NAME Swords # SPELLS PREPARED Sorceries ABILITY SAVE DO SPELL SLOTS ist | 2nd | 3rd | 4th | 5th | 6th | 7th 8th 9th Total Slots Slots Available PREPARED Name Class & Spell Level Ability Save DC Attack Bonus Damage & Type Ritual Concentration Casting Time Range Duration Components, Requirements & Notes PREPARED Name Class & Spell Level Ability Save DC Attack Bonus Damage & Type V S M Ritual Concentration Casting Time Range Duration Components, Requirements & Notes PREPARED Name Class & Spell Level Ability Save DC Attack Bonus Damage & Type Concentration Ritual Range Components, Requirements & Notes Casting Time Duration Save DC Attack Bonus Damage & Type Name Class & Spell Level Ability V S M Ritual Concentration Casting Time Components, Requirements & Notes Range Duration PREPARED Class & Spell Level Save DC Attack Bonus Damage & Type Name Ability V S M Ritual Concentration Components, Requirements & Notes Casting Time Range Duration PREPARED Class & Spell Level Save DC Attack Bonus Damage & Type Name Ability Concentration Ritual Components, Requirements & Notes Casting Time Range Duration PREPARED Save DC Attack Bonus Damage & Type Class & Spell Level Ability V S M Concentration Ritual Components, Requirements & Notes Casting Time Range Duration PREPARED Name Class & Spell Level Ability Save DC Attack Bonus Damage & Type Ritual Concentration Components, Requirements & Notes Casting Time Range Duration PREPARED Save DC Attack Bonus Damage & Type Name Class & Spell Level Ability Ritual Casting Time Range Components, Requirements & Notes Duration PREPARED Class & Spell Level Save DC Attack Bonus Damage & Type Name Ability V S M Ritual Concentration Components, Requirements & Notes Casting Time Range Duration PREPARED Save DC Attack Bonus Damage & Type Name Class & Spell Level Ability Concentration Ritual Components, Requirements & Notes Casting Time Range Duration PREPARED Class & Spell Level Save DC Attack Bonus Damage & Type Name Ability Ritual Concentration Casting Time Range Duration Components, Requirements & Notes PREPARED Class & Spell Level Save DC Attack Bonus Damage & Type Name Ability Ritual Concentration Range Components, Requirements & Notes Casting Time Duration

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