Celestial Spell Checklist Check off spells as cast.

1st Level:
- Disarm ☐☐☐☐☐☐☐☐☐☐
- Endow ☐☐☐☐☐☐☐☐☐☐
- Improved Hearth ☐☐☐☐☐☐☐☐☐☐
- Magic Missile ☐☐☐☐☐☐☐☐☐☐
- Shield ☐☐☐☐☐☐☐☐☐☐

2nd Level:
- Delayed Endow ☐☐☐☐☐☐☐☐☐☐
- Detect Magic ☐☐☐☐☐☐☐☐☐☐
- Lightning Bolt ☐☐☐☐☐☐☐☐☐☐
- Magic Armor ☐☐☐☐☐☐☐☐☐☐
- Pin ☐☐☐☐☐☐☐☐☐☐
- Repel ☐☐☐☐☐☐☐☐☐☐

3rd Level:
- Greater Shield ☐☐☐☐☐☐☐☐☐☐
- Ice Bolt ☐☐☐☐☐☐☐☐☐☐
- Refit Armor ☐☐☐☐☐☐☐☐☐☐
- Shatter ☐☐☐☐☐☐☐☐☐☐

4th Level:
- Awaken ☐☐☐☐☐☐☐☐☐☐
- Bind ☐☐☐☐☐☐☐☐☐☐
- Calm ☐☐☐☐☐☐☐☐☐☐
- Courage ☐☐☐☐☐☐☐☐☐☐
- Flame/Elemental Blade ☐☐☐☐☐☐☐☐☐☐
- Flame Bolt ☐☐☐☐☐☐☐☐☐☐
- Shun ☐☐☐☐☐☐☐☐☐☐

5th Level:
- Release ☐☐☐☐☐☐☐☐☐☐
- Shield Magic ☐☐☐☐☐☐☐☐☐☐
- Silence ☐☐☐☐☐☐☐☐☐☐
- Silver Aura ☐☐☐☐☐☐☐☐☐☐
- Web ☐☐☐☐☐☐☐☐☐☐

6th Level:
- Circle of Harmony ☐☐☐☐☐☐☐☐☐☐
- Destroy ☐☐☐☐☐☐☐☐☐☐
- Enchanted/Magic Blade ☐☐☐☐☐☐☐☐☐☐
- Enflame ☐☐☐☐☐☐☐☐☐☐
- Lightning Storm ☐☐☐☐☐☐☐☐☐☐
- Sleep ☐☐☐☐☐☐☐☐☐☐

7th Level:
- Charm ☐☐☐☐☐☐☐☐☐☐
- Extended Hearth ☐☐☐☐☐☐☐☐☐☐
- Guardian of the Four ☐☐☐☐☐☐☐☐☐☐
- Ice Storm ☐☐☐☐☐☐☐☐☐☐
- Mystic Lock ☐☐☐☐☐☐☐☐☐☐
- Wall of Force ☐☐☐☐☐☐☐☐☐☐

8th Level:
- Confine ☐☐☐☐☐☐☐☐☐☐
- Displacement ☐☐☐☐☐☐☐☐☐☐
- Dispel Magic ☐☐☐☐☐☐☐☐☐☐
- Dragon's Breath ☐☐☐☐☐☐☐☐☐☐
- Reflect Magic ☐☐☐☐☐☐☐☐☐☐
- Wizard Lock ☐☐☐☐☐☐☐☐☐☐

9th Level:
- Circle of Power ☐☐☐☐☐☐☐☐☐☐
- Duplicate Ward Key ☐☐☐☐☐☐☐☐☐☐
- Eldritch Blast ☐☐☐☐☐☐☐☐☐☐
- Imprison ☐☐☐☐☐☐☐☐☐☐
- Magic Storm ☐☐☐☐☐☐☐☐☐☐
- Ward ☐☐☐☐☐☐☐☐☐☐

Spells Per Day
1 ____
2 ____
3 ____
4 ____
5 ____
6 ____
7 ____
8 ____
9 ____

Formal Magic Levels: /

Cantrip Levels: /

Earth Spell Checklist Check off spells as cast.

1st Level:
- Bless ☐☐☐☐☐☐☐☐☐☐
- Calm Animal ☐☐☐☐☐☐☐☐☐☐
- Cause / Cure Lt Wounds ☐☐☐☐☐☐☐☐☐☐
- Disarm ☐☐☐☐☐☐☐☐☐☐
- Improved Hearth ☐☐☐☐☐☐☐☐☐☐
- Light ☐☐☐☐☐☐☐☐☐☐
- Shun Animal ☐☐☐☐☐☐☐☐☐☐
- Stabilize ☐☐☐☐☐☐☐☐☐☐
- Free / Trap Undead ☐☐☐☐☐☐☐☐☐☐

2nd Level:
- Cause / Cure Wounds ☐☐☐☐☐☐☐☐☐☐
- Detect Magic ☐☐☐☐☐☐☐☐☐☐
- Empathic Healing ☐☐☐☐☐☐☐☐☐☐
- Magic Armor ☐☐☐☐☐☐☐☐☐☐
- Pin ☐☐☐☐☐☐☐☐☐☐
- Repel ☐☐☐☐☐☐☐☐☐☐
- Control / Turn Undead ☐☐☐☐☐☐☐☐☐☐

3rd Level:
- Cause / Cure Disease ☐☐☐☐☐☐☐☐☐☐
- Charm Animal ☐☐☐☐☐☐☐☐☐☐
- Greater Bless ☐☐☐☐☐☐☐☐☐☐
- Harm / Help Undead ☐☐☐☐☐☐☐☐☐☐
- Shatter ☐☐☐☐☐☐☐☐☐☐
- (Remove) Weakness ☐☐☐☐☐☐☐☐☐☐

4th Level:
- Awaken ☐☐☐☐☐☐☐☐☐☐
- Bind ☐☐☐☐☐☐☐☐☐☐
- Calm ☐☐☐☐☐☐☐☐☐☐
- Cause / Cure Ser Wounds ☐☐☐☐☐☐☐☐☐☐
- Courage ☐☐☐☐☐☐☐☐☐☐
- Poison Shield ☐☐☐☐☐☐☐☐☐☐
- Desecrate / Sanctuary ☐☐☐☐☐☐☐☐☐☐
- Shun ☐☐☐☐☐☐☐☐☐☐

5th Level:
- Purify / Taint Blood ☐☐☐☐☐☐☐☐☐☐
- Release ☐☐☐☐☐☐☐☐☐☐
- Shield Magic ☐☐☐☐☐☐☐☐☐☐
- Silence ☐☐☐☐☐☐☐☐☐☐
- Web ☐☐☐☐☐☐☐☐☐☐

6th Level:
- Circle of Harmony ☐☐☐☐☐☐☐☐☐☐
- Cure / Cause Crit Wounds ☐☐☐☐☐☐☐☐☐☐
- Destroy ☐☐☐☐☐☐☐☐☐☐
- Elemental Shield ☐☐☐☐☐☐☐☐☐☐
- Sleep ☐☐☐☐☐☐☐☐☐☐

7th Level:
- Charm ☐☐☐☐☐☐☐☐☐☐
- (Remove) Curse ☐☐☐☐☐☐☐☐☐☐
- Create / Destroy Undead ☐☐☐☐☐☐☐☐☐☐
- Extended Hearth ☐☐☐☐☐☐☐☐☐☐
- Invigorate ☐☐☐☐☐☐☐☐☐☐
- Restore / Wither Limb(s) ☐☐☐☐☐☐☐☐☐☐
- Tarry ☐☐☐☐☐☐☐☐☐☐

8th Level:
- Confine ☐☐☐☐☐☐☐☐☐☐
- Corruption ☐☐☐☐☐☐☐☐☐☐
- Cause / Cure Mort Wounds ☐☐☐☐☐☐☐☐☐☐
- Dispel Magic ☐☐☐☐☐☐☐☐☐☐
- Paralyze / Unparalyze ☐☐☐☐☐☐☐☐☐☐
- Reflect Magic ☐☐☐☐☐☐☐☐☐☐
- Regeneration ☐☐☐☐☐☐☐☐☐☐

9th Level:
- Banish ☐☐☐☐☐☐☐☐☐☐
- Circle of Power ☐☐☐☐☐☐☐☐☐☐
- Inspiration ☐☐☐☐☐☐☐☐☐☐
- Death / Life ☐☐☐☐☐☐☐☐☐☐

Spells Per Day
1 ____
2 ____
3 ____
4 ____
5 ____
6 ____
7 ____
8 ____
9 ____

Formal Magic Levels: /

Cantrip Levels: /