

CLERIC SPELL PLANNER

Character _____

Spells Available by Level

0 ___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9 ___

Underline all spells known. Non-capitalized spell titles are *reversed*. Check spells prepared and mark off when cast.

ORISONS:	<input type="checkbox"/> <input type="checkbox"/> CREATE WATER (CT 1; R 50 ft; D perm; SV n/a; SR n/a; Comp V, S) <i>Creates 2 gallons/level of pure water.</i>	<input type="checkbox"/> <input type="checkbox"/> ENDURE ELEMENTS (CT 1; R person; D 24 hrs; SV none; SR yes; Comp V, S, DF) <i>Protection from natural elements and weather.</i>
	<input type="checkbox"/> <input type="checkbox"/> DETECT CHAOS/EVIL/GOOD/LAW (CT 1; R 150 ft×10 ft; D 10 min/lvl; SV none; SR none; Comp V, S, DF) <i>Reveals aura of creatures, spells, or objects.</i>	<input type="checkbox"/> <input type="checkbox"/> FIRST AID (CT 1; R touch; D perm; SV n/a; SR yes (h); Comp V, S) <i>Bandages bleeding wound.</i>
	<input type="checkbox"/> <input type="checkbox"/> Hide Chaos/Evil/Good/Law (CT 1; R 150 ft×10 ft; D 10 min/lvl; SV none; SR none; Comp V, S, DF) <i>Hides aura of creatures, spells, or objects.</i>	<input type="checkbox"/> <input type="checkbox"/> LIGHT (CT 1; R 150 ft; D 10 min/lvl; SV none; SR no; Comp V, F) <i>Object shines like a torch.</i>
	<input type="checkbox"/> <input type="checkbox"/> DETECT MAGIC (CT 1; R 50 ft×10 ft; D 1 tn/lvl; SV none; SR none; Comp V, S) <i>Detects magical aura and its strength along a 50' path.</i>	<input type="checkbox"/> <input type="checkbox"/> PURIFY FOOD & DRINK (CT 1; R touch; D 10 min/lvl; SV none; SR yes; Comp V, S, DF) <i>Purifies 1 cu. ft./level of food or water.</i>
	<input type="checkbox"/> <input type="checkbox"/> DETECT POISON (CT 1; R 50 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S) <i>Detects poison in one creature or small object.</i>	<input type="checkbox"/> <input type="checkbox"/> _____
FIRST LEVEL:	<input type="checkbox"/> <input type="checkbox"/> BLESS (CT 1 tn; R touch; D perm; SV n/a; SR yes (object); Comp V, S, DF) <i>Allies gain +1 to hit and +1 to saves against fear.</i>	<input type="checkbox"/> <input type="checkbox"/> PROT. FROM CHAOS/EVIL/GOOD/LAW (CT 1; R touch; D 10 min/lvl; SV none; SR yes; Comp V, S, F) <i>+2 AC and saves, plus other defenses.</i>
	<input type="checkbox"/> <input type="checkbox"/> Bane (CT 1 tn; R touch; D perm; SV n/a; SR yes (object); Comp V, S, DF) <i>Enemies are -1 to hit and -1 to saves against fear.</i>	<input type="checkbox"/> <input type="checkbox"/> REMOVE FEAR (CT 1; R touch; D see text; SV none; SR yes (h); Comp V, S, DF) <i>Protects from fear, grants new save vs. fear.</i>
	<input type="checkbox"/> <input type="checkbox"/> BLESS WATER (CT 1 tn; R touch; D perm; SV n/a; SR yes (object); Comp V, S, DF) <i>Makes holy water.</i>	<input type="checkbox"/> <input type="checkbox"/> Cause Fear (CT 1; R touch; D see text; SV none; SR yes (h); Comp V, S, DF) <i>Frightens the affected subject.</i>
	<input type="checkbox"/> <input type="checkbox"/> Curse Water (CT 1 tn; R touch; D perm; SV n/a; SR yes (object); Comp V, S, DF) <i>Makes unholy water.</i>	<input type="checkbox"/> <input type="checkbox"/> RESIST ELEMENTS (CT 1; R touch; D 1 tn/lvl; SV none; SR yes; Comp V, S, DF) <i>Grants +2 bonus to saves vs. selected element.</i>
	<input type="checkbox"/> <input type="checkbox"/> COMMAND (CT 1; R 25 ft; D 1 rd; SV CHA neg; SR yes; Comp V)	<input type="checkbox"/> <input type="checkbox"/> SANCTUARY (CT 1; R touch; D 1 rd/lvl; SV CHA neg; SR no; Comp V, DF) <i>Opponents can't attack the caster.</i>
	<input type="checkbox"/> <input type="checkbox"/> CURE LIGHT WOUNDS (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF) <i>Cures 1d8 damage.</i>	<input type="checkbox"/> <input type="checkbox"/> SHIELD OF FAITH (CT 1; R touch; D 1 tn/lvl; SV none; SR yes (h); Comp V, S, M, DF) <i>Aura grants +2 bonus to AC and saves.</i>
	<input type="checkbox"/> <input type="checkbox"/> Cause Light Wounds (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF) <i>Causes 1d8 damage.</i>	<input type="checkbox"/> <input type="checkbox"/> SOUND BURST (CT 1; R 50 ft; D n/a; SV see text; SR yes; Comp V, S, DF) <i>A pulse of sound that causes 1d8 damage.</i>
	<input type="checkbox"/> <input type="checkbox"/> DETECT SECRET DOORS (CT 1; R 60 ft; D 1 min/lvl; SV none; SR none; Comp V, S) <i>Reveals hidden doors within 60 ft.</i>	<input type="checkbox"/> <input type="checkbox"/> _____
	<input type="checkbox"/> <input type="checkbox"/> DETECT UNDEAD (CT 1; R 50 ft×10 ft; D 1 min/lvl; SV none; SR none; Comp V, S, DF) <i>Reveals undead within 60 ft.</i>	<input type="checkbox"/> <input type="checkbox"/> _____
	<input type="checkbox"/> <input type="checkbox"/> INVISIBILITY TO UNDEAD (CT 1; R touch; D 10 min/lvl; SV none; SR yes; Comp V, S, DF) <i>Undead can't perceive subject.</i>	<input type="checkbox"/> <input type="checkbox"/> _____
SECOND LEVEL:	<input type="checkbox"/> <input type="checkbox"/> AID (CT 1; R touch; D 1 tn/lvl; SV none; SR yes (h); Comp V, S, DF) <i>+1 to hit, +1 on saves against fear, 1d8 temporary hit points.</i>	<input type="checkbox"/> <input type="checkbox"/> HOLD PERSON (CT 1; R 50 ft; D 1 rd/lvl; SV WIS neg; SR yes; Comp V, S, M) <i>Holds one person helpless; 1 round/level.</i>
	<input type="checkbox"/> <input type="checkbox"/> AUGURY (CT 1; R person; D see text; SV n/a; SR n/a; Comp V, S, F, DF) <i>Learns whether an action will be good or bad.</i>	<input type="checkbox"/> <input type="checkbox"/> LESSER RESTORATION (CT 10 min; R touch; D perm; SV n/a; SR yes (h); Comp V, S, DF) <i>Dispels effects reducing one attribute.</i>
	<input type="checkbox"/> <input type="checkbox"/> CONSECRATE (CT 3; R 50 ft; D 2 hrs/lvl; SV n/a; SR n/a; Comp V, S, M, DF) <i>Makes location holy, turning and harming undead.</i>	<input type="checkbox"/> <input type="checkbox"/> REMOVE PARALYSIS (CT 1; R touch; D perm; SV CON neg; SR yes; Comp V, DF) <i>Frees one creature from paralyzing effects or slow spell.</i>
	<input type="checkbox"/> <input type="checkbox"/> Desecrate (CT 3; R 50 ft; D 2 hrs/lvl; SV n/a; SR n/a; Comp V, S, M, DF) <i>Makes location unholy, granting bonuses to undead.</i>	<input type="checkbox"/> <input type="checkbox"/> SILENCE (CT 1; R 450 ft; D 1 tn/lvl; SV see text; SR no; Comp V, S) <i>Negates sound in 15-ft. radius.</i>
	<input type="checkbox"/> <input type="checkbox"/> DARKNESS (CT 1; R 50 ft; D 10 min/lvl; SV none; SR none; Comp V, M/DF) <i>Creates 20-ft. radius supernatural darkness.</i>	<input type="checkbox"/> <input type="checkbox"/> SPEAK WITH DEAD (CT 10 min; R touch; D 1 tn/lvl; SV n/a; SR n/a; Comp V, S, DF) <i>Corpse answers questions.</i>
	<input type="checkbox"/> <input type="checkbox"/> Daylight (CT 1; R 50 ft; D 10 min/lvl; SV none; SR none; Comp V, M/DF) <i>Creates light as bright as full daylight in a 60-ft. radius.</i>	<input type="checkbox"/> <input type="checkbox"/> SPIRITUAL WEAPON (CT 1; R 30 ft; D 1 rd/lvl; SV CON neg; SR no; Comp V, S, M) <i>Divine weapon attacks on telepathic command.</i>
	<input type="checkbox"/> <input type="checkbox"/> DELAY POISON (CT 1; R touch; D 1 hr/lvl; SV CON neg (h); SR yes (h); Comp V, S, DF) <i>Stops poison from harming subject for 1 hour/level.</i>	<input type="checkbox"/> <input type="checkbox"/> _____
	<input type="checkbox"/> <input type="checkbox"/> DETECT TRAPS (CT 1; R 50 ft×10 ft; D 10 min/lvl; SV none; SR yes; Comp V, S, F, DF) <i>Reveals traps along a path 50 ft. long.</i>	<input type="checkbox"/> <input type="checkbox"/> _____
THIRD LEVEL:	<input type="checkbox"/> <input type="checkbox"/> ANIMATE DEAD (CT 1; R 50 ft; D n/a; SV none; SR none; Comp V, S, M) <i>Creates and controls undead skeletons and zombies.</i>	<input type="checkbox"/> <input type="checkbox"/> MAGIC CIRCLE (CT 1; R creature touched; D 3 rds/lvl; SV none; SR no (see text); Comp V, S, M/DF) <i>As protection spell versus chaos, evil, good, or law, but 10-ft. radius.</i>
	<input type="checkbox"/> <input type="checkbox"/> Preserve Dead (CT 1; R 50 ft; D n/a; SV none; SR none; Comp V, S, M) <i>Preserves corpses for 1 day/level and extends raise time limit.</i>	<input type="checkbox"/> <input type="checkbox"/> PRAYER (CT 1; R see text; D 1 rd/lvl; SV none; SR yes; Comp V, S, DF) <i>Allies gain +1 on most rolls, and enemies suffer -1.</i>
	<input type="checkbox"/> <input type="checkbox"/> CONTINUAL FLAME (CT 1; R 5 ft; D perm; SV none; SR yes; Comp V, S) <i>Makes a permanent, heatless flame.</i>	<input type="checkbox"/> <input type="checkbox"/> REMOVE BLINDNESS/DEAFNESS (CT 1; R touch; D perm; SV CON neg; SR yes (h); Comp V, DF) <i>Cures subject.</i>
	<input type="checkbox"/> <input type="checkbox"/> CREATE FOOD AND WATER (CT 10 min; R 50 ft; D perm; SV n/a; SR n/a; Comp V, S, DF) <i>Feeds three humans (or one horse)/level.</i>	<input type="checkbox"/> <input type="checkbox"/> Cause Blindness/Deafness (CT 1; R touch; D perm; SV CON neg; SR yes (h); Comp V, DF) <i>Blinds or deafens subject.</i>
	<input type="checkbox"/> <input type="checkbox"/> Spoil Food and Water (CT 10 min; R 50 ft; D perm; SV n/a; SR n/a; Comp V, S, DF) <i>Makes inedible food for three humans (or one horse)/level.</i>	<input type="checkbox"/> <input type="checkbox"/> REMOVE CURSE (CT 1; R touch; D perm; SV none; SR no; Comp V, S) <i>Frees person or object from curses.</i>
	<input type="checkbox"/> <input type="checkbox"/> CURE SERIOUS WOUNDS (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF) <i>Cures 3d8 damage.</i>	<input type="checkbox"/> <input type="checkbox"/> Bestow Curse (CT 1; R touch; D perm; SV CHA; SR yes; Comp V, S) <i>Places curse on a creature.</i>
	<input type="checkbox"/> <input type="checkbox"/> Cause Serious Wounds (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF) <i>Causes 3d8 damage.</i>	<input type="checkbox"/> <input type="checkbox"/> REMOVE DISEASE (CT 1; R touch; D perm; SV none; SR yes (h); Comp V, DF) <i>Cures all diseases.</i>
	<input type="checkbox"/> <input type="checkbox"/> DISPEL MAGIC (CT 1; R 150 ft; D see text; SV none; SR yes; Comp V, S) <i>Cancel magical spells and effects.</i>	<input type="checkbox"/> <input type="checkbox"/> Cause Disease (CT 1; R touch; D perm; SV CON neg; SR yes (h); Comp V, DF) <i>Causes a random disease in the creature touched.</i>
	<input type="checkbox"/> <input type="checkbox"/> GLYPH OF warding (CT 10 min; R touch; D until discharged; SV see text; SR yes (to effect); Comp V, S, M) <i>Inscription harms those who pass it.</i>	<input type="checkbox"/> <input type="checkbox"/> _____
	<input type="checkbox"/> <input type="checkbox"/> LOCATE OBJECT (CT 1; R 450 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, F, DF) <i>Senses direction toward object (specific or type).</i>	<input type="checkbox"/> <input type="checkbox"/> _____

Character

FOURTH LEVEL:

- AIR/WATER WALK (CT 1; R touch; D 10 tn/lvl; SV WIS neg (h); SR yes (h); Comp V, S, DF)
Subject treads on air or water.
- CONTROL WATER (CT 1; R 450 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, M/DF)
Raises or lowers bodies of water.
- DISCERN LIES (CT 1; R 50 ft; D 1 rd/lvl; SV CHA neg; SR yes; Comp V, S, DF)
Reveals deliberate falsehoods.
- Hide Lies (CT 1; R 50 ft; D 1 rd/lvl; SV CHA neg; SR yes; Comp V, S, DF)
Obscures truthfulness of a person.
- DISMISSAL (CT 1; R 50 ft; D inst; SV CHA neg; SR yes; Comp V, S, F, DF)
Forces a creature to return to native plane.
- DIVINATION (CT 10 min; R n/a; D see text; SV n/a; SR n/a; Comp V, S, M)
Provides useful advice for specific proposed actions.
- FREEDOM OF MOVEMENT (CT 1; R touch; D 10 min/lvl; SV n/a; SR yes (h); Comp V, S, DF)
Moves normally despite impediments.
- HALLOW (CT one day; R touch; D one year; SV none; SR see text; Comp V, S, M, DF)
Designates location as holy with array of effects.

- HEALING CIRCLE (CT 1; R see text; D perm; SV see text; SR yes (h); Comp V, S)
Cures 2d8 damage in circle around caster.
- NEUTRALIZE POISON (CT 1; R touch; D perm; SV CON (h); SR yes (h); Comp V, S, DF)
Detoxifies venom in or on subject.
- RESTORATION (CT 1 hr; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Restores drained level and attribute reducing effects.
- SENDING (CT 10 min; R unlimited; D see text; SV n/a; SR n/a; Comp V, S, M, DF)
Delivers short message to creature anywhere, instantly.
- Tongues (CT 1; R touch; D 1 tn/lvl; SV none; SR no; Comp V, S)
Speak any language.

FIFTH LEVEL:

- ATONEMENT (CT 1 hr+1 hr/lvl of recip.; R touch; D n/a; SV none; SR yes (h); Comp V, S, F, DF)
Removes burden of misdeeds from subject.
- COMMUNE (CT 10 min; R see text; D special; SV n/a; SR n/a; Comp V, S, M, DF)
Deity answers one yes-or-no question/level.
- CURE CRITICAL WOUNDS (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Cures 5d8 damage.
- Cause Critical Wounds (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Causes 5d8 damage.
- DEATH WARD (CT 1; R touch; D 10 min/lvl; SV none; SR yes (h); Comp V, S, DF)
Grants immunity to death spells and effects.
- DISPEL CHAOS/EVIL/GOOD/LAW (CT 1; R 50 ft; D inst; SV CHA neg; SR yes; Comp V, S, F, DF)
Grants +4 AC and dispel one spell.
- ETHEREAL JAUNT (CT 1; R see text; D 1 rd/lvl; SV n/a; SR n/a; Comp V, S)
The caster becomes ethereal for 1 round/level.
- FLAME STRIKE (CT 1; R 150 ft; D inst; SV DEX half; SR yes; Comp V, S, DF)
Smites foes with divine fire (1d6/level).

- INSECT PLAGUE (CT 1; R 450 ft; D 1 tn/lvl; SV see text; SR no; Comp V, S, DF)
Limits vision, prevents spellcasting, inflicts damage.
- PLANE SHIFT (CT 1; R touch; D n/a; SV see text; SR yes (h); Comp V, S, DF)
Up to eight subjects travel to another plane.
- RAISE DEAD (CT 1 tn; R touch; D perm; SV none; SR no; Comp V, S, DF)
Restores life to subject who died up to 1 day/level ago.
- SCRYING (CT 10 min; R see text; D 1 rd/lvl; SV none; SR no; Comp V, S, M, F)
Spies on subject from a distance.
- TRUE SEEING (CT 1; R touch; D 1 rd/lvl; SV none; SR yes; Comp V, S, M)
See all things as they really are.

SIXTH LEVEL:

- BANISHMENT (CT 1; R 50 ft; D perm; SV CHA neg; SR yes; Comp V, S, F)
Banishes 2 HD/level extraplanar creatures.
- BLADE BARRIER (CT 1; R 150 ft; D 3 rd/lvl; SV DEX neg; SR yes; Comp V, S)
Blades encircling caster deal 12d6 damage.
- CREATE UNDEAD (CT 1 hour; R 50 ft (one); D perm; SV n/a; SR n/a; Comp V, S, M)
Ghouls, shadows, ghosts, wights or wraiths.
- FIND THE PATH (CT 3; R touch; D 10 min/lvl; SV none; SR yes (h); Comp V, S, F)
Shows most direct way to a location.
- Hide the Path (CT 3; R touch; D 10 min/lvl; SV none; SR yes (h); Comp V, S, F)
Makes the subject lost.
- GEAS (CT 1; R 10 ft; D see text; SV CHA neg; SR yes; Comp V, DF)
Forces creature to fulfill a quest.

- HEAL (CT 1; R touch; D perm; SV none; SR yes (h); Comp V, S, DF)
Cures all damage and most everything else.
- Harm (CT 1; R touch; D perm; SV none; SR yes (h); Comp V, S, DF)
Drains target of all but 4 hp and causes disease.
- WIND WALK (CT 1; R touch; D 1 tn/lvl; SV n/a; SR yes (h); Comp V, S, DF)
The caster and the caster's allies turn vaporous and travel fast.
- WORD OF RECALL (CT 1; R unlimited; D n/a; SV see text; SR yes (h); Comp V)
Teleports the caster back to designated place.

SEVENTH LEVEL:

- CONTROL WEATHER (CT 10 min (see text); R 2 miles; D 4d12 hrs; SV n/a; SR n/a; Comp V, S, M/DF)
Changes weather in local area.
- GREATER RESTORATION (CT 1 hour; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Restores all levels and attribute losses.
- GREATER SCRYING (CT 1 tn; R see text; D 1 tn/lvl; SV none; SR no; Comp V, S, M, F)
As scrying, but faster and longer.
- HOLY WORD (CT 1; R see text; D perm; SV none; SR yes; Comp V)
Kills, paralyzes, blinds, or deafens non-good subjects.
- Unholy Word (CT 1; R see text; D perm; SV none; SR yes; Comp V)
Kills, paralyzes, blinds, or deafens non-evil subjects.

- REFUGE (CT 1; R touch; D until discharged; SV none; SR none; Comp V, S, M)
Alters item to transport its possessor to the caster.
- REGENERATE (CT 3; R touch; D see text; SV none; SR yes (h); Comp V, S, DF)
Subject's severed limbs grow back.
- REPULSION (CT 1; R see text; D 1 rd/lvl; SV STR neg; SR yes; Comp V, S, DF)
Creatures can't approach the caster.
- RESURRECTION (CT 1 hr; R touch; D perm; SV none; SR yes (h); Comp V, S, M, DF)
Fully restores dead subject.

EIGHTH LEVEL:

- CREATE GREATER UNDEAD (CT 1 hour; R 50 ft (one); D perm; SV n/a; SR n/a; Comp V, S, M)
Mummies, spectres, vampires or ghosts.
- DISCERN LOCATION (CT 10 min; R unlimited; D inst; SV none; SR none; Comp V, S, DF)
Learn exact location of creature or object.
- EARTHQUAKE (CT 10 min; R 450 ft; D 1 rd; SV see text; SR no; Comp V, S, M, DF)
Intense tremor shakes 50 ft. circular area.
- FIRE STORM (CT 1; R 150 ft; D inst; SV dexterity half; SR yes; Comp V, S)
Raging flame fills area for 1d6/lvl damage.
- HOLY AURA (CT 1; R see text; D 1 rd/lvl; SV see text; SR yes (h); Comp V, S, DF)
+4 AC and saves, SR 16 against evil spells, and more.
- Unholy Aura (CT 1; R see text; D 1 rd/lvl; SV see text; SR yes (h); Comp V, S, DF)
+4 AC and saves, SR 16 against good spells, and more.

- MASS HEAL (CT 1; R 25 ft; D n/a; SV none; SR yes (h); Comp V, S, DF)
As heal, but with several subjects.
- Mass Harm (CT 1; R 25 ft; D n/a; SV none; SR yes (h); Comp V, S, DF)
As harm, but with several subjects.
- SUMMON PLANAR ALLY (CT 1 tn; R 50 ft; D see text; SV see text; SR see text; Comp V, S, DF)
Divinely calls allies up to 16 HD.
- SYMBOL (CT 10 min; R touch; D see text; SV see text; SR yes; Comp V, S, M)
Triggered runes have array of effects.

NINTH LEVEL:

- ANTIPATHY (CT 1 hr; R 50 ft; D 2 hrs/lvl; SV CHA (see text); SR yes; Comp V, S, M, DF)
Object or location repels certain creatures.
- Sympathy (CT 1 hr; R 50 ft; D 2 hrs/lvl; SV CHA (see text); SR yes; Comp V, S, M, DF)
Object or location attracts certain creatures.
- ASTRAL PROJECTION (CT 30 min; R touch; D see text; SV none; SR yes (h); Comp V, S)
Projects the caster & companions into Astral Plane.
- ENERGY DRAIN (CT 1; R 50 ft; D see text; SV CON neg; SR yes; Comp V, S, DF)
Subject loses 2d4 levels.
- GATE (CT 2; R 50 ft; D special; SV none; SR no; Comp V, S)
Connects two planes for travel or summoning.

- MIND BLANK (CT 1; R 25 ft; D 1 day; SV CHA neg (h); SR yes (h); Comp V, S)
Immunitizes against mental/emotional magic and scrying.
- SOUL BIND (CT 1; R touch; D perm; SV none; SR no; Comp V, S, M, DF)
Traps newly dead soul to prevent resurrection.
- TRAP THE SOUL (CT 1 or see text; R 10 ft or see text; D perm; SV see text; SR see text; Comp V, S, M)
Imprisons subject within gem.
- TRUE RESURRECTION (CT 3 hrs; R n/a; D n/a; SV n/a; SR n/a; Comp V, S, M, DF)
As resurrection, plus remains aren't needed.

DRUID SPELL PLANNER

Character _____

Spells Available by Level

0 ___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9 ___

Underline all spells known. Non-capitalized spell titles are *reversed*. Check spells prepared and mark off when cast.

ORISONS:

- CREATE WATER (CT 1; R 50 ft; D perm; SV n/a; SR n/a; Comp V, S)
Creates 2 gallons/level of pure water.
- DETECT NEUTRALITY (CT 1; R 150 ft x 10 ft; D 10 min/lvl; SV none; SR none; Comp V, S, DF)
Reveals creatures, spells or objects.
- DETECT POISON (CT 1; R 50 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S)
Detects poison in one creature or small object.
- ENDURE ELEMENTS (CT 1; R person; D 24 hrs; SV none; SR yes; Comp V, S, DF)
Protection from natural elements and weather.
- FIRST AID (CT 1; R touch; D perm; SV n/a; SR yes (h); Comp V, S)
Bandages bleeding wound.

- KNOW DIRECTION (CT 1; R n/a; D see text; SV n/a; SR n/a; Comp V)
The caster discerns north.
- LIGHT (CT 1; R 150 ft; D 10 min/lvl; SV none; SR no; Comp V, F)
Object shines like a torch.
- PURIFY FOOD & DRINK (CT 1; R touch; D 10 min/lvl; SV none; SR yes; Comp V, S, DF)
Purifies 1 cu. ft./level of food or water.

FIRST LEVEL:

- ALARM (CT 1; R 50 ft; D 2 hrs/lvl; SV none; SR n/a; Comp V, S, F/DF)
Wards an area and alerts caster to intruders.
- ANIMAL FRIENDSHIP (CT 1 tn; R 50 ft; D perm except as noted; SV CHA neg; SR yes; Comp V, S, M)
Gain permanent animal companion.
- CALM ANIMALS (CT 1; R 50 ft; D 1 tn/lvl; SV CHA neg; SR yes; Comp V, S)
Calms animals, beasts, or magical beasts.
- DETECT SNARES AND PITS (CT 1; R 50 ft x 10 ft; D 10 min/lvl; SV none; SR none; Comp V, S)
Reveals natural or primitive traps.
- ENTANGLE (CT 1; R 450 ft; D 1 tn/lvl; SV DEX (see text); SR no; Comp V, S, DF)
Plants entangle everyone in a 50-ft. circle.
- FAERIE FIRE (CT 1; R 150 ft; D 1 tn/lvl; SV no; SR yes; Comp V)
Outlining light grants +1 to hit and cancels concealment.
- GOODBERRY (CT 1; R n/a; D 1 day/lvl; SV none; SR no; Comp V, S, DF)
2d4 berries each cure 1 hp (max 8 hp/day).
- INVISIBILITY TO ANIMALS (CT 1; R touch; D 10 min/lvl; SV none; SR yes; Comp S, DF)
Animals can't perceive warded subject.

- MAGIC STONES (CT 1; R touch; D n/a; SV n/a; SR n/a; Comp M)
Three stones gain +1 attack, deal 1d6+1 dmg.
- OBSCURING MIST (CT 1; R n/a; D 1 min/lvl; SV none; SR no; Comp V, S)
Fog surrounds caster, obscuring all sight.
- PASS WITHOUT TRACE (CT 1; R 25 ft; D n/a; SV n/a; SR n/a; Comp V, S)
Subject leaves no tracks or scent.
- SHILLELAGH (CT 1; R touch; D 1 tn/lvl; SV none; SR yes (object); Comp V, S, DF)
Makes club a +1 weapon (1d6+1 damage).

SECOND LEVEL:

- ANIMAL MESSENGER (CT 1; R 50 ft; D 1 day/lvl; SV none; SR yes; Comp V, S, M (food))
Sends a small animal to a specific place.
- BARKSKIN (CT 1; R touch; D 10 tn/lvl; SV none; SR yes (h); Comp V, S, M, DF)
Grants +3 AC, or caster looks like tree.
- CHARM PERSON OR ANIMAL (CT 1; R 50 ft; D 1 hr/lvl; SV CHA neg; SR yes; Comp V, S)
Makes one person or animal the caster's friend.
- CURE LIGHT WOUNDS (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Cures 1d8 damage.
- Cause Light Wounds (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Causes 1d8 damage.
- DELAY POISON (CT 1; R touch; D 1 hr/lvl; SV CON neg (h); SR yes (h); Comp V, S, DF)
Stops poison from harming subject for 1 hour/level.
- FIRE TRAP (CT 10 min; R touch; D until discharged; SV DEX half; SR yes; Comp V, S, M)
Opened object deals 1d4+1/level damage.
- HEAT METAL (CT 1; R 50 ft; D 7 rds; SV none; SR no; Comp V, S)
Hot metal damages those who touch it.
- Chill Metal (CT 1; R 50 ft; D 7 rds; SV none; SR no; Comp V, S)
Cold metal damages those who touch it.
- HOLD ANIMAL (CT 1; R 50 ft; D 1 rd/lvl; SV WIS neg; SR yes; Comp V, S, M)
Holds one animal helpless for 1 round/level.

- PRODUCE FLAME (CT 1; R n/a; D 1 tn/lvl; SV none; SR yes; Comp V, S)
Fire in hand deals 1d4+1 damage, touch or throws.
- SPEAK WITH ANIMALS (CT 1; R n/a; D 1 tn/lvl; SV n/a; SR n/a; Comp V, S)
The caster can communicate with animals.
- SUMMON SWARM (CT 1; R 50 ft; D conc + 2 rds; SV none; SR no; Comp V, S, DF)
Insect or vermin attack and disrupt foes.
- WARP WOOD (CT 1; R 50 ft; D n/a; SV no; SR yes (object); Comp V, S, DF)
Bends and makes wood (weapons, door, etc.) useless.
- Straighten Wood (CT 1; R 50 ft; D n/a; SV no; SR yes (object); Comp V, S, DF)
Reforms wood to original shape, straightness and strength.

THIRD LEVEL:

- CALL LIGHTNING (CT 10 min+1 rd/bolt; R 450 ft; D 10 min/lvl; SV DEX half; SR yes; Comp V, S)
- DIRECTS LIGHTNING BOLTS (1d10/level) during storms.
- MELD INTO STONE (CT 1; R n/a; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, DF)
The caster and caster's gear merge with stone.
- NEUTRALIZE POISON (CT 1; R touch; D perm; SV CON (h); SR yes (h); Comp V, S, DF)
Detoxifies venom in or on subject.
- PLANT GROWTH (CT 3; R 450 ft; D n/a; SV none; SR no; Comp V, S, DF)
Grows vegetation, improves crops.
- PROT. FROM ELEMENTS (CT 1; R touch; D 10 min/lvl; SV none; SR yes; Comp V, S, DF)
Absorb 12 damage/level from one kind of element.
- PYROTECHNICS (CT 1; R 150 ft; D see text; SV see text; SR yes; Comp V, S, M)
Turns fire into blinding light or choking smoke.
- REMOVE DISEASE (CT 1; R touch; D perm; SV CON neg cause; SR yes (h); Comp V, DF)
Cures all diseases.
- Cause Disease (CT 1; R touch; D perm; SV CON neg cause; SR yes (h); Comp V, DF)
Causes a random disease in the creature touched.
- SNARE (CT 3; R touch; D triggered or broken; SV see text; SR no; Comp V, S, M)
Creates and conceals magical trap that binds victims.

- SPEAK WITH PLANTS (CT 1; R n/a; D 1 tn/lvl; SV n/a; SR n/a; Comp V, S)
The caster can talk to normal plants.
- SHAPE STONE OR WOOD (CT 1; R touch; D see text; SV n/a; SR n/a; Comp V, S, M, DF)
Sculpts stone or wood into any form.
- WALL OF WIND (CT 1; R 150 ft; D 1 rd/lvl; SV none; SR no; Comp V, S)
Deflects arrows, smaller creatures, and gases.
- WATER BREATHING (CT 1; R touch; D 2 hrs/lvl; SV CON neg (h); SR yes (h); Comp V, S, M, DF)
Subjects can breathe underwater.

Character _____

FOURTH LEVEL:

- ANTIPLANT SHELL (CT 1; R person; D 1 tn/lvl; SV none; SR yes; Comp V, S, DF)
Keeps plant creatures at bay.
- CONTROL PLANTS (CT 1; R 50 ft; D 1 tn/lvl; SV CHA neg (see text); SR yes; Comp V, S)
Talk to and control plants and plant creatures.
- CURE SERIOUS WOUNDS (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Cures 3d8 damage.
- Cause Serious Wounds (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Causes 3d8 damage.
- DISPEL MAGIC (CT 1; R 150 ft; D see text; SV none; SR yes; Comp V, S)
Cancels magical spells and effects.
- FREEDOM OF MOVEMENT (CT 1; R touch; D 10 min/lvl; SV n/a; SR yes (h); Comp V, S, DF)
Move normally despite impediments.
- QUENCH (CT 1; R 150 ft; D see text; SV see text; SR yes; Comp V, S, DF)
Extinguishes non-magical fires or one magic item.
- REINCARNATE (CT 10 min; R touch; D perm; SV none; SR none; Comp V, S, DF)
Brings dead subject back in a random body.

- REPEL VERMIN (CT 1; R see text; D 10 min/lvl; SV see text; SR yes; Comp V, S, DF)
Insects stay 10 ft. away.
- SCRYING (CT 10 min; R see text; D 1 rd/lvl; SV none; SR no; Comp V, S, M, F)
Spies on subject from a distance.
- SLEET STORM (CT 1; R 450 ft; D 1 rd/lvl; SV see text; SR no; Comp V, S, DF)
Hampers vision and movement.
- SPIKE STONES (CT 1; R 150 ft; D 10 min/lvl; SV see text; SR no; Comp V, S, DF)
Creatures in area take 1d8 damage, may be slowed.
- SUMMON ANIMALS (CT 1; R 50 ft; D 1 rd/lvl; SV none; SR no; Comp V, S, DF)
Calls animals to fight.

FIFTH LEVEL:

- ANIMAL GROWTH (CT 1; R 150 ft; D 1 tn/lvl; SV none; SR yes; Comp V, S)
Animals double in size, HD.
- AWAKEN (CT 1 day; R touch; D perm; SV WIS neg; SR yes; Comp V, S, DF)
Animal or tree gains human intellect.
- COMMUNE WITH NATURE (CT 10 min; R see text; D see text; SV n/a; SR n/a; Comp V, S, DF)
Learn about terrain for one mile/level.
- CONTROL WINDS (CT 1; R 50 ft; D 10 min/lvl; SV none; SR none; Comp V, S)
Change wind direction and speed.
- CURE CRITICAL WOUNDS (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Cures 5d8 damage.
- Cause Critical Wounds (CT 1; R touch; D perm; SV see text; SR yes (h); Comp V, S, DF)
Causes 5d8 damage.
- DEATH WARD (CT 1; R touch; D 10 min/lvl; SV none; SR yes (h); Comp V, S, DF)
Grants immunity to all death spells and effects.
- ICE STORM (CT 1; R 150 ft; D see text; SV none; SR yes; Comp V, S, M)
Hail deals 5d6 damage in a cylinder 50 ft. across and tall.

- INSECT PLAGUE (CT 1; R 450 ft; D 1 tn/lvl; SV see text; SR no; Comp V, S, DF)
Insect horde limits vision, inflicts damage, and weak creatures flee.
- SUMMON BEASTS OR PLANTS (CT 1; R 50 ft; D 1 rd/lvl; SV none; SR no; Comp V, S, DF)
Calls beasts or plants to fight on caster's behalf.
- TRANSMUTE MUD AND ROCK (CT 1; R 150 ft; D n/a; SV see text; SR no; Comp V, S, M, DF)
Change mud into rock, or vice-versa.
- WALL OF FIRE (CT 1; R 50 ft; D 1 rd/lvl; SV none (see text); SR yes; Comp V, S, M, DF)
Fiery curtain or ring deals damage to those near or passing through.
- WALL OF THORNS (CT 1; R 150 ft; D 10 min/lvl; SV none; SR no; Comp V, S, M)
Thorns damage anyone who tries to pass.

SIXTH LEVEL:

- ANTLIFE SHELL (CT 1; R person; D 1 tn/lvl; SV none; SR yes; Comp V, S, DF)
10-ft. field bedges out living creatures.
- FIRE SEEDS (CT 1/seed; R see text; D 1 tn/lvl or burst; SV DEX half; SR yes; Comp V, S, M, DF)
Makes acorns/berries into fire-bursting weapons.
- IRONWOOD (CT 10 min+1 min/lb.; R touch; D perm; SV none; SR no; Comp V, S, M)
Magical wood is strong as steel.
- REPEL WOOD (CT 1; R see text; D 1 rd/lvl; SV none; SR no; Comp V, S)
Pushes away wooden objects.
- STONE TELL (CT 10 min; R see text; D 1 tn/lvl; SV none; SR n/a; Comp V, S)
Talk to natural or worked stone.

- SUMMON ELEMENTAL (CT 10 min; R 150 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, DF)
Calls 12 HD elemental to service.
- TRANSPORT VIA PLANTS (CT 1; R unlimited; D 1 rd; SV no; SR yes; Comp V, S)
Moves instantly from one plant to another of the same species.
- WALL OF STONE (CT 1; R 150 ft; D perm; SV see text; SR no; Comp V, S, M)
Creates a stone wall that can be shaped.

SEVENTH LEVEL:

- CHANGESTAFF (CT 1 tn; R touch; D 1 hr/lvl; SV none; SR no; Comp V, S, F)
The caster's staff becomes treat-like.
- CONTROL WEATHER (CT 10 min (see text); R 2 miles; D 4d12 hrs; SV n/a; SR n/a; Comp V, S, M/DF)
Changes weather in a local area.
- CREEPING DOOM (CT 1; R 150 ft; D 1 tn/lvl; SV none; SR no; Comp V, S)
Carpet of insects attacks at the caster's command.
- FIRE STORM (CT 1; R 150 ft; D inst; SV DEX half; SR yes; Comp V, S)
Raging flame fills area for 1d6/lvl damage.
- GREATER SCRYING (CT 1 tn; R see text; D 1 tn/lvl; SV none; SR no; Comp V, S, M, F)
As scrying, but faster and longer.

- SUMMON MAGICAL BEASTS/PLANTS (CT 1; R 50 ft; D 1 rd/lvl; SV none; SR no; Comp V, S, DF)
Calls magical beings to fight on caster's behalf.
- TRANSMUTE METAL TO WOOD (CT 1; R 50 ft; D n/a; SV none; SR yes; Comp V, S, DF)
Metal within 40 ft. becomes wood.
- WIND WALK (CT 1; R touch; D 1 tn/lvl; SV n/a; SR yes (h); Comp V, S, DF)
The caster and allies turn vaporous and travel fast.

EIGHTH LEVEL:

- ANIMAL SHAPES (CT 1; R 50 ft; D 1 hr/lvl; SV none; SR yes (h); Comp V, S, DF)
One ally/level polymorphs into chosen animal.
- COMMAND PLANTS (CT 1; R 150 ft; D see text; SV see text; SR yes (see text); Comp V, DF)
Plants animate and vegetation entangles.
- FINGER OF DEATH (CT 1; R 50 ft; D perm; SV CHA partial; SR yes; Comp V, S)
Kills one subject.
- REGENERATE (CT 3; R touch; D see text; SV none; SR yes (h); Comp V, S, DF)
Subject's severed limbs grow back.
- REPEL METAL OR STONE (CT 1; R see text; D 1 rd/lvl; SV none; SR no; Comp V, S)
Pushes away metal and stone.

- SUNBURST (CT 1; R 50 ft; D inst; SV see text; SR yes; Comp V, S, DF)
Blinds within 10 ft., deals 3d6 damage, harms undead.
- WHIRLWIND (CT 1; R 450 ft; D 1 rd/lvl; SV see text; SR yes; Comp V, S, DF)
Cyclone inflicts damage and can pick up creatures.
- WORD OF RECALL (CT 1; R unlimited; D n/a; SV see text; SR yes (h); Comp V)
Teleports the caster back to designated place.

NINTH LEVEL:

- ANTIPTATHY (CT 1 hr; R 50 ft; D 2 hrs/lvl; SV CHA (see text); SR yes; Comp V, S, M, DF)
Object or location repels certain creatures.
- Sympathy (CT 1 hr; R 50 ft; D 2 hrs/lvl; SV CHA (see text); SR yes; Comp V, S, M, DF)
Object or location attracts certain creatures.
- ASTRAL PROJECTION (CT 30 min; R touch; D see text; SV none; SR yes (h); Comp V, S)
Projects the caster & companions into Astral Plane.
- EARTHQUAKE (CT 10 min; R 450 ft; D 1 rd; SV see text; SR no; Comp V, S, M, DF)
Intense tremor shakes 50-ft. circular area.
- HEAL (CT 1; R touch; D perm; SV none; SR yes (h); Comp V, S, DF)
Cures all damage and most everything else.
- Harm (CT 1; R touch; D perm; SV none; SR yes (h); Comp V, S, DF)
Drains target of all but 4 hp and causes disease.

- PRISMATIC WALL (CT 1; R 50 ft; D 10 min/lvl; SV see text; SR see text; Comp V, S)
Wall's colors have array of effects.
- SHAPECHANGE (CT 1; R touch; D see text; SV n/a; SR n/a; Comp V, S, M, DF)
Transforms caster into any creature; can change once per round.
- STORM OF VENGEANCE (CT 2; R 450 ft; D up to 10 rds; SV see text; SR yes; Comp V, S, DF)
Storm rains acid, lightning and hail.
- SUMMON ELEMENTAL SWARM (CT 10 min; R 150 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, DF)
Summons multiple elementals.

WIZARD SPELL PLANNER

Character _____

Spells Available by Level

0 ___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9 ___

Underline all spells known. Non-capitalized spell titles are *reversed*. Check spells prepared and mark off when cast.

CANTRIPS:

- ARCANE MARK (CT 1; R touch; D perm; SV CHA neg (h); SR yes; Comp V, S)
Inscribes a personal rune (visible or invisible).
- DANCING LIGHTS (CT 1; R 150 ft; D 1 tn; SV see text; SR no; Comp V, S)
Flgment torches or other lights.
- DETECT MAGIC (CT 1; R 50 ft×10 ft; D 1 tn/lvl; SV none; SR none; Comp V,S)
Detects magical aura and its strength along 50 ft. path.
- DETECT POISON (CT 1; R 50 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S)
Detects poison in one creature or small object.
- ENDURE ELEMENTS (CT 1; R person; D 24 hrs; SV none; SR yes; Comp V, S, DF)
Protection from natural elements and weather.
- GHOST SOUND (CT 1; R 150 ft; D 1 rd/lvl; SV INT neg; SR yes; Comp V, S, M)
Flgment sounds.
- LIGHT (CT 1; R 150 ft; D 10 min/lvl; SV none; SR no; Comp V, F)
Object shines like a torch.

- MAGE HAND (CT 1; R 25 ft; D concentration; SV none; SR yes; Comp V, S)
Five-pound telekinesis.
- MENDING (CT 1; R 25 ft; D n/a; SV n/a; SR n/a; Comp V, S)
Makes minor repairs on an object.
- MESSAGE (CT 1; R 450 ft; D 1 rd/lvl; SV n/a; SR n/a; Comp V, S)
Short, whispered communication at a distance.
- OPEN/CLOSE (CT 1; R 25 ft; D n/a; SV n/a; SR n/a; Comp V, S)
Opens or closes small or light things.
- PRESTIDIGITATION (CT 1; R 10 ft; D 1 tn/lvl; SV n/a; SR yes; Comp V, S)
Performs minor tricks or tasks.

FIRST LEVEL:

- ALTER SIZE (CT 1; R 50 ft; D 1 tn/lvl; SV CON neg; SR yes; Comp V, S)
Object grows or shrinks 10%/level (max 50%).
- BURNING HANDS (CT 1; R 5 ft; D inst; SV none; SR yes; Comp V, S)
1d2+1/level fire damage.
- CHARM PERSON (CT 1; R 50 ft; D 1 hr/lvl; SV CHA neg; SR yes; Comp V, S)
Makes one person caster's friend.
- CHANGE SELF (CT 1; R touch; D 10 tn/lvl; SV INT neg; SR no; Comp V, S)
Changes caster's appearance.
- COMPEHEND LANGUAGES (CT 1; R n/a; D 10 min/lvl; SV n/a; SR n/a; Comp V, S)
Understands spoken and written languages.
- ERASE (CT 1; R 50 ft or touch; D see text; SV n/a; SR none; Comp V, S)
Mundane or magical writing vanishes.
- FEATHER FALL (CT 1; R 150 ft; D 1 rd/lvl; SV no; SR yes (h); Comp V)
Objects or creatures fall slowly.
- FLOATING DISK (CT 1; R 10 ft; D 1 hr/lvl; SV n/a; SR n/a; Comp V, S, M)
3-ft.-diameter horizontal disk that holds 1000 lbs.
- HOLD PORTAL (CT 1; R 50 ft; D see text; SV n/a; SR n/a; Comp V, S)
Holds door shut.
- IDENTIFY (CT 10 min; R 5 ft; D 1 rd/lvl; SV none; SR no; Comp V, S, M)
Determines single feature of magic item.
- JUMP (CT 1; R touch; D 1 tn/lvl; SV none; SR yes; Comp V, S, M)
Make astounding leaps for 1 minute/level.
- MAGIC MISSILE (CT 1; R 150 ft; D n/a; SV none; SR yes; Comp V, S)
Strikes for 1d4+1 damage; +1 missile/two levels.
- PROT. FROM CHAOS/EVIL/GOOD/LAW (CT 1; R touch; D 10 min/lvl; SV none; SR yes; Comp V, S, F)
+2 AC and saves, plus other defenses.

- READ MAGIC (CT 1; R personal; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, F)
Read magical writings, scrolls, and spellbooks.
- SHIELD (CT 1; R see text; D 1 tn/lvl; SV n/a; SR no; Comp V, S)
Invisible disc raises AC and blocks magic missiles.
- SHOCKING GRASP (CT 1; R touch; D until discharged; SV none; SR yes; Comp V, S)
Electric touch deals 1d8+1/level damage.
- SLEEP (CT 1; R 150 ft; D 1 tn/lvl; SV none; SR yes; Comp V, S, M)
Put 2d4 HD of creatures into comatose slumber.
- SPIDER CLIMB (CT 1; R n/a; D 2 rds/lvl; SV INT neg (h); SR yes (h); Comp V, S, M)
Grants ability to walk on walls and ceilings.
- SUMMON FAMILIAR (CT 1 day; R n/a; D n/a; SV no; SR yes; Comp V, S, M)
Summons & binds unique companion to wizard.
- UNSEEN SERVANT (CT 1; R 50 ft; D 1 hr/lvl; SV n/a; SR n/a; Comp V, S, M)
Creates invisible force that obeys the caster's commands.

SECOND LEVEL:

- ACID ARROW (CT 1; R 450 ft; D 1 rd+1 rd/2 lvl; SV none; SR yes; Comp V, S, M)
Make ranged attack to deal 2d4/two levels acid damage.
- CONTINUAL FLAME (CT 1; R 5 ft; D perm; SV none; SR yes; Comp V, S)
Makes a permanent, heatless flame.
- DARKNESS (CT 1; R 50 ft; D 10 min/lvl; SV none; SR none; Comp V, M/DF)
Creates 20-ft. radius supernatural darkness.
- Daylight (CT 1; R 50 ft; D 10 min/lvl; SV none; SR none; Comp V, M/DF)
Creates light as bright as full daylight in a 60-ft. radius.
- DETECT THOUGHTS (CT 1; R 50 ft×10 ft; D 10 min/lvl; SV none; SR yes; Comp V, S, F, DF)
Allows listening to surface thoughts.
- Hide Thoughts (CT 1; R 50 ft×10 ft; D 10 min/lvl; SV none; SR yes; Comp V, S, F, DF)
Obscures a target's thoughts and counters detect thoughts.
- ENHANCE ATTR. (CT 1; R touch; D 1 hr/lvl; SV CON neg (h); SR yes (h); Comp V, S, M)
Raises attribute score for 1 hour/level.
- Diminish Attr. (CT 1; R touch; D 1 hr/lvl; SV CON neg (h); SR yes (h); Comp V, S, M)
Lowers attribute score for 1 hour/level.
- FOG CLOUD (CT 1; R 150 ft; D 10 min/lvl; SV none; SR no; Comp V, S)
Fog obscures vision.
- INVISIBILITY (CT 1; R touch; D perm; SV none; SR yes; Comp V, S, M)
Subject is invisible until attacks.
- KNOCK (CT 1; R 50 ft; D perm; SV none; SR no; Comp V)
Magically opens door, item, chest, etc.
- Lock (CT 1; R 50 ft; D perm; SV none; SR no; Comp V)
Magically locks door, item, chest, etc.
- LEVITATE (CT 1; R pers/50 ft; D 10 min/lvl; SV INT neg; SR yes (h); Comp V, S, F)
Subject moves up and down at caster's discretion.
- LOCATE OBJ. (CT 1; R 450 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, F, DF)
Senses direction toward object (specific or type).
- Obscure Object (CT 1; R 450 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, F, DF)
Prevents object from being located by spells like locate object.

- MAGIC MOUTH (CT 1; R touch; D perm; SV n/a; SR yes (object); Comp V, S)
Speaks once when triggered.
- MIRROR IMAGE (CT 1; R see text; D 3 rd/lvl; SV none; SR no; Comp V, S)
Creates 1d4+1 decoy duplicates of caster.
- PROT. FROM ARROWS (CT 1; R touch; D 10 min/lvl; SV none; SR yes; Comp V, S, F)
Subject immune to most ranged attacks.
- PYROTECHNICS (CT 1; R 150 ft; D see text; SV see text; SR yes; Comp V, S, M)
Turns fire into blinding light or choking smoke.
- RAY OF ENFEEBLEMENT (CT 1; R 50 ft; D 1 rd/lvl; SV CON neg; SR yes; Comp V, S)
Reduces Strength by 1d4 points + 1 point/2 levels.
- ROPE TRICK (CT 1; R touch; D 1 hr/lvl; SV none; SR no; Comp V, S, F)
Up to eight creatures hide in extra-dimensional space.
- SCARE (CT 1; R 50 ft; D 1 rd/lvl; SV CHA neg; SR yes; Comp V, S, M)
Panics one creature up to 5 HD.
- SEE INVISIBILITY (CT 1; R vision; D 10 min/lvl; SV none; SR n/a; Comp V, S, M)
Reveals invisible creatures or objects.
- SHATTER (CT 1; R 50 ft; D inst; SV see text; SR yes (object); Comp V, S, M)
Sonic vibration damages objects or crystalline creatures.
- WEB (CT 1; R 50 ft; D n/a; SV see text; SR no; Comp V, S, M)
Sticky webs trap creatures in 20 ft. × 20 ft. area.

Character

THIRD LEVEL:	<input type="checkbox"/> <input type="checkbox"/> BLINK (CT 1; R n/a; D 1 rd/lvl; SV n/a; SR n/a; Comp V, S) <i>Makes harder to hit and other effects.</i>	<input type="checkbox"/> <input type="checkbox"/> MAGIC CIRCLE (CT 1; R creature touched; D 3 rds/lvl; SV none; SR no (see text); Comp V, S, M/DF) <i>As protection spell versus chaos, evil, good, or law, but 10-ft. radius.</i>
	<input type="checkbox"/> <input type="checkbox"/> CLAIRAUDIENCE/CLAIRVOYANCE (CT 1; R see text; D 1 tn/lvl; SV none; SR no; Comp V, S, F/DF) <i>Hear or see at a distance for 1 minute/level.</i>	<input type="checkbox"/> <input type="checkbox"/> NONDETECTION (CT 1; R 25 ft; D 1 hr/lvl; SV see text; SR yes (h); Comp V, S, M) <i>Hides subject from divination, scrying.</i>
	<input type="checkbox"/> <input type="checkbox"/> DISPEL MAGIC (CT 1; R 150 ft; D see text; SV none; SR yes; Comp V, S) <i>Cancels magical spells and effects.</i>	<input type="checkbox"/> <input type="checkbox"/> STINKING CLOUD (CT 1; R 30 ft; D 1 rd/lvl; SV CON neg; SR no; Comp V, S, M) <i>Nauseating vapors that make helpless & limit sight.</i>
	<input type="checkbox"/> <input type="checkbox"/> EXPLOSIVE RUNES (CT 1 tn; R touch; D see text; SV DEX half (see text); SR yes; Comp V, S) <i>Deals 6d6 damage when read.</i>	<input type="checkbox"/> <input type="checkbox"/> SUGGESTION (CT 1; R 50 ft; D 1 hr/lvl; SV CHA neg; SR yes; Comp V, M) <i>Compels subject to follow stated course of action.</i>
	<input type="checkbox"/> <input type="checkbox"/> FIREBALL (CT 10 min; R touch; D until discharged; SV DEX half; SR yes; Comp V, S, M) <i>1d6 damage/lvl in 40-ft. diameter sphere.</i>	<input type="checkbox"/> <input type="checkbox"/> SUMMON LESSER MONSTER (CT 1; R 50 ft; D 1 rd/lvl; SV none; SR no; Comp V, S, DF) <i>Calls monsters of 3 HD or less to aid caster.</i>
	<input type="checkbox"/> <input type="checkbox"/> FLY (CT 1; R touch; D 10 min/lvl; SV none; SR yes (h); Comp V, S, M) <i>Subject flies at a speed of 90.</i>	<input type="checkbox"/> <input type="checkbox"/> TINY HUT (CT 1; R n/a; D 1 hr/lvl; SV none; SR no; Comp V, S, M) <i>Creates shelter for 10 creatures.</i>
	<input type="checkbox"/> <input type="checkbox"/> GASEOUS FORM (CT 1; R touch; D 1 tn/lvl; SV n/a; SR yes (h); Comp S) <i>Subject becomes insubstantial and can fly slowly.</i>	<input type="checkbox"/> <input type="checkbox"/> TONGUES (CT 1; R touch; D 1 tn/lvl; SV none; SR no; Comp V, S) <i>Speak any language.</i>
	<input type="checkbox"/> <input type="checkbox"/> GUST OF WIND (CT 1; R 150 ft; D 1 rd; SV STR neg; SR no; Comp V, S) <i>Blows away or knocks down smaller creatures.</i>	<input type="checkbox"/> <input type="checkbox"/> WATER BREATHING (CT 1; R touch; D 2 hrs/lvl; SV CON neg (h); SR yes (h); Comp V, S, M, DF) <i>Subjects can breathe underwater.</i>
	<input type="checkbox"/> <input type="checkbox"/> HASTE (CT 1; R 50 ft; D 1 rd/lvl; SV CON (h) see text; SR yes (h); Comp V, S, M) <i>Doubles move & number of attacks.</i>	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> Slow (CT 1; R 50 ft; D 1 rd/lvl; SV CON (h) see text; SR yes (h); Comp V, S, M) <i>Halves move & number of attacks.</i>	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> HOLD PERSON (CT 1; R 50 ft; D 1 rd/lvl; SV WIS neg; SR yes; Comp V, S, M) <i>Holds one person helpless; 1 round/level.</i>	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> INVISIBILITY SPHERE (CT 1; R see text; D 1 tn/lvl; SV none; SR yes; Comp V, S, M) <i>Makes everyone within 10 ft. invisible.</i>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> LIGHTNING BOLT (CT 1; R see text; D inst; SV DEX half; SR yes; Comp V, S, M) <i>Electricity deals 1d6 damage/level.</i>	<input type="checkbox"/> <input type="checkbox"/>	

FOURTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> ARCANE EYE (CT 1 tn; R unlimited; D 1 tn/lvl; SV none; SR none; Comp V, S, M) <i>Caster can see through this invisible, moving eye.</i>	<input type="checkbox"/> <input type="checkbox"/> REMOVE CURSE (CT 1; R touch; D perm; SV none; SR no; Comp V, S) <i>Frees person or object from curses.</i>
	<input type="checkbox"/> <input type="checkbox"/> CHARM MONSTER (CT 1; R 50 ft; D 1 day/lvl; SV CHA neg; SR yes; Comp V, S) <i>Makes monster believe it is the caster's ally.</i>	<input type="checkbox"/> <input type="checkbox"/> Bestow Curse (CT 1; R touch; D perm; SV CHA; SR yes; Comp V, S) <i>Places curse on a creature.</i>
	<input type="checkbox"/> <input type="checkbox"/> CONFUSION (CT 1; R 150 ft; D 1 rd/lvl; SV WIS neg; SR yes; Comp V, S) <i>Makes subjects behave randomly for 1 round/level.</i>	<input type="checkbox"/> <input type="checkbox"/> POLYMORPH SELF/OTHER (CT 1; R 50 ft; D perm; SV WIS neg (h); SR yes; Comp V, S, M) <i>Gives caster or subject a new form.</i>
	<input type="checkbox"/> <input type="checkbox"/> DETECT SCRYING (CT 1; R unlimited; D 1 day; SV none; SR none; Comp V, S) <i>Alerts caster of magical eavesdropping.</i>	<input type="checkbox"/> <input type="checkbox"/> RESILIENT SPHERE (CT 1; R 50 ft; D -; SV DEX neg (h); SR yes (h); Comp V, S) <i>Force globe protects but traps one subject.</i>
	<input type="checkbox"/> <input type="checkbox"/> DIMENSION DOOR (CT 1; R 450 ft; D inst; SV n/a; SR n/a; Comp V) <i>Teleports caster (and 500 lbs.) up to 450 ft.</i>	<input type="checkbox"/> <input type="checkbox"/> SCRYING (CT 10 min; R see text; D 1 rd/lvl; SV none; SR no; Comp V, S, M, F) <i>Spies on subject from a distance.</i>
	<input type="checkbox"/> <input type="checkbox"/> FEAR (CT 1; R 50 ft; D 1 rd/lvl; SV CHA neg; SR yes; Comp V, S) <i>Subjects flee for 1 round/level.</i>	<input type="checkbox"/> <input type="checkbox"/> SHOUT (CT 1; R see text; D inst; SV see text; SR yes; Comp V) <i>Deafens all within cone and deals 2d6 damage.</i>
	<input type="checkbox"/> <input type="checkbox"/> FIRE SHIELD (CT 1; R see text; D 1 rd/lvl; SV none; SR see text; Comp V, S, M) <i>Attackers take damage; protects against cold or heat/fire attacks.</i>	<input type="checkbox"/> <input type="checkbox"/> WALL OF FIRE (CT 1; R 50 ft; D 1 rd/lvl; SV none (see text); SR yes; Comp V, S, M, DF) <i>Fiery curtain or ring deals damage to those near or passing through.</i>
	<input type="checkbox"/> <input type="checkbox"/> FIRE TRAP (CT 10 min; R touch; D until discharged; SV DEX half; SR yes; Comp V, S, M) <i>Opened object deals 1d4+1/level damage.</i>	<input type="checkbox"/> <input type="checkbox"/> WALL OF ICE (CT 1; R 150 ft; D 1 tn/lvl; SV none; SR no; Comp V, S, M) <i>Creates very hard sheet or hemisphere of ice.</i>
	<input type="checkbox"/> <input type="checkbox"/> ICE STORM (CT 1; R 150 ft; D see text; SV none; SR yes; Comp V, S, M) <i>Hail deals 5d6 damage in cylinder 50 ft. across and tall.</i>	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> HALLUCINATORY TERRAIN (CT 10 min; R 150 ft; D see text; SV INT; SR no; Comp V, S, M) <i>Makes type of terrain appear like another.</i>	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> LOCATE CREATURE (CT 1; R 450 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, F) <i>Indicates direction to individual/type of creature.</i>	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> MINOR GLOBE OF INVULNERABILITY (CT 1; R personal; D 1 rd/lvl; SV none; SR no; Comp V, S, M) <i>Stops 1st to 3rd-level spell effects.</i>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> MNEMONIC ENHANCER (CT 10 min; R n/a; D see text; SV n/a; SR n/a; Comp V, S, M, F) <i>Caster prepares or retains additional spells.</i>	<input type="checkbox"/> <input type="checkbox"/>	

FIFTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> ANIMATE DEAD (CT 1; R 50 ft; D n/a; SV none; SR none; Comp V, S, M) <i>Creates and controls undead skeletons and zombies.</i>	<input type="checkbox"/> <input type="checkbox"/> SUMMON MONSTER (CT 1; R 50 ft; D 1 rd/lvl; SV none; SR no; Comp V, S, DF) <i>Calls monsters of 6 HD or less to aid caster.</i>
	<input type="checkbox"/> <input type="checkbox"/> Preserve Dead (CT 1; R 50 ft; D n/a; SV none; SR none; Comp V, S, M) <i>Preserves corpses for 1 day/level and extends raise time limit.</i>	<input type="checkbox"/> <input type="checkbox"/> TELEKINESIS (CT 1; R 100 ft; D 1 rd/lvl; SV see text; SR yes; Comp V, S) <i>Lift or moves 2 lb./level at long range.</i>
	<input type="checkbox"/> <input type="checkbox"/> BIND ELEMENTAL (CT 10 min; R 50 ft; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, M) <i>Traps elemental to perform task.</i>	<input type="checkbox"/> <input type="checkbox"/> TELEPATHIC BOND (CT 1; R see text; D 1 hr; SV none; SR no; Comp V, S) <i>Link lets allies communicate.</i>
	<input type="checkbox"/> <input type="checkbox"/> CLOUDKILL (CT 1; R 150 ft; D 1 tn/lvl; SV see text; SR yes; Comp V, S) <i>Poison fog kills 3 HD or less; 4-6 HD save or die.</i>	<input type="checkbox"/> <input type="checkbox"/> TELEPORT (CT 1; R touch; D inst; SV none; SR yes (h); Comp V) <i>Instantly transports the caster anywhere.</i>
	<input type="checkbox"/> <input type="checkbox"/> CONE OF COLD (CT 1; R see text; D 1 rd; SV DEX half; SR yes; Comp V, S, M) <i>1d6 cold damage/level.</i>	<input type="checkbox"/> <input type="checkbox"/> TRANSMUTE MUD AND ROCK (CT 1; R 150 ft; D n/a; SV see text; SR no; Comp V, S, M, DF) <i>Change mud into rock, or vice-versa.</i>
	<input type="checkbox"/> <input type="checkbox"/> CONTACT OTHER PLANE (CT 10 min; R see text; D 1 rd/2 lvls; SV n/a; SR n/a; Comp V) <i>Ask questions of extraplanar entity.</i>	<input type="checkbox"/> <input type="checkbox"/> WALL OF FORCE (CT 1; R 50 ft; D 2 rds/lvl; SV none; SR no; Comp V, S, M) <i>Wall, sphere, or hemisphere is immune to damage.</i>
	<input type="checkbox"/> <input type="checkbox"/> FAITHFUL HOUND (CT 2 rd; R 50 ft; D 1 hr/lvl (see text); SV n/a; SR n/a; Comp V, S, M) <i>Phantom dog can guard, attack.</i>	<input type="checkbox"/> <input type="checkbox"/> WALL OF IRON (CT 1; R 50 ft; D perm; SV see text; SR no; Comp V, S, M) <i>Creates vertical sheet of tough iron.</i>
	<input type="checkbox"/> <input type="checkbox"/> FEEBLEMIND (CT 1; R 150 ft; D see text; SV CHA neg; SR yes; Comp V, S) <i>Intelligence drops to below an animal's.</i>	<input type="checkbox"/> <input type="checkbox"/> WALL OF STONE (CT 1; R 150 ft; D perm; SV see text; SR no; Comp V, S, M) <i>Creates a stone wall that can be shaped.</i>
	<input type="checkbox"/> <input type="checkbox"/> HOLD MONSTER (CT 1; R 50 ft; D 1 rd/lvl; SV WIS neg; SR yes; Comp V, S, M) <i>As hold person, but any creature.</i>	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> MAGIC JAR (CT 1; R 150 ft; D 1 tn/lvl; SV CHA save neg; SR yes; Comp V, S, M) <i>Enables possession of another creature.</i>	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> PASSWALL (CT 1; R 50 ft; D 1 hr/lvl; SV n/a; SR n/a; Comp V, S, M) <i>Creates temporary passages through walls.</i>	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> PERMANENCY (CT 2 + spell made perm; R n/a; D perm; SV none; SR no; Comp V, S) <i>Makes certain spells permanent with cost.</i>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> SECRET CHEST (CT 1 hr; R see below; D 60 days; SV n/a; SR n/a; Comp V, S, F) <i>Hides magic chest for caster to retrieve when needed.</i>	<input type="checkbox"/> <input type="checkbox"/>	

ILLUSIONIST SPELL PLANNER

Character _____

Spells Available by Level

0 ___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9 ___

Underline all spells known. Non-capitalized spell titles are *reversed*. Check spells prepared and mark off when cast.

CANTRIPS:

- ARCANE MARK (CT 1; R touch; D perm; SV CHA neg (h); SR yes; Comp V, S)
Inscribes a personal rune (visible or invisible).
- DANCING LIGHTS (CT 1; R 150 ft; D 1 tn; SV see text; SR no; Comp V, S)
Flgment torches or other lights.
- DETECT ILLUSION (CT 1; R touch; D 1 tn/lvl; SV none; SR none; Comp V, S)
Detects illusions along 50 ft. path.
- GHOST SOUND (CT 1; R 150 ft; D 1 rd/lvl; SV INT neg; SR yes; Comp V, S, M)
Flgment sounds.
- INFLUENCE (CT 1; R 25 ft; D 3 rds; SV CHA neg; SR yes; Comp V, S)
Temporary charm.
- LIGHT (CT 1; R 150 ft; D 10 min/lvl; SV none; SR no; Comp V, F)
Object shines like a torch.

- MAGICAL AURA (CT 1; R touch; D n/a; SV n/a; SR n/a; Comp M)
Grants object false magic aura.
- MESSAGE (CT 1; R 450 ft; D 1 rd/lvl; SV n/a; SR n/a; Comp V, S)
Short, whispered communication at a distance.
- MENDING (CT 1; R 25 ft; D n/a; SV n/a; SR n/a; Comp V, S)
Makes minor repairs on an object.
- PRESTIDIGITATION (CT 1; R see text; D 1 rd/lvl; SV none; SR yes; Comp V, S, DF)
Performs minor tricks.

FIRST LEVEL:

- CHANGE SELF (CT 1; R touch; D 10 tn/lvl; SV INT neg; SR no; Comp V, S)
Changes the caster's appearance.
- COLOR SPRAY (CT 1; R 25 ft; D inst; SV WIS neg; SR yes; Comp V, S, M)
Knocks unconscious, blinds, or stuns 1d4+1 level worth of creatures.
- DARKNESS (CT 1; R 50 ft; D 10 min/lvl; SV none; SR none; Comp V, M/DF)
20 ft. radius of supernatural darkness.
- Daylight (CT 1; R 50 ft; D 10 min/lvl; SV none; SR none; Comp V, M/DF)
Creates light as bright as full daylight in a 60-ft. radius.
- DAZE (CT 1; R 25 ft; D 1 rd; SV INT neg; SR yes; Comp V, S, M)
Creature loses next action.
- ERASE (CT 1; R 50 ft or touch; D see text; SV n/a; SR none; Comp V, S)
Mundane or magical writing vanishes.
- HYPNOTISM (CT 1; R 25 ft; D 1d2 rds + 1 rd/lvl; SV INT neg; SR yes; Comp V, S)
Fascinates 2d4 HD of creatures.
- OBSCURING MIST (CT 1; R n/a; D 1 min/lvl; SV none; SR no; Comp V, S)
Fog surrounds the caster.
- READ MAGIC (CT 1; R personal; D 10 min/lvl; SV n/a; SR n/a; Comp V, S, F)
Read scrolls and spellbooks.

- SEE INVISIBILITY (CT 1; R as normal vision; D 10 min/lvl; SV none; SR n/a; Comp V, S, M)
Reveals invisible creatures or objects.
- SILENT IMAGE (CT 1; R 450 ft; D concentration; SV INT; SR no; Comp V, S)
Creates minor image of your design.
- UNDETECTABLE AURA (CT 1; R touch; D 1 rd/lvl; SV none; SR yes; Comp V, S, M)
Masks magic item's aura.
- VENTRILOQUISM (CT 1; R 50 ft; D 3 rds + 1 rd/lvl; SV INT to disbelieve; SR no; Comp V, S)
Throws sound or voice.

SECOND LEVEL:

- ALTER SELF (CT 1; R person; D 1 min/lvl; SV none; SR none; Comp V, S)
As change self, plus more drastic changes.
- BLUR (CT 1; R touch (one); D 1 tn/lvl; SV WIS neg (h); SR yes; Comp V)
Attacks miss subject 20% of the time.
- DETECT MAGIC (CT 1; R 50 ft x 10 ft; D 1 tn/lvl; SV none; SR none; Comp V, S)
Detects magical aura & its strength along 50 ft path.
- FALSE TRAP (CT 1; R 50 ft; D 1 tn/lvl; SV see text; SR see text; Comp V, S, M)
Makes item seem trapped.
- FOG CLOUD (CT 1; R 150 ft; D 10 min/lvl; SV none; SR no; Comp V, S)
Fog obscures vision.
- HYPNOTIC PATTERN (CT 1; R 50 ft; D concentration; SV INT neg; SR yes; Comp S)
Fascinates 2d4+1 HD/level of creatures.
- INVISIBILITY (CT 1; R touch; D perm; SV none; SR yes; Comp V, S, M)
Subject is invisible until it attacks.
- MAGIC MOUTH (CT 1; R touch; D perm; SV n/a; SR yes (object); Comp V, S)
Speaks once when triggered.
- MINOR IMAGE (CT 1; R 450 ft; D see text; SV INT; SR no; Comp V, S)
Image, plus some sounds and smells.

- MIRROR IMAGE (CT 1; R see text; D 3 rd/lvl; SV none; SR no; Comp V, S)
Creates 1d4+1 decoy duplicates of the caster.
- MISDIRECTION (CT 1; R 50 ft; D 1 rd/lvl; SV WIS neg; SR no; Comp S)
Misleads divinations for one creature or object.
- REMOVE BLINDNESS/DEAFNESS (CT 1; R 50 ft; D 1 tn/lvl; SV CHA neg; SR yes; Comp V, S)
Cures subject of either blindness or deafness.
- Cause Blindness/Deafness (CT 1; R touch; D perm; SV CON neg; SR yes (h); Comp V, DF)
Makes subject blind or deaf.

THIRD LEVEL:

- BLINK (CT 1; R n/a; D 1 rd/lvl; SV n/a; SR n/a; Comp V, S)
Causes caster to move in and out of ethereal plane and is difficult to hit.
- CONTINUAL FLAME (CT 1; R 5 ft; D perm; SV none; SR yes; Comp V, S)
Makes a permanent, heatless torch.
- DISPEL ILLUSION (CT 1; R 150 ft; D see text; SV none; SR yes; Comp V, S)
Cancels illusion spells and effects.
- HALLUCINATORY TERRAIN (CT 10 min; R 150 ft; D see text; SV INT; SR no; Comp V, S, M)
Makes one type of terrain appear like another.
- ILLUSORY SCRIPT (CT 1 min; R touch; D perm; SV see text; SR no; Comp V, S, M)
Only intended reader can decipher.
- INVISIBILITY SPHERE (CT 1; R see text; D 1 tn/lvl; SV none; SR yes; Comp V, S, M)
Makes everyone within 10 ft. invisible.
- MAJOR IMAGE (CT 1; R 450 ft; D concentration + 3 rds; SV INT (if disbelieve); SR no; Comp V, S)
A silent image, plus sound, smell & thermal effects.
- NONDETECTION (CT 1; R 25 ft; D 1 hr/lvl; SV see text; SR yes (h); Comp V, S, M)
Hides subject from divination, scrying.

- ROPE TRICK (CT 1; R touch; D 1 hr/lvl; SV none; SR no; Comp V, S, F)
Up to eight creatures hide in extradimensional space.
- SCARE (CT 1; R 50 ft; D 1 rd/lvl; SV CHA neg; SR yes; Comp V, S, M)
Panics one creature up to 5 HD.
- SECRET PAGE (CT 10 min; R touch; D see text; SV none; SR no; Comp V, S, M)
Changes one page to hide its real content.
- SUGGESTION (CT 1; R 50 ft; D 1 hr/lvl; SV CHA neg; SR yes; Comp V, M)
Compels subject to follow stated course of action.

Character

FOURTH LEVEL:

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| <input type="checkbox"/> <input type="checkbox"/> CONFUSION (CT 1; R 150 ft; D 1 rd/lvl; SV WIS neg; SR yes; Comp V, S)
<i>Makes subjects behave randomly for 1 round/level.</i> | <input type="checkbox"/> <input type="checkbox"/> RAINBOW PATTERN (CT 1; R 50 ft; D 1 rd/lvl; SV INT neg; SR yes; Comp S, F)
<i>Prevents 24 HD of creatures from attacking or moving away.</i> |
| <input type="checkbox"/> <input type="checkbox"/> EMOTION (CT 1; R 150 ft; D concentration; SV CHA neg; SR yes; Comp V, S)
<i>Arouses strong emotion in subject.</i> | <input type="checkbox"/> <input type="checkbox"/> SECURE SHELTER (CT 10 min; R 50 ft; D 2 hrs/lvl; SV none; SR n/a; Comp V, S, M, F)
<i>Creates sturdy, furnished cottage.</i> |
| <input type="checkbox"/> <input type="checkbox"/> ILLUSORY WALL (CT 1 tn; R 50 ft; D perm; SV INT (if disbelieve); SR no; Comp V, S)
<i>Surface looks real but anything can pass through.</i> | <input type="checkbox"/> <input type="checkbox"/> SEEMING (CT 1; R 50 ft; D 12 hrs; SV none (Int disbelieves); SR no; Comp V, S)
<i>Changes appearance of one person/two levels.</i> |
| <input type="checkbox"/> <input type="checkbox"/> IMPROVED INVISIBILITY (CT 1; R touch; D 1 tn + 1 rd/lvl; SV none; SR yes; Comp V, S)
<i>As invisibility but can attack & stay invisible.</i> | <input type="checkbox"/> <input type="checkbox"/> SHADOW CONJURATION (CT 1; R 150 ft; D 1 rd/lvl; SV see text; SR no; Comp V, S)
<i>Shadow monsters attack foes.</i> |
| <input type="checkbox"/> <input type="checkbox"/> MINOR CREATION (CT 1 tn; R 10 ft; D 1 hr/lvl; SV n/a; SR n/a; Comp V, S, M)
<i>Creates one cloth or wood object.</i> | <input type="checkbox"/> <input type="checkbox"/> SOLID FOG (CT 1; R 150 ft; D 1 tn/lvl; SV none; SR no; Comp V, S)
<i>Blocks vision and slows movement.</i> |
| <input type="checkbox"/> <input type="checkbox"/> MIRAGE ARCANA (CT 5 min; R 150 ft; D see text; SV INT; SR no; Comp V, S, M)
<i>As hallucinatory terrain, plus structures.</i> | <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> PHANTASMAL KILLER (CT 1; R 50 ft; D 1 rd/lvl; SV see text; SR yes; Comp V, S)
<i>Illusion kills subject or deals 3d6 damage.</i> | <input type="checkbox"/> <input type="checkbox"/> |

FIFTH LEVEL:

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| <input type="checkbox"/> <input type="checkbox"/> DREAM (CT 1 min; R unlimited; D see text; SV none; SR yes (h); Comp V, S)
<i>Sends message to anyone sleeping.</i> | <input type="checkbox"/> <input type="checkbox"/> NIGHTMARE (CT 10 min; R unlimited; D see text; SV CHA neg; SR yes; Comp V, S)
<i>Sends vision dealing 1d10 damage, fatigue.</i> |
| <input type="checkbox"/> <input type="checkbox"/> FAITHFUL HOUND (CT 2 rd; R 50 ft; D 1 hr/lvl (see text); SV n/a; SR n/a; Comp V, S, M)
<i>Phantom dog can guard, attack.</i> | <input type="checkbox"/> <input type="checkbox"/> PERSISTENT IMAGE (CT 1; R 150 ft; D 1 min/lvl; SV INT; SR no; Comp V, S)
<i>As major image, but no concentration required.</i> |
| <input type="checkbox"/> <input type="checkbox"/> FALSE VISION (CT 1; R 50 ft; D 1 tn/lvl; SV see text; SR see text; Comp V, S, M)
<i>Fools scrying with an illusion.</i> | <input type="checkbox"/> <input type="checkbox"/> PROJECT IMAGE (CT 1; R 50 ft; D 1 rd/lvl; SV n/a; SR no; Comp V, S, M)
<i>Illusory double can talk and cast spells.</i> |
| <input type="checkbox"/> <input type="checkbox"/> GREATER SHADOW CONJ. (CT 1; R 150 ft; D 1 rd/lvl; SV INT (see text); SR yes; Comp V, S)
<i>Strong shadow monsters attack foes.</i> | <input type="checkbox"/> <input type="checkbox"/> SHADOW EVOCATION (CT 1; R special; D see text; SV see text; SR yes; Comp V, S)
<i>Mimics certain wizard spells.</i> |
| <input type="checkbox"/> <input type="checkbox"/> GUARDS AND WARDS (CT 30 min; R special; D 1 hr/lvl; SV see text; SR see text; Comp V, S, M)
<i>Array of magic effects protect area.</i> | <input type="checkbox"/> <input type="checkbox"/> TRUE SEEING (CT 1; R touch; D 1 rd/lvl; SV none; SR yes; Comp V, S, M)
<i>See all things as they really are.</i> |
| <input type="checkbox"/> <input type="checkbox"/> MAJOR CREATION (CT 10 min; R 10 ft; D see text; SV n/a; SR n/a; Comp V, S, M)
<i>As minor creation, plus stone and metal.</i> | <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> MASS SUGGESTION (CT 1; R 50 ft; D 1 hr/lvl; SV CHA neg; SR yes; Comp V, M)
<i>As suggestion, plus one/level subjects.</i> | <input type="checkbox"/> <input type="checkbox"/> |

SIXTH LEVEL:

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| <input type="checkbox"/> <input type="checkbox"/> ANTI-ILLUSION SHIELD (CT 1; R person; D 1 tn/lvl; SV none; SR see text; Comp V, S)
<i>Negates illusions within 10 ft.</i> | <input type="checkbox"/> <input type="checkbox"/> PROGRAMMED IMAGE (CT 1; R 150 ft; D 1 rd/lvl; SV INT to disbelieve; SR no; Comp V, S, M)
<i>As major image, plus triggered by event.</i> |
| <input type="checkbox"/> <input type="checkbox"/> FEEBLEMIND (CT 1; R 150 ft; D see text; SV CHA neg; SR yes; Comp V, S)
<i>Subject's Intelligence drops to below an animal's.</i> | <input type="checkbox"/> <input type="checkbox"/> SHADES (CT 1; R 150 ft; D 1 rd/lvl; SV INT disbelieves; SR no; Comp V, S)
<i>Powerful shadow monsters attack foes.</i> |
| <input type="checkbox"/> <input type="checkbox"/> GREATER SHADOW EVOCATION (CT 1; R 150 ft; D 1 rd/lvl; SV INT (see text); SR yes; Comp V, S)
<i>Mimics certain wizard spells.</i> | <input type="checkbox"/> <input type="checkbox"/> VEIL (CT 1; R 50 ft; D 1 hr/lvl; SV see text; SR see text; Comp V, S)
<i>Changes appearance of group of creatures.</i> |
| <input type="checkbox"/> <input type="checkbox"/> MISLEAD (CT 1; R 25 ft; D 1 rd/lvl; SV INT (disbelief); SR no; Comp S)
<i>Turns the caster invisible and creates illusory double.</i> | <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> PERMANENT IMAGE (CT 1; R 150 ft; D perm; SV INT; SR no; Comp V, S, M)
<i>Includes sight, sound, and smell.</i> | <input type="checkbox"/> <input type="checkbox"/> |

SEVENTH LEVEL:

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| <input type="checkbox"/> <input type="checkbox"/> INSANITY (CT 1; R 50 ft; D perm; SV INT neg; SR yes; Comp V, S)
<i>Subject suffers continuous confusion.</i> | <input type="checkbox"/> <input type="checkbox"/> SHADOW WALK (CT 1; R touch; D 1 hr/lvl; SV INT neg (h); SR yes (h); Comp V, S)
<i>Step into shadow to travel rapidly.</i> |
| <input type="checkbox"/> <input type="checkbox"/> MASS INVISIBILITY (CT 1; R 50 ft; D n/a; SV INT neg (h); SR yes (h); Comp V, S, M)
<i>As invisibility, but affects all in range.</i> | <input type="checkbox"/> <input type="checkbox"/> SIMULACRUM (CT 12 hrs; R n/a; D n/a; SV n/a; SR n/a; Comp V, S, M)
<i>Creates clone, but weaker and without all memory.</i> |
| <input type="checkbox"/> <input type="checkbox"/> MAZE (CT 1; R 25 ft; D see text; SV none; SR yes; Comp V, S)
<i>Traps subject in extradimensional maze.</i> | <input type="checkbox"/> <input type="checkbox"/> VISION (CT 1 tn; R n/a; D see text; SV see text; SR no; Comp V, S)
<i>Quickly reveals legends about person, place, or thing.</i> |
| <input type="checkbox"/> <input type="checkbox"/> PRISMATIC SPRAY (CT 1; R 50 ft; D 10 min/lvl; SV see text; SR see text; Comp V, S)
<i>Rays hit subjects with variety of effects.</i> | <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> SEQUESTER (CT 3; R touch; D 1 day/lvl; SV see text; SR no; Comp V, S, M)
<i>Subject is invisible to sight and scrying.</i> | <input type="checkbox"/> <input type="checkbox"/> |

EIGHTH LEVEL:

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| <input type="checkbox"/> <input type="checkbox"/> ANTI-PATHY (CT 1 hr; R 50 ft; D 2 hrs/lvl; SV CHA (see text); SR yes; Comp V, S, M, DF)
<i>Object or location repels certain creatures.</i> | <input type="checkbox"/> <input type="checkbox"/> PRISMATIC WALL (CT 1; R 50 ft; D 10 min/lvl; SV see text; SR see text; Comp V, S)
<i>Wall's colors have array of effects.</i> |
| <input type="checkbox"/> <input type="checkbox"/> Sympathy (CT 1 hr; R 50 ft; D 2 hrs/lvl; SV CHA (see text); SR yes; Comp V, S, M, DF)
<i>Object or location attracts certain creatures.</i> | <input type="checkbox"/> <input type="checkbox"/> SCREEN (CT 1; R 50 ft; D 1 rd/lvl; SV CHA neg; SR yes; Comp V, S, M)
<i>Illusion hides area from vision, scrying.</i> |
| <input type="checkbox"/> <input type="checkbox"/> DISTORT REALITY (CT 1; R n/a; D see text; SV see text; SR see text; Comp V)
<i>Alters reality within spell limits.</i> | <input type="checkbox"/> <input type="checkbox"/> SUNBURST (CT 1; R 50 ft; D inst; SV see text; SR yes; Comp V, S, DF)
<i>Blinds within 10 ft., deals 3d6 damage, harms undead.</i> |
| <input type="checkbox"/> <input type="checkbox"/> FIND THE PATH (CT 3; R touch; D 10 min/lvl; SV none; SR yes (h); Comp V, S, F)
<i>Shows most direct way to a location.</i> | <input type="checkbox"/> <input type="checkbox"/> WIND WALK (CT 1; R touch; D 1 tn/lvl; SV n/a; SR yes (h); Comp V, S, DF)
<i>The caster and the caster's allies turn vaporous and travel fast.</i> |
| <input type="checkbox"/> <input type="checkbox"/> Hide the Path (CT 3; R touch; D 10 min/lvl; SV none; SR yes (h); Comp V, S, F)
<i>Makes the subject lost.</i> | <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> POLYMORPH SELF/OTHER (CT 1; R 50 ft; D perm; SV WIS neg (h); SR yes; Comp V, S, M)
<i>Gives caster or one subject a new form.</i> | <input type="checkbox"/> <input type="checkbox"/> |

NINTH LEVEL:

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| <input type="checkbox"/> <input type="checkbox"/> ASTRAL PROJECTION (CT 30 min; R touch; D see text; SV none; SR yes (h); Comp V, S)
<i>Moves caster and companions into Astral Plane.</i> | <input type="checkbox"/> <input type="checkbox"/> REGENERATE (CT 3; R touch; D see text; SV none; SR yes (h); Comp V, S, DF)
<i>Subject's severed limbs grow back.</i> |
| <input type="checkbox"/> <input type="checkbox"/> CLONE (CT 1 hour; R touch; D perm; SV n/a; SR n/a; Comp V, S, M)
<i>Duplicates a creature.</i> | <input type="checkbox"/> <input type="checkbox"/> SYMBOL (CT 10 min; R touch; D see text; SV see text; SR yes; Comp V, S, M)
<i>Triggered runes have array of effects.</i> |
| <input type="checkbox"/> <input type="checkbox"/> MIND BLANK (CT 1; R 25 ft; D 1 day; SV CHA neg (h); SR yes (h); Comp V, S)
<i>Subject is immune to mental magic and scrying.</i> | <input type="checkbox"/> <input type="checkbox"/> WEIRD (CT 1; R 150 ft; D n/a; SV INT; SR yes; Comp V, S)
<i>Fearsome illusion kills subjects in area or deals damage.</i> |
| <input type="checkbox"/> <input type="checkbox"/> POLYMORPH ANY OBJECT (CT 1; R 50 ft; D see text; SV WIS neg; SR yes (h); Comp V, S, M)
<i>Changes creature or object into anything.</i> | <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> PRISMATIC SPHERE (CT 1; R n/a; D 10 min/lvl; SV see text; SR see text; Comp V)
<i>Multi-colored protective sphere.</i> | <input type="checkbox"/> <input type="checkbox"/> |

