat rolls, AC for 1 hr/level.
- 0 0 0 0 0
- 0 0 0 0 0

4TH LEVEL

Abjuration

- 4 0 0 0 0 0 Antidragon Aura^M: Allies gain bonus to AC and saves against dragons.
- 0 0 0 0 0 Dimensional Anchor: Bars extradimensional movement.
- 0 0 0 0 0 Fire Trap^M: Opened object deals 1d4 damage +1/level.
- H 0 0 0 0 0 Ghost Lock: Nonhumanoid creature can become a ghost.
- 0 0 0 0 0 Globe of Invulnerability, Lesser: Stops 1st thru 3rd level spell effects.
- H 0 0 0 0 0 Ilykykur's Mantle^M: Aura gives +1 luck/3 levels to saves vs spells & 10 elec. resist.
- 5 0 0 0 0 0 Improved Portal Alarm: As *portal alarm* spell, with extra options.
- 4 0 0 0 0 0 Lower Spell Resistance: Subject's spell resistance reduced.
- C 0 0 0 0 0 Mass Resist Elements: As resist elements, affects one subject/level.
- C 0 0 0 0 0 Otiluke's Dispersing Screen: Creates barrier that disperses magic on contact.
- 2 0 0 0 0 0 Psychic Poison: Poisons casters of certain types of spells at target, or in area.
- 0 0 0 0 0 Remove Curse: Frees object or person from curse.
- 0 0 0 0 0 Stoneskin^M: Ignore 10 points of damage per attack.
- 4 0 0 0 0 0 Voice of the Dragon: +10 Bluff, Intimidate, Diplomacy; can use *suggestion*.
- F 0 0 0 0 0 Wall of Chaos: As magic circle against law, except as a one-sided wall.
- F 0 0 0 0 0 Wall of Evil: As magic circle against good, except as a one-sided wall.
- F 0 0 0 0 0 Wall of Good: As magic circle against evil, except as a one-sided wall.
- F 0 0 0 0 0 Wall of Law: As magic circle against chaos, except as a one-sided wall.
- 5 0 0 0 0 0 Zone of Respite: Region is temporarily proof against interplanar intrusion.

Conjuration

- 2 0 0 0 0 0 Abyssal Might: Caster gains +2 Str, Con, Dex, and SR.
- 6 0 0 0 0 0 Blast of Flame: 60ft. cone of fire (1d6/level damage).
- 0 0 0 0 0 Dimension Door: Teleports you short distance.
- 5 0 0 0 0 0 Ethereal Mount: Call one or more quasi-real mounts on Ethereal Plane.
- 0 0 0 0 0 Evard's Black Tentacles: Tentacles grapple all within 15 ft. spread.
- 2 0 0 0 0 0 Hell's Power: Caster gains +2 AC and +1 to existing DR.
- 0 0 0 0 0 Leomund's Secure Shelter: Creates sturdy cottage.
- 0 0 0 0 0 Minor Creation: Creates one cloth or wood object.
- 1 0 0 0 0 0 Radiant Fog: As solid fog, but dazzles or blinds creatures within.

SORCERER & WIZARD SPELLS

00000	Solid Fog:	Blocks vision and slows movement.
00000	Summon Monster IV:	Calls extraplanar creature to fight for you.
20000	Summon Undead IV:	Summons undead to fight for you.
20000	Wall of Deadly Chains:	As wall of chains, deals 3d6 damage to all in 5ft.
10000	Viscid Glob:	Ranged touch attack hurls 5ft. diameter glob of glue at target.
<i>Divination</i>		
00000	Arcane Eye:	Invisible floating eye moves 30 ft./round.
00000	Detect Scrying:	Alerts you of magical eavesdropping.
00000	Locate Creature:	Indicates direction to familiar creature.
10000	Portal View ^F :	Turns target <i>portal</i> transparent.
00000	Scrying ^F :	Spies on subject from a distance.
50000	Zone of Revelation:	All creatures/objects within spell area are made visible.
<i>Enchantment</i>		
00000	Charm Monster:	Makes monster believe it is your ally.
00000	Confusion:	Subjects behave oddly for 1 round/level.
00000	Crushing Despair:	Subjects take -2 on attack rolls, damage rolls, saves, and checks.
00000	Geas, Lesser:	Commands subject of 7 HD or less.
10000	Hold Person or Ghost:	As hold person, but also affecting ghosts.
<i>Evocation</i>		
00000	Acid Orb:	Ranged touch, 1d6/level (max 15d6) acid divided as you see fit.
10000	Celestial Brilliance:	Object sheds 120ft. light, hurts undead and evil outsiders.
00000	Cold Orb:	Ranged touch, 1d6/level (max 15d6) cold divided as you see fit.
00000	Dalamar's Lightning Lance:	Lance of lightning you can hurl at foes.
20000	Damning Darkness:	Darkness deals either 2d6 or 1d6 damage per round.
10000	Dancing Web ^M :	Deals 1d6 nonlethal/level & entangle evil for 1d6 rounds.
00000	Electric Orb:	Ranged touch, 1d6/level (max 15d6) elec. divided as you see fit.
00000	Explosive Cascade:	Bouncing flame ball deals 1d6/level fire damage.
00000	Fire Orb:	Ranged touch, 1d6/level (max 15d6) fire divided as you see fit.
00000	Fire Shield:	Creatures attacking you take fire damage; you're protected from heat or cold.
00000	Force Orb:	Globes of force deal 1d6/level divided between targets.
00000	Ice Storm:	Hail deals 5d6 damage in cylinder 40 ft. across.
20000	Mirror Sending ^F :	Send caster's image to mirror & can see/speak through it.
00000	Otiluke's Resilient Sphere:	Force globe protects but traps one subject.
10000	Radiant Shield:	Your attackers take elec. damage; electricity protection.
00000	Shout:	Deafens all within cone and deals 5d6 sonic damage.
00000	Sonic Orb:	Ranged touch, 1d6/level (max 15d6) sonic divided as you see fit.
00000	Spark Shield:	Crackling aura protects & deals electrical damage to attackers.
00000	Storm Wall:	Creates immobile, sparking curtain of radiant electricity.
00000	Thunderlance:	Lance of force deals 2d6, plus can dispel force effects.
00000	Tirumael's E. Spheres:	Five colored spheres attack with or negate energy.
00000	Wall of Fire:	Deals 2d4 fire damage out to 10 ft. & 1d4 out to 20 ft., going through wall is 2d6 +1/level.
00000	Wall of Ice:	Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
<i>Illusion</i>		
00000	Hallucinatory Terrain:	Makes one type of terrain appear like another (eg field into forest).
70000	Illusory Pit:	Creates illusion of 20ft. deep pit.
00000	Illusory Wall:	Wall, floor, or ceiling looks real, but anything can pass through.
00000	Invisibility, Greater:	As invisibility, but subject attacks and stays invisible.
00000	Phantasmal Killer:	Fearsome illusion kills subject or deals 3d6 damage.
00000	Rainbow Pattern:	Lights fascinate 24 HD of creatures.
00000	Shadow Conjunction:	Mimics conjunction below 4th level, but only 20% real.
00000	Shadow Well:	Target enters gloomy pocket plane and emerges frightened.
<i>Necromancy</i>		
10000	Affliction:	Infects evil subject with chosen affliction.
00000	Animate Dead ^M :	Creates undead skeletons and zombies.
00000	Bestow Curse:	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each
00000	Contagion:	Infects subject with chosen disease.
00000	Death Lock:	Target cannot become a ghost and goes to the True Afterlife if killed.
00000	Enervation:	Subject gains 1d4 negative levels.
00000	Fear:	Subjects within cone flee for 1 round/level.
20000	Grim Revenge:	Target loses hand, dealing 6d6, hand attacks target.
20000	Liquid Pain:	Extracts one dose of liquid pain from tortured victim.
00000	Negative Energy Wave:	Surge rebukes or bolsters 1d6 HD/level undead.

00000	Plague Carrier:	As contagion, but with incubation period and target can transmit disease.
00000	Sinsabur's Baleful Bolt:	Black bolt deals Con and Str damage.
20000	Wrack:	Subject is blind and helpless for 1 round/level then -2 on attacks, saves, checks for 3d10 minutes.
<i>Transmutation</i>		
00000	Attune Form:	Attunes the subjects to the plane you are currently on, negating harmful effects.
00000	Backlash:	Target cursed if it uses spells against another creature.
00000	Bladebane ^M :	Confer bane ability on weapon touched.
00000	Corrupt Summons:	Creates area where only evil creatures can be summoned.
00000	Dancing Chains:	Animates one chain per level.
00000	Darsson's Potion:	Creates a potion that must be used within 1 hour/level.
00000	Earth Reaver:	Eruption deals 5d6/level damage to all in area.
00000	Enlarge Person, Mass:	Enlarges several creatures.
00000	Extend Tentacles:	+5ft. to reach of tentacle attack.
00000	Fire Stride:	You gain the ability to step into fire and move from fire to fire.
00000	Ghorus Toth's Metal Melt:	Melts metal object without heat.
00000	Ghost Bane Weapon:	Weapon gains the ghost bane property.
00000	Gutsnake:	15ft. tentacle grows from your stomach and attacks your enemies.
00000	Improved Blindsight:	Subject gains blindsight 60ft. for 1 min./level.
00000	Iron Bones:	Corporeal undead gains +5 natural armor bonus.
00000	Mass Darkvision:	As darkvision, but affects all in 10ft. radius sphere around you.
00000	Perfect Summons:	Creates area where only good creatures can be summoned.
00000	Polymorph:	Gives one willing subject a new form.
00000	Rary's Mnemonic Enh. ^F :	Wiz only. Prepares extra spells/retains one just cast.
00000	Reduce Person, Mass:	Reduces several creatures.
00000	Repair Crit. Damage:	Cures 4d8+1/level (max +20) points of damage to a construct.
00000	Scramble Portal:	Randomize destination of one interplanar portal.
00000	Spell Enhancer:	Cast as a free action and gives +2 to the DC of the next spell you cast.
00000	Stone Shape:	Sculpts stone into any shape.
00000	Superior Darkvision:	See in darkness with no limitation to the range of vision.
00000	Udeniable Gravity, Legion's:	Flying creatures lose flying ability.
00000	Weapon of Energy:	Weapon deals extra energy damage.
<i>Universal</i>		
00000	Fortify Familiar:	Familiar gains +2 natural armor and 25% to avoid critical hits for 1 hr/level.
00000		
00000		

5TH LEVEL

<i>Abjuration</i>		
00000	Break Enchantment:	Frees subjects from alterations, enchantments, curses, petrification.
00000	Contingent Energy Res. ^M :	Energy damage triggers a resist energy spell.
00000	Dismissal:	Forces a creature to return to native plane.
00000	Dispel Possession ^M :	Forces possessing creature out of its host body.
00000	Energy Buffer:	Absorbs 1d6/level points of damage (maximum 15d6) of one energy type.
00000	Imprison Possessor:	Subject that can possess others is trapped in current body.
00000	Lesser Ironguard:	Subject becomes immune to nonmagical metal.
00000	Mordenkainen's P.S.:	Prevents anyone from viewing or scrying an area for 24 hours.
00000	Superior Resistance:	Subject gains +6 on saving throws.
00000	Telepathy Block:	Blocks all telepathic communication within 80-ft. radius.
00000	Vanishing Weapon:	Weapons' touch dispels summoned or quasi-real creatures.
00000	Wall of Dispel Magic:	Targeted <i>dispel magic</i> on all who pass through transparent wall.
00000	Watchware ^M :	Create mystical connection with single inanimate object.
<i>Conjuration</i>		
00000	Arc of Lightning:	Line of electricity between two creatures (1d6/level damage).
00000	Call Dretch Horde:	Summons 2d4 dretches.
00000	Call Faithful Servants:	Summons 1d4 archons, eldarins, or guardians.
00000	Call Lemure Horde:	Summons 3d4 lemures.
00000	Call Nightmare:	Summons a nightmare.
00000	Cloudkill:	Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.
00000	Leomund's Secret Chest ^F :	Hides chest on Ethereal Plane; retrieve it at will.
00000	Lesser Dragon Ally ^X :	Exchange services with a 9HD dragon.
00000	Major Creation:	As minor creation, plus stone and metal.
00000	Mesti's Acid Sheath:	Sheath of acid damages foes who attack, and make touch attacks.

SPELL PLANNING SHEETS

00000	Mordenkainen's Faithful Hound:	Phantom dog can guard, attack.
00000	Planar Binding, Lesser:	Traps extraplanar being of <7 HD til it performs a task.
00000	Summon Monster V:	Calls extraplanar creature to fight for you.
00000	Summon Undead V:	Summons undead to fight for you.
00000	Teleport:	Instantly transports you as far as 100 miles/level.
00000	Wall of Ooze:	Barrier with 50hp/4 levels, paralyzes & 2d6 damage if touched.
00000	Wall of Stone:	Creates a stone wall that can be shaped.
<i>Divination</i>		
00000	Contact Other Plane:	Lets you ask question of extraplanar entity.
00000	Prying Eyes:	1d4 +1/level floating eyes scout for you.
00000	Rary's Telepathic Bond:	Link lets allies communicate.
<i>Enchantment</i>		
00000	Dominate Person:	Controls humanoid telepathically.
00000	Feeblemind:	Subject's Int and Cha drop to 1.
00000	Hold Monster:	As hold person, but any creature.
00000	Mind Fog:	Subjects in fog get -10 to Wis and Will checks.
00000	Symbol of Sleep ^M :	Triggered rune puts nearby creatures into deep slumber.
<i>Evocation</i>		
00000	Ball of Lightning:	Energy balls dealing 1d6 electrical damage/level.
00000	Bigby's Interposing Hand:	Hand provides cover against one opponent.
00000	Cacophonic Burst:	Noise deals 1d6/level sonic damage to all within area.
00000	Cone of Cold:	1d6/level cold damage.
00000	Emerald Burst ^M :	20ft. radius burst daze neutrals 1 round, stuns evil 1d4 rounds.
00000	Firebrand:	One 5ft. burst/level deal 1d6 fire damage/level.
00000	Fireburst, Greater:	Subjects within 10ft. take 1d8/level fire damage.
00000	Fire Shield, Legion's:	Allies in area receive benefits of <i>fire shield</i> spell.
00000	Horizikaul's Vibration ^F :	Cone of sound deals damage or moves objects.
00000	Sending:	Delivers short message anywhere, instantly.
00000	Stone Sphere:	5ft. diameter stone sphere rolls over your enemies.
00000	Wall of Force:	Wall is immune to damage.
00000	Wall of Limbs:	Whirling limbs deal 1d6/level budgeoning damage.
<i>Illusion</i>		
00000	Dream:	Sends message to anyone sleeping.
00000	False Vision ^M :	Fools scrying with an illusion.
00000	Mirage:	As hallucinatory terrain, plus structures.
00000	Arcana:	
00000	Nightmare:	Sends vision dealing 1d10 damage, fatigue.
00000	Persistent Image:	As major image, but no concentration required.
00000	Seeming:	Changes appearance of one person per two levels.
00000	Shadow Evocation:	Mimics evocation below 5th level, but only 20% real.
00000	Shadowfade:	Open a portal onto the Plane of Shadow.
00000	Shadow Hand:	Medium-size hand attacks, blocks, or carries items.
<i>Necromancy</i>		
00000	Belty'n's Burning Blood:	Deals 1d8 acid and 1d8 fire/round.
00000	Blight:	Withers one plant or deals 1d6/level damage to plant creature.
00000	Grimwald's Graymantle:	Imbues skull or bone with aura that prevents healing.
00000	Kiss of the Vampire ^M :	Gain vampire supernatural abilities, and vulnerabilities.
00000	Magic Jar ^F :	Enables possession of another creature.
00000	Soul Shackles:	Imprison soul in talisman from which caster can question it.
00000	Spirit-wall:	Wall inspires fear; 1d10 damage and energy drain on contact.
00000	Stop Heart:	Subject drops to -8hp immediately.

SORCERER & WIZARD SPELLS

00000	Symbol of Pain ^M :	Triggered rune wracks nearby creatures with pain.
00000	Waves of Fatigue:	Several targets become fatigued.
<i>Transmutation</i>		
00000	Animal Growth:	One animal/two levels doubles in size.
00000	Baleful Polymorph:	Transforms subject into harmless animal.
A 00000	Cloak of the Sea:	Bestows water breathing, freedom of movement, and invisibility in water.
4 00000	Draconic Might:	+5 to Str, Con, Cha; +4 natural armor; immunity to magic sleep and paralysis.
4 00000	Dragonsight:	Gain low-light vision, darkvision, and blindsense.
00000	Fabricate:	Transforms raw materials into finished items.
4 00000	Flight of the Dragon:	You grow dragon wings.
C 00000	Ghostform:	You become incorporeal.
H 00000	Improved Blink:	As <i>blink</i> , except you control the timing.
7 00000	ImprovedEnlarge:	Subject remains enlarged for 10min./level.
7 00000	Improved Reduce:	Subject remains reduced for 10min./level.
F 00000	Lutzaen's Frequent Jaunt:	Short range, multiple use dimension door.
7 00000	Minor Servitor ^X :	Animated object does your bidding.
00000	Overland Flight:	You fly at a speed of 40 ft. and hustle over long distances.
00000	Passwall:	Creates passage through wood or stone wall.
2 00000	Resonating Resistance:	Foes checks spell resistance twice against caster.
G 00000	Shape Metal:	As <i>stone shape</i> , except affects metal.
F 00000	Simbul's Spell Matrix ^F :	Matrix stores spells to be cast later as quickened.
00000	Telekinesis:	Move object, hurl object or creature, attack creature.
1 00000	Touch of Adamantine:	Weapon gains properties of an adamantine weapon.
00000	Transmute Mud to Rock:	Transforms two 10-ft. cubes per level.
00000	Transmute Rock to Mud:	Transforms two 10-ft. cubes per level.
4 00000	Vulnerability:	Reduces an opponent's damage reduction.
5 00000	Xorn Movement:	Target moves through natural, solid material as a xorn.
<i>Universal</i>		
00000	Permanency ^X :	Makes certain spells permanent.
00000		
00000		

6TH LEVEL

<i>Abjuration</i>		
J 00000	Anti-Ectoplasm Shell:	As <i>antilife shell</i> , but affecting ectoplasm.
00000	Antimagic Field:	Negates magic within 10 ft.
4 00000	Aura of Evasion ^M :	All within 10ft. gain evasion against breath weapons.
D 00000	Disjoin ^X :	You disjoin a single magical effect or magic item.
00000	Dispel Magic, Greater:	As <i>dispel magic</i> , but up to +20 on check.
X 00000	Gate Seal ^M :	Permanently seals a gate or portal.
00000	Globe of Invulnerability:	As <i>globe of invulnerability</i> , lesser, 4th level spell effects.
00000	Guards and Wards:	Array of magic effects protect area.
2 00000	Impotent Possessor:	Subject that can possess others is rendered powerless.
5 00000	Make Manifest:	Brings one creature on a coterminous or coexistent plane to your plane.
J 00000	Repel Ectoplasm:	As <i>repel wood</i> , but affecting only ectoplasm.
00000	Repulsion:	Creatures can't approach you.
5 00000	Seal Portal ^M :	Permanently seal an interplanar portal or gate.
2 00000	Snare Astral Traveller:	Captures one astral creature & holds it motionless.
1 00000	Starmantle ^M :	Cloak of stars protects against weapon damage.
<i>Conjuration</i>		
00000	Acid Fog:	Fog deals acid damage.
2 00000	Alert Bebilith:	Summons bebilith to deal with a demon.
D 00000	Drown:	Target immediately begins to drown.
F 00000	Fire Spiders ^M :	Swarm of fine fire elementals attacks target.
00000	Planar Binding:	As <i>planar binding</i> , lesser, but up to 12 HD.
G 00000	Spore Cloak:	You become shrouded in a dense cloud of yellow mold spores.
G 00000	Stone Body:	Your body becomes living stone.
00000	Summon Monster VI:	Calls extraplanar creature to fight for you.
I 00000	Tunnel Swallow:	Tunnel's peristaltic convulsions deal 1d6 points of damage/level (max 15d6).
00000	Wall of Iron ^M :	30 hp/four levels; can topple onto foes.
<i>Divination</i>		
00000	Analyze Dweomer ^F :	Reveals magical aspects of subject.
00000	Legend Lore ^{MF} :	Lets you learn tales about a person, place, or thing.

9 00000	Probe Thoughts:	Read subject's memories, one question/round.
00000	True Seeing ^M :	Lets you see all things as they really are.
<i>Enchantment</i>		
J 00000	Dominate Person or Ghost:	As <i>dominate person</i> , also affecting ghosts.
00000	Geas/Quest:	As <i>lesser geas</i> , plus it affects any creature.
00000	Heroism, Greater:	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary
00000	Suggestion, Mass:	As <i>suggestion</i> , plus one subject/level.
00000	Symbol of Persuasion ^M :	Triggered rune charms nearby creatures.
1 00000	Wages of Sin:	Evil creatures attack other evil creatures.
<i>Evocation</i>		
F 00000	Acid Storm:	1d6 acid damage/level, 20ft. radius.
00000	Bigby's Forceful Hand:	Hand pushes creatures away.
F 00000	Cacophonic Shield:	Blocks sound, deflects missiles, deals 1d6+1/level.
00000	Chain Lightning:	1d6/level damage; 1 secondary bolt/level each deals half damage.
00000	Contingency ^F :	Sets trigger condition for another spell.
00000	Otiluke's Freezing Sphere:	Freezes water or deals cold damage.
F 00000	Prismatic Eye:	Orb produces individual prismatic rays as touch attacks.
G 00000	Shadow Canopy:	Create a field of shadow.
<i>Illusion</i>		
7 00000	Dream Casting:	Alter subject's dreams to produce desired effect.
2 00000	False Sending:	As <i>sending</i> , except caster imitates someone else.
00000	Mislead:	Turns you invisible and creates illusory double.
00000	Permanent Image:	Includes sight, sound, and smell.
00000	Programmed Image ^M :	As <i>major image</i> , plus triggered by event.
I 00000	Reflective Disguise, Mass:	Viewers see subjects as own species and gender.
00000	Shadow Walk:	Step into shadow to travel rapidly.
00000	Veil:	Changes appearance of group of creatures.
<i>Necromancy</i>		
H 00000	Animate Dread Warrior:	Transform corpse into undead monster you command.
00000	Circle of Death ^M :	Kills 1d4/level HD of creatures.
00000	Create Undead:	Create ghouls, ghosts, mummies, or mohrgs.
2 00000	Ectoplasmic Enhancement:	Incorporeal undead gains bonuses.
00000	Eyebite:	Target becomes panicked, sickened, and comatose.
G 00000	Mass Contagion:	As <i>contagion</i> , with many targets.
00000	Symbol of Fear ^M :	Triggered rune panics nearby creatures.
00000	Undeath to Death ^M :	Destroys 1d4 HD/level undead (max 20d4).
<i>Transmutation</i>		
00000	Bear's Endurance, Mass:	As <i>bear's endurance</i> , affects one subject/level.
00000	Bull's Strength, Mass:	As <i>bull's strength</i> , affects one subject/level.
I 00000	Burrow, Mass:	As <i>burrow</i> , but affects 1/level subjects.
00000	Cat's Grace, Mass:	As <i>cat's grace</i> , affects one subject/level.
J 00000	Contingent Spell Lock:	Store prepared spells or slots to use if you become a ghost.
00000	Control Water:	Raises or lowers bodies of water.
I 00000	Darkvision, Mass:	As <i>darkvision</i> , but affects 1/level subjects.
F 00000	Dhulark's Glasstrike:	Turns subject into glass.
00000	Disintegrate:	Makes one creature or object vanish.
00000	Eagle's Splendor, Mass:	As <i>eagle's splendor</i> , affects one subject/level.
F 00000	Energy Trans. Field ^{MX} :	Area absorbs magic energy to power a predetermined spell.
Y 00000	Fiendform:	As <i>polymorph self</i> , except you can gain the form and powers of an evil outsider.
2 00000	Fiendish Quickening:	Caster's ability to teleport without error is quickened.
00000	Flesh to Stone:	Turns subject creature into statue.
00000	Fox's Cunning, Mass:	As <i>fox's cunning</i> , affects one subject/level.
H 00000	Ghorus Toth's Magnetism:	Charge target with powerful magnetism.
m 00000	Hardening:	Increases target object's hardness by 1/2 level.
C 00000	Mass Fly:	As <i>fly</i> , but affects one subject/level within range.
I 00000	Mineralize Warrior ^{MX} :	Grants willing subject the mineral warrior template.
00000	Mordenkainen's Lucubration:	Wiz. only. Recalls spell of 5th level or lower.
00000	Move Earth:	Digs trenches and builds hills.
00000	Owl's Wisdom, Mass:	As <i>owl's wisdom</i> , affects one subject/level.
1 00000	Quickshift:	Caster uses teleport or greater teleport spell-like ability as free action for 1 round/level.
J 00000	Sherem Transformation ^{MF} :	Unborn child may select special Sor or Mon feat.
I 00000	Stone Metamorphosis:	Changes type of stone.

SPELL PLANNING SHEETS

00000	Stone to Flesh:	Restores petrified creature.
00000	Tenser's Trans-formation ^M :	You gain combat bonuses.
F 00000	Translocation Trick:	You and target switch places and appear as each other.
<i>Universal</i>		
C 00000	Imbue Familiar with Spell Ability:	You transfer spells to your familiar.
00000		
00000		
7TH LEVEL		
<i>Abjuration</i>		
F 00000	Antimagic Aura:	Antimagic field that affects one creature.
4 00000	Antimagic Ray ^M :	Target loses all magic powers.
00000	Banishment:	Banishes 2 HD/level of extraplanar creatures.
0 00000	Energy Immunity:	Subject is immune to damage from one kind of energy.
F 00000	Greater Ironguard ^F :	Subject becomes immune to metal with less than a +3 enh.
4 00000	Hide from Dragons:	Dragons can't perceive one subject/two levels.
C 00000	Otiluke's G. Dis- pelling Screen:	Barrier can dispel magic on contact.
00000	Seq- uester:	Subject is invisible to sight & scrying; renders creature comatose.
00000	Spell Turning:	Reflect 1d4+6 spell levels back at caster.
2 00000	Wall of Eyes:	Caster sees through wall; paralyzes/consumes all that touch it.
<i>Conjuration</i>		
4 00000	Dragon Ally ^X :	As <i>lesser dragon ally</i> , but up to 18HD.
00000	Drawmij's Instant Summons ^M :	Prepared object appears in your hand.
00000	Mordenkainen's M.M. ^F :	Door leads to extradimensional mansion.
00000	Phase Door:	Creates an invisible passage through wood or stone.
00000	Plane Shift ^F :	As many as eight subjects travel to another plane.
00000	Summon Monster VII:	Calls extraplanar creature to fight for you.
00000	Teleport, Greater:	As <i>teleport</i> , but no range limit and no off target arrival.
00000	Teleport Object:	As <i>teleport</i> , but affects a touched object.
7 00000	Viper- gout:	Summons medium-size vipers to fight for you.
F 00000	Viper- gout:	Spit forth celestial or fiendish vipers that attack your foes.
<i>Divination</i>		
00000	Arcane Sight, Greater:	As <i>arcane sight</i> , reveals magic effects.
2 00000	Fiendish Clarity:	Caster sees invisible, in magical darkness, and detects good.
00000	Scrying, Greater:	As <i>scrying</i> , but faster and longer.
00000	Vision ^{MX} :	As <i>legend lore</i> , but quicker and strenuous.
<i>Enchantment</i>		
00000	Hold Person, Mass:	As <i>hold person</i> , but all within 30 ft.
00000	Insanity:	Subject suffers continuous confusion.
Y 00000	Nybor's S. Reproof ^F :	As <i>Nybor's mild admonishment</i> , target saves or dies.
00000	Power Word Blind:	Blinds creature with 200 hp or less.
00000	Symbol of Stunning ^M :	Triggered rune stuns nearby creatures.
<i>Evocation</i>		
1 00000	Amber Sarcophagus ^M :	Target is trapped in stasis inside amber.
00000	Bigby's Grasping Hand:	Hand provides cover, pushes, or grapples.
D 00000	Deep Freeze:	Touched creature slowly freezes into a block of ice.
00000	Delayed Blast Fireball:	1d6/level fire damage; can delay for 5 rounds.
D 00000	Electrical Storm:	Bolts deal 4d6 electricity dam./rnd. in area & may daze.
00000	Forcecage ^M :	Cube or cage of force imprisons all inside.
F 00000	Great Thunderclap:	Stuns, deafens, knocks prone in a large area.
00000	Mordenkainen's Sword ^F :	Floating magic blade strikes opponents.
00000	Prismatic Spray:	Rays hit subjects with variety of effects.

SORCERER & WIZARD SPELLS

8TH LEVEL

Abjuration

- Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
 5 ○○○○○○ Mass Manifest: Teleport creatures/unattended objects from other plane.
 ○○○○○○ Mind Blank: Subject is immune to mental/emotional magic and screaming.
 ○○○○○○ Prismatic Wall: Wall's colors have array of effects.
 ○○○○○○ Protection from Spells^{MF}: Confers +8 resistance bonus.
 F ○○○○○○ Spell Engine^{MX}: Magical energy disk absorbs incoming spells.
 F ○○○○○○ Transcribe Symbol: Safely move untriggered symbol to another location.
 I ○○○○○○ Wall of Gr. Dispel Magic: As wall of dispel magic, but using dispel magic, greater.
 Conjuraton
 D ○○○○○○ Fistandantilus' Portal^{MX}: Creates portal between two locales on the same plane.
 ○○○○○○ Incendiary Cloud: Cloud deals 4d6 fire damage/round.
 ○○○○○○ Maze: Traps subject in extradimensional maze.
 k ○○○○○○ Phantasmal Thief: Creates an unseen force that steals from others.
 ○○○○○○ Planar Binding, Greater: As planar binding, lesser, but up to 18 HD.
 ○○○○○○ Summon Monster VIII: Calls extraplanar creature to fight for you.
 ○○○○○○ Trap the Soul^{MF}: Imprisons subject within gem.
 Divination
 ○○○○○○ Discern Location: Reveals exact location of creature or object.
 ○○○○○○ Moment of Prescience: You gain insight bonus on one attack roll, check, or save.
 ○○○○○○ Prying Eyes, Greater: As prying eyes, but eyes have true seeing.
 Enchantment
 ○○○○○○ Antipathy: Object or location affected by spell repels certain creatures.
 ○○○○○○ Binding^M: Utilizes an array of techniques to imprison a creature.
 ○○○○○○ Charm Monster, Mass: As charm monster, but all within 30ft.
 ○○○○○○ Demand: As sending, plus you can send suggestion.

- 0 0 0 0 0 Maddening Scream: Target can do nothing but race about catenauling.

F 0 0 0 0 0 Nybor's W. C.: Target dies or may be dazed and -4 on all saves for 1 round/level.

0 0 0 0 0 Otto's Irresistible Dance: Forces subject to dance.

0 0 0 0 0 Power Word Stun: Stuns creature with 150 hp or less.

0 0 0 0 0 Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

0 0 0 0 0 Sympathy^M: Object or location attracts certain creatures.

Evocation

0 0 0 0 0 Bigby's Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

X 0 0 0 0 0 Flensing: Strips the flesh from a corporeal creature's body.

0 0 0 0 0 Otiluke's Telekinetic Sphere: As Otiluke's res. sphere, moved telekinetically.

0 0 0 0 0 Polar Ray: Ranged touch attack deals 1d6/level cold damage.

0 0 0 0 0 Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

0 0 0 0 0 Sunburst: Blinds all within 10 ft., deals 6d6 damage.

F 0 0 0 0 0 Zajimarr's Field of I. R. F.: All in area take normal & cold damage, may be slowed.

Illusion

0 0 0 0 0 Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.

0 0 0 0 0 Screen: Illusion hides area from vision, scrying.

0 0 0 0 0 Shadow Evocation, Greater: As shadow evoc., up to 7th level and 60% real.

7 0 0 0 0 Stalking Spell: Subject hidden from sight, hearing, and scent.

Necromancy

0 0 0 0 0 Clone^{MF}: Duplicate awakens when original dies.

0 0 0 0 0 Create Greater Undead^M: Create shadows, wraiths, spectres, or devours.

2 0 0 0 0 Gutwrench: Kills subject and gives caster 4d6 temporary hp & +4 Str.

0 0 0 0 0 Horrid Wilting: Deals 1d6/level damage within 30 ft.

1 0 0 0 0 Last Judgement: Evil creatures are struck dead and sent to lower planes.

r 0 0 0 0 0 Skeletal Guard^M: Creates 1 skeleton/level that is resistant to turning.

2 0 0 0 0 Steal Life: Caster drains 1 ability score point per round and becomes younger.

0 0 0 0 0 Symbol of Death^M: Triggered rune slays nearby creatures.

Transmutation

1 0 0 0 0 Axiomatic Creature^{MX}: Transforms creature into an axiomatic creature.

1 0 0 0 0 Bestow Greater Curse: More powerful version of bestow curse.

F 0 0 0 0 0 Blackstaff: Greatly enhances staff or quarterstaff.

1 0 0 0 0 Excavate: Creates a permanent passage in earth and walls.

7 0 0 0 0 Flame Whips: Your forelimbs deal 5d6 fire damage +1/level.

0 0 0 0 0 Iron Body: Your body becomes living iron.

0 0 0 0 0 Polymorph Any Object: Changes any subject into anything else.

F 0 0 0 0 0 Simbul's S. Deliquescence: Target becomes oozelike soft-bodied creature.

2 0 0 0 0 Soul's Treasure Lost^M: Disintegrates subject's most valuable object.

1 0 0 0 0 Stone Metamorphosis, Gr.: Changes type of stone, 10cu. ft. + 10cu. ft./level.

0 0 0 0 0 Temporal Stasis^M: Puts subject into suspended animation.

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9TH LEVEL

Abjuration

- | | | | |
|---|--------------------|-------------------------------------|---|
| F | OOOOO | Einminster's E. Eputation: | Creates one sphere/level that neg. hostile magic. |
| | OOOOO | Freedom: | Releases creature from imprisonment. |
| | OOOOO | Imprisonment: | Entombs subject beneath the earth. |
| r | OOOOO | Maw of Chaos: | Area of energy damages creatures and disrupts concentration. |
| | OOOOO | Mordenkainen's Disjunction: | Dispels magic, disenchant's magic items. |
| | OOOOO | Prismatic Sphere: | As prismatic wall, but surrounds on all sides. |
| u | OOOOO | Unbinding: | Destroys binding spells within 180 ft. |
| | <i>Conjuration</i> | | |
| F | OOOOO | Black Blade of Disaster: | Floating weapon damages & may disintegrate targets. |
| 1 | OOOOO | Blinding Glory ^M : | 100ft./level radius of light that blinds evil creatures. |
| | OOOOO | Gate ^X : | Connects two planes for travel or summoning. |
| 4 | OOOOO | Greater Dragon Ally ^X : | As lesser dragon ally, but up to 27HD. |
| l | OOOOO | Node Genesis ^X : | Creates a Class 1 earth node. |
| | OOOOO | Refuge ^M : | Alters item to transport its possessor to you. |
| H | OOOOO | Sphere of U. D.: | Conjure black sphere of nothingness that disintegrates anything it touches. |
| | OOOOO | Summon Monster IX: | Calls extraplanar creature to fight for you. |
| | OOOOO | Teleportation Circle ^M : | Circle teleports creatures inside to designated spot. |
| 2 | OOOOO | Utterdark: | 100ft./level radius of darkness that evil creatures can see through. |

SPELL PLANNING SHEETS

- [illegible]

SORCERER & WIZARD SPELLS

[illegible]

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FAMILIAR

Name _____

Size _____ Type _____

HD _____ Initiative _____

Speed _____ Face/Reach _____

AC _____ Flatfooted _____ Touch _____

Base Attack Bonus _____ Grapple Bonus _____

Attack _____

Full Attack _____

Special Attacks _____

Special Qualities _____

Saves: Fort _____ Ref _____ Will _____

STR _____ DEX _____ CON _____

INT _____ WIS _____ CHA _____

Skills _____

Feats _____

ANIMAL COMPANION

Name _____

Size _____ Type _____

HD _____ Initiative _____

Speed _____ Face/Reach _____

AC _____ Flatfooted _____ Touch _____

Base Attack Bonus _____ Grapple Bonus _____

Attack _____

Full Attack _____

Special Attacks _____

Special Qualities _____

Saves: Fort _____ Ref _____ Will _____

STR _____ DEX _____ CON _____

INT _____ WIS _____ CHA _____

Skills _____

Feats _____

SPELL PLANNING SHEETS

SPELL DURATION TRACKING

Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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BOOK INDEX

- 1 - Book of Exalted Deeds
- 2 - Book of Vile Darkness
- 3 - Deities & Demigods
- 4 - Draconomicon
- 5 - Manual of the Planes
- 6 - Miniatures Handbook
- 7 - Savage Species
- 8 - Complete Warrior
- 9 - Defenders of the Faith
- A - Masters of the Wild
- B - Song & Silence
- C - Tome & Blood
- D - Dragonlance
- E - Forgotten Realms
- F - Magic of Faerun
- G - Races of Faerun
- H - Unapproachable East
- I - Underdark
- J - Ghostwalk
- j - #1 and F
- k - #2 and 4
- l - #2 and D
- m - #3, D, and F
- n - #3, E, and F
- o - #4 and C
- p - #5, E, and F
- q - #6 and C
- r - #7 and F
- s - #7, F, and H
- t - #7 and I
- u - #9 and D
- v - #C and F
- w - #C, F, and J
- x - #E and F
- y - #F and H
- z - #F and J