ENCHANTER’S SPELL TRACKER

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

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| ILLUSIONDisguise-1 (P) C 🞏 M 🞏 Try:Invisibility-3 (P) C 🞏 M 🞏 Try:Group Invisibility—5 C 🞏 M 🞏 Try: Phantom Scene—7 C 🞏 M 🞏 Try:Phantom Killer—9 C 🞏 M 🞏 Try:Projected Image-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:  |
| ENCHANTMENTSleep-1 C 🞏 M 🞏 Try: Charm Person-3 C 🞏 M 🞏 Try: Wave of Fear-5 C 🞏 M 🞏 Try: Hypnotic Pattern-7 C 🞏 M 🞏 Try: Mass Charm-9 C 🞏 M 🞏 Try: Geas-10 [PD] C 🞏 M 🞏 Try:  | 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: |
| SUMMONINGInvisible Chuggins-1 C 🞏 M 🞏 Try:Summon Spirits-3 C 🞏 M 🞏 Try:Summon Monster-5 C 🞏 M 🞏 Try:Invisible Stalker-7 C 🞏 M 🞏 Try:Conjure Elemental-9 C 🞏 M 🞏 Try:Summon Demon-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:  |
| PERCEPTION Detect Magic-1 (P) C 🞏 M 🞏 Try:Detect Invisible-3 (P) C 🞏 M 🞏 Try: See In Darkness-5 (P) C 🞏 M 🞏 Try: Wizard Eye-7 C 🞏 M 🞏 Try: Reveal Lies-9 C 🞏 M 🞏 Try: True Seeing-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.