ALCHEMIST’S SPELL TRACKER

Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Level \_\_\_\_\_\_\_\_\_\_\_\_

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| AIR  Air Shield-1 C 🞏 M 🞏 Try:  Levitate-3 (P) C 🞏 M 🞏 Try:  Lightning Bolt-5 C 🞏 M 🞏 Try:  Fly-7 (P) C 🞏 M 🞏 Try:  Cloud Kill-9 C 🞏 M 🞏 Try:  Control Weather-10 C 🞏 M 🞏 Try: | DEFENSE  Circle of Protection-1 C 🞏 M 🞏 Try:  Prot from Normal Missiles-3 (P) C 🞏 M 🞏 Try:  Shield vs. Law or Chaos—5 C 🞏 M 🞏 Try:  Element Protection-7 (P) C 🞏 M 🞏 Try:  Spell Shield-9 C 🞏 M 🞏 Try:  Anti-Magic Shell-10 C 🞏 M 🞏 Try: |
| EARTH  Stone Missile-1 C 🞏 M 🞏 Try:  Dirt Pile-3 C 🞏 M 🞏 Try:  Earth Shift-5 C 🞏 M 🞏 Try:  Boulders-7 C 🞏 M 🞏 Try:  Rock to Mud-9 C 🞏 M 🞏 Try:  Move Earth-10 C 🞏 M 🞏 Try: | TRANSFORMATION  Paralysis-1 C 🞏 M 🞏 Try:  Repair-3 C 🞏 M 🞏 Try:  Polymorph Self-5 (P) C 🞏 M 🞏 Try:  Polymorph Other-7 C 🞏 M 🞏 Try:  Stone to Flesh-9 C 🞏 M 🞏 Try:  Abomination Creation-10 C 🞏 M 🞏 Try: |
| FIRE  Flames-1 C 🞏 M 🞏 Try:  Floating Torch-3 C 🞏 M 🞏 Try:  Fireball-5 C 🞏 M 🞏 Try:  Wall of Fire-7 C 🞏 M 🞏 Try:  Fire Shield-9 C 🞏 M 🞏 Try:  Disintegrate-10 C 🞏 M 🞏 Try: | MAGICAL ART  Read Magic-1 C 🞏 M 🞏 Try:  Mind Reading-3 (P) C 🞏 M 🞏 Try:  Dispel Magic-5 C 🞏 M 🞏 Try:  Remove Curse-7 C 🞏 M 🞏 Try:  Reincarnation-9 C 🞏 M 🞏 Try:  Limited Wish-10 C 🞏 M 🞏 Try: |
| WATER  Concealing Fog-1 C 🞏 M 🞏 Try:  Water Breathing-3 (P) C 🞏 M 🞏 Try:  Ice Bolt-5 C 🞏 M 🞏 Try:  Wall of Ice-7 C 🞏 M 🞏 Try:  Ice Storm-9 C 🞏 M 🞏 Try:  Part/Lower Water-10 C 🞏 M 🞏 Try: | POWER POINTS |

**INSTRUCTIONS**

* When you are sufficient level to cast a spell, check the “C” box next to it.
* When you have Mastered a spell, check the “M” box next to it.
* Each time you cast a spell from your Grimoire that you haven’t mastered, up your “Try” total until it reaches 3x spell level, then you’ve mastered it.
* Example: Detect Invisible-3 (P) means that it is a level 3 spell, so you must be level 3 to cast it and it costs 3 Power Points to cast. The (P) means it could be made into a potion. If there is a PD, it means casting the spell drains all your Power Points for 3d4 days.