ENCHANTER’S SPELL TRACKER

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

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| ILLUSION  Disguise-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: | 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: |
| ENCHANTMENT  Sleep-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: | 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: |
| SUMMONING  Invisible 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 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: |
| 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.