

SORCERER & WIZARD SPELLS

SPELL SAVE

SPELL SAVE DC	SPELL FOCUS	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

CHA / INT
MODIFIER

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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Metamagic Feats: _____

0 LEVEL

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

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

Divination
○○○○○ 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.
○○○○○ Flare: Dazzles one creature (–1 penalty on attack rolls).
○○○○○ Light: Object shines like a torch.
○○○○○ Ray of Frost: Ray deals 1d3 cold damage.

Illusion
○○○○○ Ghost Sound: Figment sounds.

Necromancy
○○○○○ Disrupt Undead: Deals 1d6 damage to one undead.
○○○○○ Touch of Fatigue: Touch attack fatigues target.

Transmutation
○○○○○ Mage Hand: 5-pound telekinesis.
○○○○○ Mending: Makes minor repairs on an object.
○○○○○ Message: Whispered conversation at distance.
○○○○○ Open/Close: Opens or closes small or light things.

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

Conjuration
○○○○○ Grease: Makes 10-ft. square or one object slippery.
○○○○○ Mage Armor: Gives subject +4 armor bonus.
○○○○○ Mount: Summons riding horse for 2 hours/level.
○○○○○ Obscuring Mist: Fog surrounds you.
○○○○○ Summon Monster I: Calls extraplanar creature 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.
○○○○○ True Strike: +20 on your next attack roll.

Enchantment
○○○○○ Charm Person: Makes one person your friend.
○○○○○ Hypnotism: Fascinates 2d4 HD of creatures.
○○○○○ Sleep: Puts 4 HD of creatures into magical slumber.

Evocation
○○○○○ Burning Hands: 1d4/level fire damage (max 5d4).
○○○○○ Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
○○○○○ Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
○○○○○ 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.
○○○○○ Nystul's Magic Aura: Alters object's magic aura.

SPELL PLANNING SHEETS

○○○○○ 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.
○○○○○ Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.

Transmutation
○○○○○ Animate Rope: Makes a rope move at your command.
○○○○○ Enlarge Person: Humanoid creature doubles in size.
○○○○○ Erase: Mundane or magical writing vanishes.
○○○○○ Expeditious Retreat: Your speed increases by 30 ft.
○○○○○ Feather Fall: Objects or creatures fall slowly.
○○○○○ Jump: Subject gets bonus on Jump checks.
○○○○○ Magic Weapon: Weapon gains +1 bonus.
○○○○○ Reduce Person: Humanoid creature halves in size.
○○○○○ _____
○○○○○ _____

2ND LEVEL

Abjuration
○○○○○ Arcane Lock^M: Magically locks a portal or chest.
○○○○○ Obscure Object: Masks object against scrying.
○○○○○ Protection from Arrows: Subject immune to most ranged attacks.
○○○○○ Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Conjuration
○○○○○ Fog Cloud: Fog obscures vision.
○○○○○ Glitterdust: Blinds creatures, outlines invisible creatures.
○○○○○ Melf's Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
○○○○○ Summon Monster II: Calls extraplanar creature to fight for you.
○○○○○ Summon Swarm: Summons swarm of bats, rats, or spiders.
○○○○○ Web: Fills 20-ft.-radius spread with sticky spiderwebs.

Divination
○○○○○ Detect Thoughts: Allows "listening" to surface thoughts.
○○○○○ Locate Object: Senses direction toward object (specific or type).
○○○○○ See Invisibility: Reveals invisible creatures or objects.

Enchantment
○○○○○ Daze Monster: Living creature of 6 HD or less loses next action.
○○○○○ Tasha's Hideous Laughter: Subject loses actions for 1 round/level.
○○○○○ Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

Evocation
○○○○○ Continual Flame^M: Makes a permanent, heatless torch.
○○○○○ Darkness: 20-ft. radius of supernatural shadow.
○○○○○ Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
○○○○○ Gust of Wind: Blows away or knocks down smaller creatures.
○○○○○ Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
○○○○○ Shatter: Sonic vibration damages objects or crystalline creatures.

Illusion
○○○○○ Blur: Attacks miss subject 20% of the time.
○○○○○ Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
○○○○○ Invisibility: Subject is invisible for 1 min./level or until it attacks.
○○○○○ Leomund's Trap^M: Makes item seem trapped.
○○○○○ Magic Mouth^M: Speaks once when triggered.
○○○○○ Minor Image: As silent image, plus some sound.
○○○○○ Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
○○○○○ Misdirection: Misleads divinations for one creature or object.

Necromancy
○○○○○ Blindness/Deafness: Makes subject blinded or deafened.
○○○○○ Command Undead: Undead creature obeys your commands.
○○○○○ False Life: Gain 1d10 temporary hp +1/level (max +10).
○○○○○ Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.
○○○○○ Scare: Panics creatures of less than 6 HD.
○○○○○ Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Transmutation
○○○○○ Alter Self: Assume form of a similar creature.
○○○○○ Bear's Endurance: Subject gains +4 to Con for 1 min./level.
○○○○○ Bull's Strength: Subject gains +4 to Str for 1 min./level.

SORCERER & WIZARD SPELLS

○○○○○ Cat's Grace: Subject gains +4 to Dex for 1 min./level.

○○○○○ Darkvision: See 60 ft. in total darkness.

○○○○○ Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

○○○○○ Fox's Cunning: Subject gains +4 Int for 1 min./level.

○○○○○ Knock: Opens locked or magically sealed door.

○○○○○ Levitate: Subject moves up and down at your direction.

○○○○○ Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

○○○○○ Pyrotechnics: Turns fire into blinding light or choking smoke.

○○○○○ Rope Trick: As many as eight creatures hide in extradimensional space.

○○○○○ Spider Climb: Grants ability to walk on walls and ceilings.

○○○○○ Whispering Wind: Sends a short message 1 mile/level.

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3RD LEVEL

Abjuration

○○○○○ Dispel Magic: Cancels spells and magical effects.

○○○○○ Explosive Runes: Deals 6d6 damage when read.

○○○○○ Magic Circle against Chaos: As protection spells, 10ft. radius and 10 min./level.

○○○○○ Magic Circle against Evil: As protection spells, 10ft. radius and 10 min./level.

○○○○○ Magic Circle against Good: As protection spells, 10ft. radius and 10 min./level.

○○○○○ Magic Circle against Law: As protection spells, 10ft. radius and 10 min./level.

○○○○○ Nondetection^M: Hides subject from divination, scrying.

○○○○○ Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Conjuration

○○○○○ Phantom Steed: Magic horse appears for 1 hour/level.

○○○○○ Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.

○○○○○ Sleet Storm: Hampers vision and movement.

○○○○○ Stinking Cloud: Nauseating vapors, 1 round/level.

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

Divination

○○○○○ Arcane Sight: Magical auras become visible to you.

○○○○○ Clairaudience/Clairvoyance: Hear/see at a distance for 1 min./level.

○○○○○ Tongues: Speak any language.

Enchantment

○○○○○ Deep Slumber: Puts 10 HD of creatures to sleep.

○○○○○ Heroism: Gives +2 bonus on attack rolls, saves, skill checks.

○○○○○ Hold Person: Paralyzes one humanoid for 1 round/level.

○○○○○ Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.

○○○○○ Suggestion: Compels subject to follow stated course of action.

Evocation

○○○○○ Daylight: 60-ft. radius of bright light.

○○○○○ Fireball: 1d6 damage per level, 20-ft. radius.

○○○○○ Leomund's Tiny Hut: Creates shelter for ten creatures.

○○○○○ Lightning Bolt: Electricity deals 1d6/level damage.

○○○○○ Wind Wall: Deflects arrows, smaller creatures, and gases.

Illusion

○○○○○ Displacement: Attacks miss subject 50%.

○○○○○ Illusory Script^M: Only intended reader can decipher.

○○○○○ Invisibility Sphere: Makes everyone within 10 ft. invisible.

○○○○○ Major Image: As silent image, plus sound, smell and thermal effects.

Necromancy

○○○○○ Gentle Repose: Preserves one corpse.

○○○○○ Halt Undead: Immobilizes undead for 1 round/level.

○○○○○ Ray of Exhaustion: Ray makes subject exhausted.

○○○○○ Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

Transmutation

○○○○○ Blink: You randomly vanish and reappear for 1 round/level.

○○○○○ Flame Arrow: Arrows deal +1d6 fire damage.

○○○○○ Fly: Subject flies at speed of 60 ft.

○○○○○ Gaseous Form: Subject becomes insubstantial and can fly slowly.

○○○○○ Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

○○○○○ Keen Edge: Doubles normal weapon's threat range.

○○○○○ Magic Weapon, Greater: +1/four levels (max +5).

○○○○○ Secret Page: Changes one page to hide its real content.

○○○○○ Shrink Item: Object shrinks to one-sixteenth size.

○○○○○ Slow: One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.

○○○○○ Water Breathing: Subjects can breathe underwater.

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4TH LEVEL

Abjuration

○○○○○ Dimensional Anchor: Bars extradimensional movement.

○○○○○ Fire Trap^M: Opened object deals 1d4 damage +1/level.

○○○○○ Globe of Invulnerability, Lesser: Stops 1st thru 3rd level spell effects.

○○○○○ Remove Curse: Frees object or person from curse.

○○○○○ Stoneskin^M: Ignore 10 points of damage per attack.

Conjuration

○○○○○ Dimension Door: Teleports you short distance.

○○○○○ Evard's Black Tentacles: Tentacles grapple all within 15 ft. spread.

○○○○○ Leomund's Secure Shelter: Creates sturdy cottage.

○○○○○ Minor Creation: Creates one cloth or wood object.

○○○○○ Solid Fog: Blocks vision and slows movement.

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

Divination

○○○○○ Arcane Eye: Invisible floating eye moves 30 ft./round.

○○○○○ Detect Scrying: Alerts you of magical eavesdropping.

○○○○○ Locate Creature: Indicates direction to familiar creature.

○○○○○ Scrying^F: Spies on subject from a distance.

Enchantment

○○○○○ Charm Monster: Makes monster believe it is your ally.

○○○○○ Confusion: Subjects behave oddly for 1 round/level.

○○○○○ Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.

○○○○○ Geas, Lesser: Commands subject of 7 HD or less.

Evocation

○○○○○ Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

○○○○○ Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

○○○○○ Otiluke's Resilient Sphere: Force globe protects but traps one subject.

○○○○○ Shout: Deafens all within cone and deals 5d6 sonic damage.

○○○○○ Wall of Fire: Deals 2d4 fire damage out to 10 ft. & 1d4 out to 20 ft., going through wall is 2d6 +1/level.

○○○○○ Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Illusion

○○○○○ Hallucinatory Terrain: Makes one type of terrain appear like another (eg field into forest).

○○○○○ Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

○○○○○ Invisibility, Greater: As invisibility, but subject attacks and stays invisible.

○○○○○ Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

○○○○○ Rainbow Pattern: Lights fascinate 24 HD of creatures.

○○○○○ Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.

Necromancy

○○○○○ Animate Dead^M: Creates undead skeletons and zombies.

○○○○○ Bestow Curse: -6 to an ability score: -4 on attack rolls, saves, and checks; or 50% chance of losing each

○○○○○ Contagion: Infects subject with chosen disease.

○○○○○ Enervation: Subject gains 1d4 negative levels.

○○○○○ Fear: Subjects within cone flee for 1 round/level.

Transmutation

○○○○○ Enlarge Person, Mass: Enlarges several creatures.

○○○○○ Polymorph: Gives one willing subject a new form.

○○○○○ Rary's Mnemonic Enh.^F: Wiz only. Prepares extra spells/retains one just cast.

○○○○○ Reduce Person, Mass: Reduces several creatures.

○○○○○ Stone Shape: Sculpts stone into any shape.

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5TH LEVEL

Abjuration

○○○○○ Break Enchantment: Frees subjects from alterations, enchantments, curses, petrification.

○○○○○ Dismissal: Forces a creature to return to native plane.

○○○○○ Mordenkainen's P.S.: Prevents anyone from viewing or scrying an area for 24 hours.

Conjuration

○○○○○ Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

○○○○○ Leomund's Secret Chest^F: Hides chest on Ethereal Plane; retrieve it at will.

SPELL PLANNING SHEETS

○○○○○ Major Creation: As minor creation, plus stone and metal.

○○○○○ Mordenkainen's Faithful Hound: Phantom dog can guard, attack.

○○○○○ Planar Binding, Lesser: Traps extraplanar being of <7 HD til it performs a task.

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

○○○○○ Teleport: Instantly transports you as far as 100 miles/level.

○○○○○ Wall of Stone: Creates a stone wall that can be shaped.

Divination

○○○○○ Contact Other Plane: Lets you ask question of extraplanar entity.

○○○○○ Prying Eyes: 1d4 +1/level floating eyes scout for you.

○○○○○ Rary's Telepathic Bond: Link lets allies communicate.

Enchantment

○○○○○ Dominate Person: Controls humanoid telepathically.

○○○○○ Feeblemind: Subject's Int and Cha drop to 1.

○○○○○ Hold Monster: As hold person, but any creature.

○○○○○ Mind Fog: Subjects in fog get -10 to Wis and Will checks.

○○○○○ Symbol of Sleep^M: Triggered rune puts nearby creatures into deep slumber.

Evocation

○○○○○ Bigby's Interposing Hand: Hand provides cover against one opponent.

○○○○○ Cone of Cold: 1d6/level cold damage.

○○○○○ Sending: Delivers short message anywhere, instantly.

○○○○○ Wall of Force: Wall is immune to damage.

Illusion

○○○○○ Dream: Sends message to anyone sleeping.

○○○○○ False Vision^M: Fools scrying with an illusion.

○○○○○ Mirage Arcana: As hallucinatory terrain, plus structures.

○○○○○ Nightmare: Sends vision dealing 1d10 damage, fatigue.

○○○○○ Persistent Image: As major image, but no concentration required.

○○○○○ Seeming: Changes appearance of one person per two levels.

○○○○○ Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

Necromancy

○○○○○ Blight: Withers one plant or deals 1d6/level damage to plant creature.

○○○○○ Magic Jar^F: Enables possession of another creature.

○○○○○ Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.

○○○○○ Waves of Fatigue: Several targets become fatigued.

Transmutation

○○○○○ Animal Growth: One animal/two levels doubles in size.

○○○○○ Baleful Polymorph: Transforms subject into harmless animal.

○○○○○ Fabricate: Transforms raw materials into finished items.

○○○○○ Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

○○○○○ Passwall: Creates passage through wood or stone wall.

○○○○○ Telekinesis: Move object, hurl object/creature, attack creature.

○○○○○ Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

○○○○○ Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Universal

○○○○○ Permanency^X: Makes certain spells permanent.

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6TH LEVEL

Abjuration

○○○○○ Antimagick Field: Negates magic within 10 ft.

○○○○○ Dispel Magic, Greater: As dispel magic, but up to +20 on check.

○○○○○ Globe of Invulnerability: As lesser globe of inv., 4th level spell effects.

○○○○○ Guards and Wards: Array of magic effects protect area.

SORCERER & WIZARD SPELLS

OOOOO Repulsion: Creatures can't approach you.

Conjuration

OOOOO Acid Fog: Fog deals acid damage.

OOOOO Planar Binding: As lesser planar binding, but up to 12 HD.

OOOOO Summon Monster VI: Calls extraplanar creature to fight for you.

OOOOO Wall of Iron^M: 30 hp/four levels; can topple onto foes.

Divination

OOOOO Analyze Dweomer^F: Reveals magical aspects of subject.

OOOOO Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

OOOOO True Seeing^M: Lets you see all things as they really are.

Enchantment

OOOOO Geas/Quest: As lesser geas, plus it affects any creature.

OOOOO Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary

OOOOO Suggestion, Mass: As suggestion, plus one subject/level.

OOOOO Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Evocation

OOOOO Bigby's Forceful Hand: Hand pushes creatures away.

OOOOO Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

OOOOO Contingency^F: Sets trigger condition for another spell.

OOOOO Otiluke's Freezing Sphere: Freezes water or deals cold damage.

Illusion

OOOOO Mislead: Turns you invisible and creates illusory double.

OOOOO Permanent Image: Includes sight, sound, and smell.

OOOOO Programmed Image^M: As major image, plus triggered by event.

OOOOO Shadow Walk: Step into shadow to travel rapidly.

OOOOO Veil: Changes appearance of group of creatures.

Necromancy

OOOOO Circle of Death^M: Kills 1d4/level HD of creatures.

OOOOO Create Undead: Create ghouls, ghosts, mummies, or mohrgs.

OOOOO Eyebite: Target becomes panicked, sickened, and comatose.

OOOOO Symbol of Fear^M: Triggered rune panics nearby creatures.

OOOOO Undeath to Death^M: Destroys 1d4 HD/level undead (max 20d4).

Transmutation

OOOOO Bear's Endurance, Mass: As bear's endurance, affects one subject/level.

OOOOO Bull's Strength, Mass: As bull's strength, affects one subject/level.

OOOOO Cat's Grace, Mass: As cat's grace, affects one subject/level.

OOOOO Control Water: Raises or lowers bodies of water.

OOOOO Disintegrate: Makes one creature or object vanish.

OOOOO Eagle's Splendor, Mass: As eagle's splendor, affects one subject/level.

OOOOO Flesh to Stone: Turns subject creature into statue.

OOOOO Fox's Cunning, Mass: As fox's cunning, affects one subject/level.

OOOOO Mordenkainen's Lucubration: Wiz. only. Recalls spell of 5th level or lower.

OOOOO Move Earth: Digs trenches and builds hills.

OOOOO Owl's Wisdom, Mass: As owl's wisdom, affects one subject/level.

OOOOO Stone to Flesh: Restores petrified creature.

OOOOO Tenser's Transformation^M: You gain combat bonuses.

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7TH LEVEL

Abjuration

OOOOO Banishment: Banishes 2 HD/level of extraplanar creatures.

OOOOO Sequester: Subject is invisible to sight and scrying; renders creature comatose.

OOOOO Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conjuration

OOOOO Drawmij's Instant Summons^M: Prepared object appears in your hand.

OOOOO Mordenkainen's M.M.^F: Door leads to extradimensional mansion.

OOOOO Phase Door: Creates an invisible passage through wood or stone.

OOOOO Plane Shift^F: As many as eight subjects travel to another plane.

OOOOO Summon Monster VII: Calls extraplanar creature to fight for you.

OOOOO Teleport, Greater: As teleport, but no range limit and no off target arrival.

OOOOO Teleport Object: As teleport, but affects a touched object.

Divination

OOOOO Arcane Sight, Greater: As arcane sight, reveals magic effects on creatures/objects.

OOOOO Scrying, Greater: As scrying, but faster and longer.

OOOOO Vision^{MX}: As legend lore, but quicker and strenuous.

Enchantment

OOOOO Hold Person, Mass: As hold person, but all within 30 ft.

OOOOO Insanity: Subject suffers continuous confusion.

OOOOO Power Word Blind: Blinds creature with 200 hp or less.

OOOOO Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Evocation

OOOOO Bigby's Grasping Hand: Hand provides cover, pushes, or grapples.

OOOOO Delayed Blast Fireball: 1d6/level fire damage; can postpone blast for 5 rounds.

OOOOO Forcecage^M: Cube or cage of force imprisons all inside.

OOOOO Mordenkainen's Sword^F: Floating magic blade strikes opponents.

OOOOO Prismatic Spray: Rays hit subjects with variety of effects.

Illusion

OOOOO Invisibility, Mass: As invisibility, but affects all in range.

OOOOO Project Image: Illusory double can talk and cast spells.

OOOOO Shadow Conjuration, Greater: As shadow conj., up to 6th level and 60% real.

OOOOO Simulacrum^{MX}: Creates partially real double of a creature.

Necromancy

OOOOO Control Undead: Undead don't attack you while under your command.

OOOOO Finger of Death: Kills one subject.

OOOOO Symbol of Weakness^M: Triggered rune weakens nearby creatures.

OOOOO Waves of Exhaustion: Several targets become exhausted.

Transmutation

OOOOO Control Weather: Changes weather in local area.

OOOOO Ethereal Jaunt: You become ethereal for 1 round/level.

OOOOO Reverse Gravity: Objects and creatures fall upward.

OOOOO Statue: Subject can become a statue at will.

Universal

OOOOO Limited Wish^X: Alters reality—within spell limits.

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8TH LEVEL

Abjuration

OOOOO Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

OOOOO Mind Blank: Subject is immune to mental/emotional magic and scrying.

OOOOO Prismatic Wall: Wall's colors have array of effects.

OOOOO Protection from Spells^{MF}: Confers +8 resistance bonus.

Conjuration

OOOOO Incendiary Cloud: Cloud deals 4d6 fire damage/round.

OOOOO Maze: Traps subject in extradimensional maze.

OOOOO Planar Binding, Greater: As lesser planar binding, but up to 18 HD.

OOOOO Summon Monster VIII: Calls extraplanar creature to fight for you.

OOOOO Trap the Soul^{MF}: Imprisons subject within gem.

Divination

OOOOO Discern Location: Reveals exact location of creature or object.

OOOOO Moment of Prescience: You gain insight bonus on one attack roll, check, or save.

OOOOO Prying Eyes, Greater: As prying eyes, but eyes have true seeing.

Enchantment

OOOOO Antipathy: Object or location affected by spell repels certain creatures.

OOOOO Binding^M: Utilizes an array of techniques to imprison a creature.

OOOOO Charm Monster, Mass: As charm monster, but all within 30ft.

OOOOO Demand: As sending, plus you can send suggestion.

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

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

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

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

Evocation

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

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

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

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

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

Illusion

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

OOOOO Screen: Illusion hides area from vision, scrying.

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

SPELL PLANNING SHEETS

Necromancy

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

OOOOO Create Greater Undead^M: Create wraiths, shadows, spectres, or devourers.

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

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

Transmutation

OOOOO Iron Body: Your body becomes living iron.

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

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

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9TH LEVEL

Abjuration

OOOOO Freedom: Releases creature from imprisonment.

OOOOO Imprisonment: Entombs subject beneath the earth.

OOOOO Mordenkainen's Disjunction: Dispel magic, disenchant magic items.

OOOOO Prismatic Sphere: As prismatic wall, but surrounds on all sides.

Conjuration

OOOOO Gate^X: Connects two planes for travel or summoning.

OOOOO Refuge^M: Alters item to transport its possessor to you.

OOOOO Summon Monster IX: Calls extraplanar creature to fight for you.

OOOOO Teleportation Circle^M: Circle teleports creatures inside to designated spot.

Divination

OOOOO Foresight: "Sixth sense" warns of impending danger.

Enchantment

OOOOO Dominate Monster: As dominate person, but any creature.

OOOOO Hold Monster, Mass: As hold monster, but all within 30 ft.

OOOOO Power Word Kill: Kills one creature with 100 hp or less.

Evocation

OOOOO Bigby's Crushing Hand: Large hand provides cover, pushes/crushes your foes.

OOOOO Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Illusion

OOOOO Shades: As shadow conjuration, but up to 8th level and 80% real.

OOOOO Weird: As phantasmal killer, but affects all within 30 ft.

Necromancy

OOOOO Astral Projection^M: Projects you and companions onto Astral Plane.

OOOOO Energy Drain: Subject gains 2d4 negative levels.

OOOOO Soul Bind^F: Traps newly dead soul to prevent resurrection.

OOOOO Wail of the Banshee: Kills one creature/level.

Transmutation

OOOOO Etherealness: Travel to Ethereal Plane with companions.

OOOOO Shapechange^F: Transform to any creature, and change forms once per round.

OOOOO Time Stop: You act freely for 1d4+1 rounds.

Universal

OOOOO Wish^X: As limited wish, but with fewer limits.

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SPELL DURATION TRACKING

Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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