NECROMANCER’S SPELL TRACKER

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

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| BOUNDARY  Hold Portal-1 C 🞏 M 🞏 Try:  Knock-3 C 🞏 M 🞏 Try:  Wizard Lock-5 C 🞏 M 🞏 Try:  Dimension Door-7 C 🞏 M 🞏 Try:  Pass Wall-9 C 🞏 M 🞏 Try:  Mighty Seal-10 [PD] 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: |
| NECROMANCY  Crawling Arm-1 C 🞏 M 🞏 Try:  Flying Skull-3 C 🞏 M 🞏 Try:  Animate Dead-5 C 🞏 M 🞏 Try:  Control Undead-7 C 🞏 M 🞏 Try:  Death Spell-9 C 🞏 M 🞏 Try:  Undeath-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: |
| KNOWLEDGE  Read Languages-1 (P) C 🞏 M 🞏 Try:  Locate Object-3 (P) C 🞏 M 🞏 Try:  Scry-5 (P) C 🞏 M 🞏 Try:  Confusion-7 C 🞏 M 🞏 Try:  Contact Higher Plane-9 C 🞏 M 🞏 Try:  Legend Lore-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: |
| 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: | 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.