ALCHEMIST’S SPELL TRACKER

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

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| AIRAir 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: | DEFENSECircle 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:  |
| EARTHStone 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: | TRANSFORMATIONParalysis-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:  |
| FIREFlames-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 ARTRead 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:  |
| WATERConcealing 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.