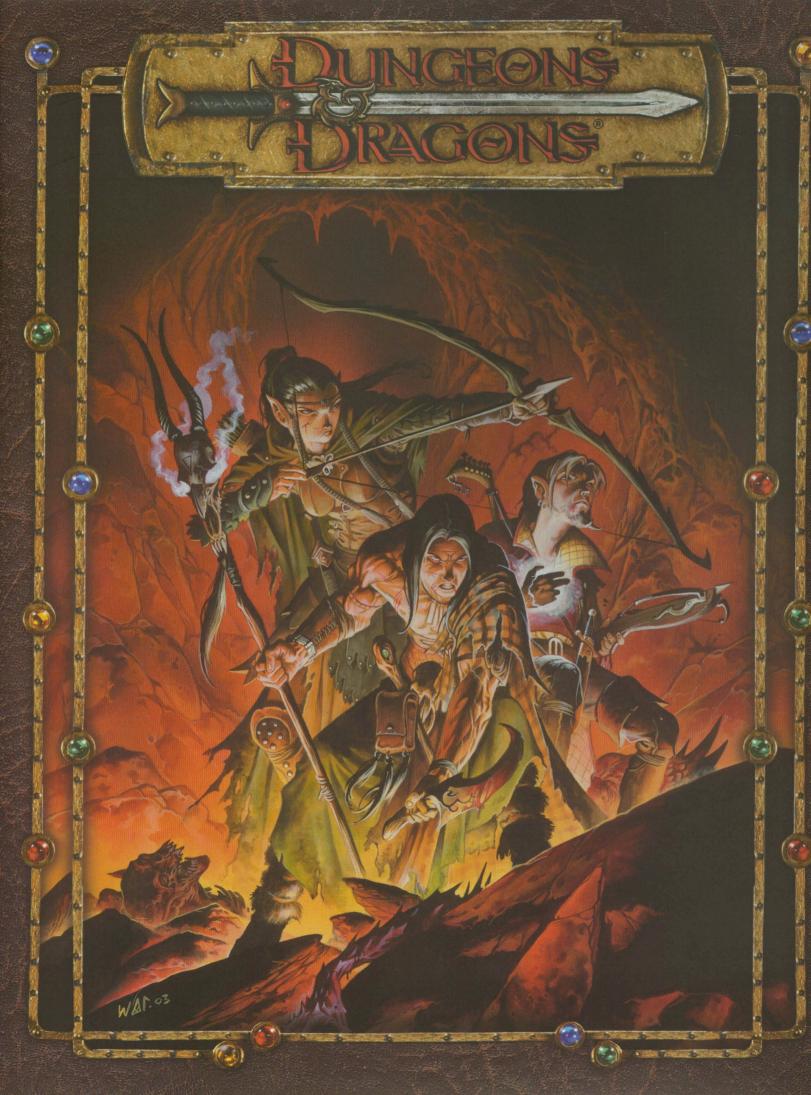


ADUNCEONS ORAGONS® Accessory

CHARACTER SHEETS

BONUS d20 MODERN® CHARACTER SHEETS INCLUDED





PH Table 3–1: Base Save and Base Attack Bonuses



CLASS LEVEL	BASE SAVE BONUS (GOOD)	BASE SAVE BONUS (POOR)	BASE ATTACK BONUS (GOOD)	BASE ATTACK BONUS (AVERAGE)	BASE ATTACK BONUS (POOR)	CLASS LEVEL	BASE SAVE BONUS (GOOD)	BASE SAVE BONUS (POOR)	BASE ATTACK BONUS (GOOD)	BASE ATTACK BONUS (AVERAGE)	BASE ATTACK BONUS (POOR)
1st	+2	+0	+1	+0	+0	11th	+7	+3	+11/+6/+1	+8/+3	+5
2nd	+3	+0	+2	+1	+1	12th	+8	+4	+12/+7/+2	+8/+3	+6/+1
3rd	+3	+1	+3	+2	+1	13th	+8	+4	+13/+8/+3	+8/+3	+6/+1
4th	+4	+1	+4	+3	+2	14th	+9	+4	+14/+9/+4	+10/+5	+7/+2
5th	+4	+1	+5	+3	+2	15th	+9	+5	+15/+10/+5	+11/+6/+1	+7/+2
6th	+5	+2	+6/+1	+4	+3	16th	+10	+5	+16/+11/+6/+1	+12/+7/+2	+8/+3
7th	+5	+2	+7/+2	+5	+3	17th	+10	+5	+17/+12/+7/+2	+12/+7/+2	+8/+3
8th	+6	+2	+8/+3	+6/+1	+4	18th	+11	+6	+18/+13/+8/+3	+13/+8/+3	+9/+4
9th	+6	+3	+9/+4	+6/+1	+4	19th	+11	+6	+19/+14/+9/+4	+14/+9/+4	+9/+4
10th	+7	+3	+10/+5	+7/+2	+5	20th	+12	+6	+20/+15/+10/+5	+15/+10/+5	+10/+5



PH Table 3-2: Experience and Level-Dependent Benefits



CHARACTER LEVEL	XP	CLASS SKILL MAX RANKS	CROSS-CLASS SKILL MAX RANKS	FEATS	ABILITY SCORE INCREASES
1st	0	4	2	1st	
2nd	1,000	5	2-1/2		
3rd	3,000	6	3	2nd	
4th	6,000	7	3-1/2		1st
5th	10,000	8	4		
6th	15,000	9	4-1/2	3rd	
7th	21,000	10	5		
8th	28,000	11	5-1/2		2nd
9th	36,000	12	6	4th	
10th	45,000	13	6-1/2		

CHARACTER LEVEL	XP	CLASS SKILL MAX RANKS	CROSS-CLASS SKILL MAX RANKS	FEATS	ABILITY SCORE INCREASES
11th	55,000	14	7		
12th	66,000	15	7-1/2	5th	3rd
13th	78,000	16	8		
14th	91,000	17	8-1/2		
15th	105,000	18	9	6th	
16th	120,000	19	9-1/2		4th
17th	136,000	20	10		
18th	153,000	21	10-1/2	7th	
19th	171,000	22	11		
20th	190,000	23	11-1/2		5th





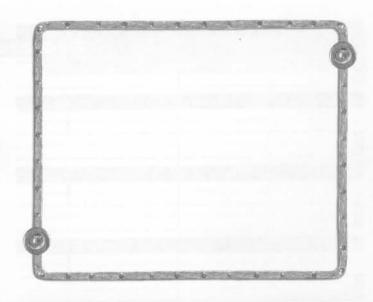
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		MOVE SILENTLY	DEX*	==
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COUNTERSONG: Any creature within 30 feet of you (including you) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw, after the saving throw is rolled. If a creature is already under	CLASS FEATURE PA	AGE REF.
the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, using your Perform check result for the save. You may keep up the countersong for 10 rounds.	wores	
☐ FASCINATE: One or more creatures within 90 feet become fascinated by your song. You can affect one creature plus one additional creature for every three levels beyond 1st (two at 4th level, three at 7th level, and so on). Your Perform check result is the DC for each affected creature's Will save; failure indicates the creature takes no	CLASS FRATURE PA	AGE REF,
actions other than sitting and listening to your song, for as long as you continue to play and concentrate (up to a maximum of 1 round per bard level). Affected targets take a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any obvious perceived threat breaks the effect.	CLASS FRATURE	AGE HEF.
☐ INSPIRE COURAGE: You use song or poetics to bolster yourself and your allies. To be affected, an ally must be able to hear you sing. The effect lasts for as long as the ally can hear you sing and for 5 rounds thereafter. An affected ally receives a morale	NOTES	Let Mr
bonus on saving throws against charm and fear effects and a similar bonus on attack rolls and weapon damage rolls.	NOTES PARTURE	AGE REF.
☐ INSPIRE COMPETENCE: You can use your music or poetics to help an ally (but not you) succeed at a task, granting a +2 competence bonus on skill checks with a particular skill (for as long as your ally can hear the music).	CLASS PEATURE PA	AGE REF.
□ SUGGESTION: You can make a suggestion (as the spell) to one creature that you have already fascinated without breaking your concentration on the fascinate effect and without allowing the creature a second saving throw against the fascinate effect. A successful Will save (DC 10 + 1/2 your bard level + your Cha modifier) negates the effect.	NOTES	
☐ INSPIRE GREATNESS: You can use your poetics or music to inspire greatness in yourself or a single ally within 30 feet, plus one additional ally for every three levels	CLASS FEATURE P.	PAGE REF.
beyond 9th. The effect lasts as long as an ally can hear the song and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d1os), the commensurate number of temporary hit points (Con modifier applies), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves.	CLASS FEATURE P.	PAGE REF.
□ SONG OF FREEDOM: You can use music or poetics to create the equivalent of a break enchantment spell (caster level equals your bard level), affecting a target other than yourself within 30 feet. Using this ability requires 1 minute of uninterrrupted concentration	NOTES	
and music. INSPIRE HEROICS: You can use music or poetics to inspire heroism in yourself or a single willing ally within 30 feet, plus one additional ally for every three levels beyond	CLASS PEATURE P	PAGE REF.
a single willing ally within 30 feet, plus one additional ally for every three levels beyond 15th. The creature affected must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC for as long as the creature hears the bard sing and for up to 5 rounds thereafter.		



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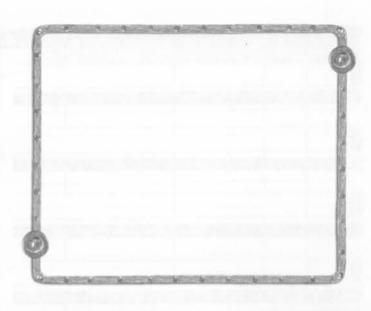
CHARACTER SHEET

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CHARACTER SHEET

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	☐ MOVE SILENTLY ■	DEX☆	=++
	OPEN LOCK	DEX	=++
	☐ PERFORM ■ (_) CHA	=++
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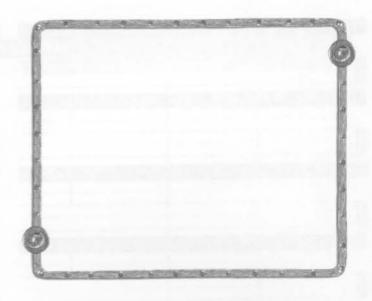
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ALIGNMENT	DEITY	SIZE	AGE		GENDER	HEIG	нт	WEIGHT		CAMPA	IGN
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DEX		AMOREOS	TOTAL	NONLETHAL DAM	ACE .	CONDITIO	VAL	- Indian	throtand.		automatika da mil
CON	+	HP HIT POINTS	POUNDS/CURRE			AC MODIFI	ERS				
			#UUMUMICUM	MILION .		100	SK	ILLS	181	MAX (CLASS/CROS	RANKS /
INT	-	DAMAC REDUCTION				SKILL NAM		KEY	SKILL	ABILITY	RANKS MISC MODIFIER
WIS				DEX N	490	APPRAISE ■		INT		- +	+
CHA		-	TOTAL	MODIFIER N	NODIFIER	✓ BALANCE		DEX*	T.	+	+
C SOCIAL SECOND		INITIA	OCHPIER	F F		☐ BLUFF ■		СНА		+	+
	BASE ABILI	TY MACIE MISE T	EMBORARY			✓ CLIMB ■		STR*		=+	+
SAVING THROWS	TOTAL SAVE MODI	TY MAGIC MISC. TO IFIER MODIFIER MODIFIER M	ODIFIER CONDIT	NONAL MODIFIERS		CONCENTRAT	ION .	CON		=+	+
FORTITUDE (CONSTITUTION)		2 2 3				✓ CRAFT ■ () INT		=+	+
REFLEX (DEXTERITY)	- 1					✓ CRAFT ■ () INT		+	+
The second second	_	+-	_			⊄ Craft ■ () INT	-	=+	+
WILL (WISDOM)	= +					DECIPHER SC		INT	1	+	+
						DIPLOMACY I		CHA	H		
BASE ATTAC	K BONUS	SPEL	L RESISTAL	NCE		□ Disable Dev □ Disguise ■	ICE	CHA	1		
The same of the same of the same of						ESCAPE ARTIS	T	DEX*	H.	+	+
GRAPPLE			SPEED		_	FORGERY #		INT		+	+
GRAPPLE MODIFIER		STRENGTH SIZE MISC.	SPEED			GATHER INFO	RMATION .	CHA		+	+
	TOTAL BASE ATTACK BONUS	STRENGTH SIZE MISC. MODIFIER MODIFIER MODIF	HER			HANDLE ANI		CHA		=+	+
						☐ HEAL ■		WIS	-	=+	
ATTACK	A SALE DE LO	ATTACK BONUS	DAMAGE	CRITICAL		✓ HIDE ■		DEX®	-	+	+
						INTIMIDATE		CHA	-	+	+
RANGE TYPE	NOTES				1	Ø JUMP ■		STR*		+	+
					Manual I	✓ KNOWLEDGE		INT	H-	+	+_
AMMUNITION		— BEER BEER			ELE:	KNOWLEDGE	(RELIGION)	INT	-	+	
ATTACK	E SALES III GAY			A CONTRACTOR		KNOWLEDGE	(_) INT	H^{\dagger}	+	
ATTACK		ATTACK BONUS	DAMAGE	CRITICAL		KNOWLEDGE	() INT			
						☐ KNOWLEDGE	() INT WIS	=		+
RANGE TYPE	NOTES					Move SILENT	1 V W	DEX*		+	+
AMMUNITION		_ 00000 0000	0.00000.0	DEED BE		OPEN LOCK		DEX	Ħ.	+	+
Ammonition					F W T T	PERFORM (_) CHA	<u> </u>	+	+
ATTACK		ATTACK BONUS	DAMAGE	CRITICAL		PERFORM (_) CHA	-	+.	+
					1	PERFORM () CHA	-	+	+
RANCE TYPE	NOTES					PROFESSION		_) WIS	=	+	+
						PROFESSION	(_) WIS	-	+	+
AMMUNITION		_ 0000 0000	0 00000 0		hadadini	RIDE		DEX	=	=+	+
Colone Despite State		00000 0000				SEARCH #		INT	-		
ATTACK	E haire in the B	ATTACK BONUS	DAMAGE	CRITICAL		SENSE MOTIVE SLEIGHT OF F		WIS			
						SPELLCRAFT	TAND	DEX	H:		+
RANGE TYPE	NOTES	TEST WILL				SPECCEAFT		WIS			+
						SURVIVAL .		WIS		+	+
AMMUNITION		- 333 335	H HHH H			SWIM .		STR*	=	+	+
ATTACK	THE STATE OF	ATTACK BONUS	DAMAGE	CRITICAL		TUMBLE		DEX*	=	+	+
						USE MAGIC D	EVICE	СНА	=	+	+
RANGE TYPE	NOTES		-		T 2000	USE ROPE		DEX	=	+	+
1]			=	+	+
AMMUNITION		_ 00000 0000	e acaco o	00000]			=		+
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STR		ARMOR CLASS	- 10 +			TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS
DEX		HP HIT POINTS	TOTAL NONLETHAL	DAMAGE	CONDITIONAL AC MODIFIERS		
CON		HIT FOINTS	WOUNDS/CLIRRCHT HP	-	and the state of t		
INT					SK SK	ILLS	MAX RANKS
WIS		DAMAGE REDUCTION			SKILL NAME	KEY SK ABILITY MOD	ILL ABILITY RANKS MICH
The second	-		Dix	Mrsc.	APPRAISE #	INT	=++
CHA		UNITUAT	TOTAL MODIFIER	MODIFIER	☐ BALANCE ■	DEX#] =++
		INITIATI	DIFIER		☐ BLUFF ■	CHA] =++
	BASE ABILITY	MAGIC MISC. TEN	APORARY		☐ CLIMB ■	STR*	++
SAVING THROWS	TOTAL SAVE MODIFIE	R MODIFIER MODIFIER MO	DIFIER CONDITIONAL HODIS	nces	CONCENTRATION .	CON	++
(CONSTITUTION)					✓ CRAFT ■ () INT	= + +
REFLEX					✓ CRAFT ■ () INT [=++
(DEXTERITY)					✓ CRAFT ■ () INT	=++
WILL					☐ DECIPHER SCRIPT	INT	=+_++
All the spirits					DIPLOMACY .	CHA	=+_+
	The same of				☐ DISABLE DEVICE	INT	++
ASE ATTAC	CK BONUS	SPELL	RESISTANCE		☐ DISGUISE ■	CHA	=+++
					☐ ESCAPE ARTIST ■	DEX*	++
RAPPLE			SPEED		☐ FORGERY ■	INT	=++
MODIFIER	TOTAL BASE ATTACK ST	TRENGTH SIZE MISC.			☐ GATHER INFORMATION I	CHA	=++
	BONUS M	IODIFIER MODIFIER MODIFIE	R		✓ HANDLE ANIMAL	CHA	++
-		_			✓ HEAL ■	WIS	=++
ATTACK	AT	TACK BONUS D	AMAGE CRITIC	CAL	☐ HIDE ■	DEX*	=++
					☐ ÎNTIMIDATE ■	CHA	=++
ANGE TYPE	NOTES				□ JUMP ■	STR*	++
					KNOWLEDGE (NOBILITY & RO	YALTY) INT	+++
MUNITION		- 00000 0000		0000) INT	=++
		шшшш			☐ KNOWLEDGE () INT	++
ATTACK	ATT	TACK BONUS D	AMAGE CRITIC	AL	☐ KNOWLEDGE () INT	_ =++
					☐ KNOWLEDGE () INT	=++
INGE TYPE	NOTES			72.7	LISTEN .	WIS	=++
					☐ MOVE SILENTLY ■	DEX#	_=++
MUNITION			CCCCC (CCCCC)	a Possed to a Part of Part of	OPEN LOCK	DEX	++
				LLLL	□ Perform ■ () сна	_=++
ATTACK	ITA	TACK BONUS D	AMAGE CRITIC	AL	☐ PERFORM ■ () CHA	=+_+
					☐ PERFORM ■ () CHA	=++
NGE TYPE	NOTES	DENN, DELIVER			PROFESSION () wis	=++-
					PROFESSION () wis	<u>_</u> =++
MUNITION		- 00000 00000		1.1.1.1.1	✓ RIDE ■	DEX	+++
_		OTHER CHEE			☐ SEARCH ■	INT	=++
ATTACK	ATT	FACK BONUS D	AMAGE CRITIC	The second secon	SENSE MOTIVE	WIS	+++
					SLEIGHT OF HAND	DEX*	d=tt
NGE TYPE	NOTES				SPELLCRAFT	INT	
					□ SPOT ■	WIS	d=tt
IUNITION	-		90000 00000 0	Andread	SURVIVAL .	WIS	
		шшшш			SWIM .	STR*	
TTACK	ATT	ACK BONUS D	AMAGE CRITIC	A COLUMN TO THE PARTY OF THE PA	TUMBLE	DEX*	d=tt
					USE MAGIC DEVICE	CHA	d=tt
NGE TYPE	NOTES				USE ROPE	DEX	
							=++
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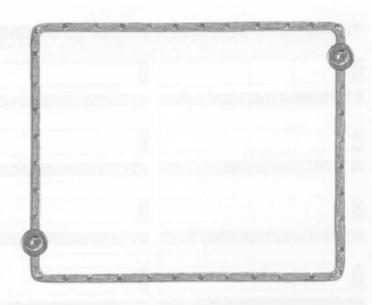
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BASE ATTACK BONUS GRAPPLE	ATTACK	-	
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SKILL NAME	KEY SKILL ABILITY RANKS MISC MODIFIER	1	
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12.50	SMIT	E				
MITES/DAY	ATTACK BONUS	DAMAGE BONUS	SMITES USED			
15.215	TURN OR REBU	KE UN	DEAD			
TURN/R			TURNS ULL U			
F YOU HAVE 5 C	DR MORE RANKS IN KNOWLEDGE (RELIGIO	N), YOU GAIN A	2 BONUS ON TURNING CHE			
TURNING CHECK	MOST POWERFUL UNDEAD AFFECTED (MAX HD)	NUMBE	R OF HD TURNED =			
UP TO 0 1-3 4-6	PALADIN'S LEVEL — 7 PALADIN'S LEVEL — 6 PALADIN'S LEVEL — 5		PALADIN LEVEL – 3 CHA MODIFIER			
7-9	PALADIN'S LEVEL — 4 PALADIN'S LEVEL — 3 PALADIN'S LEVEL — 2	IF PALADIN LEVEL IS DOUBLE THE HD OF THE UNDEAD OR MORE. THE UNDEAD ARE DESTROYED RATHER THAN TURNED.				
10-12 13-15 16-18	PALADIN'S LEVEL - 1	Anna				



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ARMOR/PROTECTIVE ITEM	ТУРЕ	AC BONUS	MAX DEX
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SHIELD/PROTECTIVE ITEM	AC BONU	s WEICH	T CHECK PENALTY
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AYER		CLASS AND	LEVEL		RACI	E		
IGNMENT DEITY	SIZE	AGE	GENDER	HEIGHT	WEIGHT	111	CAMPAIG	N
NAME SCORE MODIFIER SC	MPORARY TEMPORARY ORE MODIFIER	TOTAL ARMOR BONUS	SHIELD DEX SIZE BONUS MODIFIER MODIFIER	NATURAL DEFLECTION MISC. ARMOR MODIFIER MODIFIER				
STR STRENGTH	ARMOR CLASS	- 10 +			TOUCH ARMOR CLASS		FLAT-FO	MOR CLASS
DEX		TOTAL NONLETHAL D	AMAGE				_	
CON	HP HET POINTS	WOUNDS/CURRENT HP	AC I	IDITIONAL MODIFIERS				
INT		130,431,004,00	22	SK	ILLS		MAX RAI	NKS /
wis	DAMAGE REDUCTION		SKI	LL NAME	KEY		ABILITY RAI	NKS MODI
WISDOM		DEX	wisc. Appl	RAISE ■	INT	=	+	+
CHARISMA	INITIAT	TOTAL MODIFIER	BALA		DEX*	<u> </u>		+
		OOMER	□ BLUI		CHA	<u> </u>	+	+
BASI	E ABILITY MAGIC MISC TE	MPORARY.	₩ CLIN		STR*	<u> </u>	+	+
AVING THROWS TOTAL SAVI	MODIFIER MODIFIER MODIFIER M	ODIFIER CONDITIONAL MODIFIE	as .	CENTRATION .	CON	П	+	+
CONSTITUTION) =	1 1 1		☑ CRAI) INT	=	+	+
REFLEX _	N N N N		☑ CRAI		_) INT		+	+
(DEXTERITY)	N N N		✓ CRA	T # () INT		+	+
(WILL (WISDOM)				PHER SCRIPT	INT	=_	+_	_+_
10 5-7/604			☐ DIPL	OMACY =	CHA	=_	+	+
SE ATTACK BONUS	- cocu	PECICIANCE	□ DISA	BLE DEVICE	INT		+_	+
SE ATTACK BONUS	SPELI	L RESISTANCE	☐ Disc	UISE .	CHA	=_	+_	+
			☐ Esca	PE ARTIST	DEX*	=_	+	+
RAPPLE MODIFIER		SPEED	☐ Fore	GERY I	INT	=_	+	+
TOTAL BASI	EATTACK STRENGTH SIZE MISC.		☐ GATE	HER INFORMATION	CHA	=_	+_	+_
BON	US MODIFIER MODIFIER MODIFIER	ER	✓ Han	DLE ANIMAL	CHA	=_	+	+_
TO THE LOCAL DESIGNATION OF THE PARTY OF THE			Ø HEAI		WIS	=_	+	+_
TTACK	ATTACK BONUS I	DAMAGE CRITICA	Ø Hide		DEX	=_	+_	_+_
			□ Intii	MIDATE #	CHA	=-	+_	+_
GE TYPE NOTES			✓ Jump		STR*	=-	+	+_
			The second secon	WLEDGE (DUNGEONEERI	TOTAL VINCEN	=_	+_	_+_
NITION				WLEDGE (GEOGRAPH	Y) INT	=_	+_	_+_
TACK	to the second second	No. of Contract of	A KNO	WLEDGE (NATURE)	INT	=_	+_	+_
TTACK	ATTACK BONUS	DAMAGE CRITICA	Kitto	WLEDGE (_) INT	=_	+_	_+_
				WLEDGE (_) INT	=_	+	+_
SE TYPE NOTES			☑ LISTE		WIS	==	+_	+_
				E SILENTLY #	DEX	=-	+_	-+-
NITION					DEX	=-	+_	+_
			☐ PERF		_) CHA	=-	+	_+_
TACK	ATTACK BONUS D	DAMAGE CRITICA		ORM # (_) CHA	=-	+	_+_
				ORM # (_) CHA	=-		_+_
DE TYPE NOTES			The state of the s	ESSION (_) WIS			+_
			-4.0	ESSION (_) WIS			
NITION			₩ RIDE		DEX			
TACK	NZ IN INC.		100	E MOTIVE :	INT	===		
IACK	ATTACK BONUS D	DAMAGE CRITICA			WIS			
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	Characterist and a super-		rt Curu		WIS			
NITION			V SWIM		STR*		4	
TTACK	The second base of the later				DEX*	-1-	4	+
TTACK	ATTACK BONUS D	AMAGE CRITICAL		MAGIC DEVICE	CHA	====	1	+
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AMMUNITION

Rogue

CHARACTER NAME PLAYER CLASS AND LEVEL RACE ALIGNMENT DEITY SIZE GENDER AGE HEIGHT WEIGHT CAMPAIGN TOUCH FLAT-FOOTED STR 10 DEX CON SKILLS INT SKILL NAME WIS APPRAISE # CHA BALANCE DEX INITIATIVE BLUFF . CHA CLIMB . STR* ☐ CONCENTRATION ■ CON FORTITUDE CRAFT # (_ INT CRAFT . (REFLEX INT CRAFT # (_ INT WILL DECIPHER SCRIPT INT DIPLOMACY . CHA DISABLE DEVICE INT **BASE ATTACK BONUS** SPELL RESISTANCE DISGUISE . CHA ESCAPE ARTIST DEXX GRAPPLE FORGERY . INT GATHER INFORMATION HANDLE ANIMAL CHA ☐ HEAL ■ WIS ATTACK ATTACK BONUS DAMAGE HIDE . DEX INTIMIDATE . CHA RANGE TYPE NOTES V JUMP ■ STR KNOWLEDGE (LOCAL) INT KNOWLEDGE (_ INT KNOWLEDGE (INT ATTACK T KNOWLEDGE () INT ☐ KNOWLEDGE (LINT RANGE TYPE NOTES LISTEN . WIS MOVE SILENTLY DEX DPEN LOCK DEX PERFORM # (_ CHA ATTACK PERFORM # (_ CHA PERFORM . (CHA PROFESSION (. RANGE TYPE NOTES PROFESSION (. WIS ☐ RIDE ■ AMMUNITION SEARCH . INT ATTACK SENSE MOTIVE WIS SLEIGHT OF HAND DEX* ☐ SPELLCRAFT RANGE TYPE NOTES INT ✓ SPOT ■ WIS ☐ SURVIVAL ■ WIS SWIM . STRA ATTACK TUMBLE DEX J USE MAGIC DEVICE CHA J USE ROPE DEX RANGE TYPE NOTES

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SKILL DCs

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BALANCE	
NARROW SURFACE	BALANCE DC
* 7-12 inches wide	10
• 2-6 inches wide	15
Less than 2 inches wide	20
DIFFICULT SURFACE	BALANCE DC
 Uneven flagstone 	102
Hewn stone floor	10"
 Sloped or angled floor 	127
1 Add modifiers from Narrow Surface 2 Only if running or charging. Failure character can't run or charge, but in	by 4 or less means the

NARROW SURFACE	DC MODIFIER
	DC MODIFIER
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
1 These modifiers stack.	

BLUFF	
CIRCUMSTANCES	SENSE MOTIVE MODIFIER
Target wants to believe you.	-5
Bluff is believeable and doesn't affect the target much.	+0
Bluff is a little hard to believe or puts the target at some risk.	+5
Bluff is hard to believe or puts the target at significant risk.	+10
Bluff is way out there, almost too incredible to consider.	+20

CLIMB DC	EXAMPLE SURFACE OR ACTIVITY Slope too steep to walk up; knotted rope with wall to brace up against.
5	Rope with wall to brace against, or knotted rope, or rope affected by the rope trick spell.
10	Surface with ledges, a very rough wall, or a ship's rigging.
15	Surface with adequate handholds and footholds, an unknotted rope, or pulling yourself up when dangling by your hands
20	Uneven surface with some narrow handholds and footholds.
25	Rough surface, such as a natural rock wall
30	An overhand or ceiling with handholds

	EXAMPLE SURFACE OR ACTIVITY Climbing a chimney or other location where you can brace against two opposite walls:
-5	Climbing a corner where you can brace against perpendicular walls.
:+5	Surface is slippery

but no footholds.

1 These modifiers stack.

DISABLE DEVICE						
DEVICE	TIME	DISABLE DEVICE DO				
 Simple 	T round	10				
Tricky	1d4 rounds	15				
 Difficult 	2d4 rounds	20				
Williams	ad a sounde	45				

t If you attempt to leave behind no trace of your tampering, add 5 to the DC.

DISGUISE	DISGUISE CHECK
Minor details only	+5
· Disguised as different gender'	-2
Disguised as different race	-2
· Disguised as different age category'	-25
 These modifiers stack. Per step difference between your act, and your disguised age category. 	ual age category

VIEWER'S SPOT
+4
+6
+8
+10

RESTRAINT ROPES	ESCAPE ARTIST DC Binder's Use Rope check +10
 Net, animate rope spell, command plants spell, control plants spell, or entangle spell 	20
Snare spell	23

RESTRAINT	ESCAPE ARTIST DO
Manacles	307
Tight space	30
 Masterwork manacles 	35
Grappler	Grappler's grapple

	HIGH JUMP		LONG IUMP
JUMP DC	DISTANCE	JUMP DC	DISTANCE
4	1 foot	5	s feet
8	2 feet	10	10 feet
12	3 feet	15	15 feet.
16	4 feet	20	20 feet
20	5 feet	25	25 feet
etc	etc	etc	etc
	5 feet	25 etc	25 feet etc

Requires a 20-foot running start. Without a running start, double the DC.
 Not including vertical reach (see Player's Handbook,

page 77).

MOVE SILENTLY	
SURFACE	CHECK MODIFIER
Noisy (scree, bog, undergrowth, dense rubble)	-2
. Very noisy (dense undergrowth, deen sorw	v) _t

OPEN LOCK			
LOCK	DC	LOCK	DC
Very simple lock	20	Good lock	30
Average lock	28	Amazing lock	40

SEARCH	
TASK	SEARCH DC
 Ransack a chest full of junk to find a certain item. 	10
. Notice a typical secret door or simple trap.	30
Find a difficult nonmagical trap.	21 or higher
Find a magic trap	25 + spell level
Notice a well-hidden secret door	30
Find a footprint	Varies

A successful Search check can find a footprint or similar sign of a creature's passage, but following the trail requires the Track feat.

SLEIGHT OF HAND	
TASK	SLEIGHT OF HAND DC
Palm a coin-sized object, or make	10
a coin disappear	20

TUMBLE DC	TASK Treat a fall as if it were 10 feet shorter than it really is when determining damage.
151	Tumble at one-half speed as part of norma roovement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally Check separately for each opponent you move past.
251	Tumble at one-half speed through an area

Tumble at one-half speed through an area occupied by an enemy as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent.

1 Each additional enemy after the first adds +2 to the Tumble DC.

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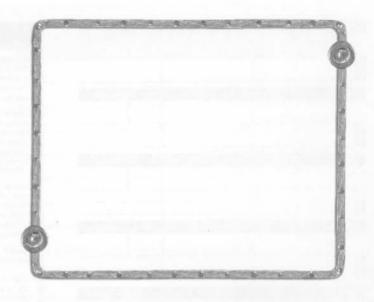
OSE MAGIC DEVICE	
TASK	USE MAGIC
	DEVICE DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20

· Emulate an ability score Special • Emulate a race 25 • Emulate an alignment 30 1 See Player's Handbook, page 85.

USE ROPE	
TASK	USE ROPE DO
Tie a firm knot	10
Secure a grappling hook	701
Tie a special knot	15
. Tie a rope around yourself one-handed	15
Splice two ropes together	15
Bind a character	Varies

1 Add 2 to the DC for every 10 feet the hook is thrown.

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SORCERER/WIZARO

CHARACTER NAME

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(WISDOM)			_		☐ DIPLOMACY ■	CHA	=+_++_
Allen Commission of		To the second second			☐ DISABLE DEVICE	INT	= + +
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					☐ ESCAPE ARTIST ■	DEX*	= + +
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					KNOWLEDGE () INT	++
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					☐ MOVE SILENTLY ■	DEX*	_=++_
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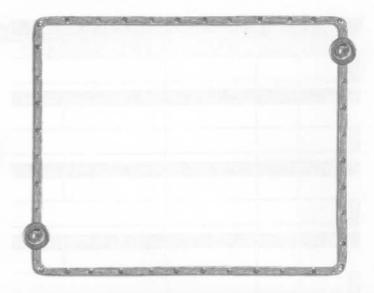
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CHARACTER SHEET



CHARACTER NAME PLAYER CLASS AND LEVEL AGE WEIGHT SIZE CURRENT HE ABILITIES STR TOUCH FLAT-FOOTED DEFENSE DEX TOTAL CLASS EQUIPMENT BONUS ARMOR CON **SKILLS** MASSIVE DAMAGE THRESHOLD TELLIGENCE SKILL NAME WISDOM INITIATIVE BALANCE DEX* ☐ BLUFF CHA CHA **BASE ATTACK** ☐ CLIMB STR* COMPUTER USE INT □ CONCENTRATION CON SAVING SPEED CRAFT (CHEMICAL) INT FORTITUDE CRAFT (ELECTRONIC) INT REPUTATION ☐ CRAFT (MECHANICAL) ■ INT REFLEX **ACTION POINTS** ☐ CRAFT (PHARMACEUTICAL) ■ INT CRAFT (STRUCTURAL) INT **WEALTH BONUS** WILL INT CRAFT (VISUAL ART) CRAFT (WRITING) INT ☐ DECIPHER SCRIPT ■ INT ATTACKS ☐ DEMOLITIONS ■ INT MELEE ATTACK BONUS ☐ DIPLOMACY CHA ☐ DISABLE DEVICE ■ INT RANGED ATTACK BONUS ☐ DISGUISE CHA CONDITIONAL MODIFIERS ☐ DRIVE DEX SITUATIONAL MODIFIERS: ESCAPE ARTIST DEX* FORGERY INT ☐ GAMBLE WIS **GATHER INFORMATION** CHA CHA ☐ HANDLE ANIMAL ■ ☐ HIDE DEX* ☐ INTIMIDATE CHA ☐ INVESTIGATE ■ INT ☐ JUMP STR* WEAPON ☐ KNOWLEDGE INT) = ☐ KNOWLEDGE INT ☐ KNOWLEDGE INT) = KNOWLEDGE) = INT) m INT KNOWLEDGE (AMMUNITION KNOWLEDGE (INT LISTEN WIS WEAPON MOVE SILENTLY DEX* ☐ NAVIGATE INT PERFORM (CHA PERFORM (CHA CHA PERFORM (☐ PILOT ■ DEX ☐ PROFESSION WIS WEAPON REPAIR # INT RESEARCH INT RIDE DEX RANGE WEIGHT SEARCH INT SENSE MOTIVE WIS SLEIGHT OF HAND DEX* SPOT WIS ☐ SURVIVAL WIS ARMOR/PROTECTIVE ITEM ☐ SWIM STR* YES NO ☐ TREAT INJURY WIS ☐ TUMBLE ■ DEX*

SKILLS MARKED WITH . CAN'T BE USED UNTRAINED. **ARMOR PENALTY, IF ANY, APPLIES.

[1] CHECK THIS BOX IF THE SKILL IS A CLASS SKILL FOR THE CHARACTER.

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SO	DAY SPELLS KNOWN SAVE DC
12	CAST TODAY
-	ALTER SELF
1	ANIMAL MESSENGER
ļ	ANIMAL TRANCE
J	BLINDNESS/DEAFNESS
1	BLUR
1	CALM EMOTIONS
1	CAT'S GRACE
	CURE MODERATE WOUNDS
	DARKNESS
	DAZE MONSTER
	DELAY POISON
]	DETECT THOUGHTS
]	EAGLE'S SPLENDOR
]	ENTHRALL
	FOX'S CUNNING
]	GLITTERDUST
1	HEROISM
]	HOLD PERSON
]	HYPNOTIC PATTERN
1	INVISIBILITY
1	LOCATE OBJECT
i	MINOR IMAGE
i	MIRROR IMAGE
i	MISDIRECTION
i	PYROTECHNICS
i	RAGE
i	SCARE
i	SHATTER
i	SILENCE
i	SOUND BURST
1	SUGGESTION
1	
	SUMMON MONSTER II
1	SUMMON SWADA
	SUMMON SWARM
	TONGUES
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]	TONGUESWHISPERING WIND
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	TONGUES WHISPERING WIND 3RD-LEVEL BARD SPELLS DAY SPELLS KNOWN SAVE DC CAST TODAY CHARM MONSTER CHARM MONSTER CLAIRAUDIENCE/CLAIRVOYANCE
	3RD-LEVEL BARD SPELLS DAY SPELLS KNOWN SAVE DC CAST TODAY SPELLS KNOWN SAVE DC CHARM MONSTER CLAIRAUDIENCE/CLAIRVOYANCE CONFUSION
	3RD-LEVEL BARD SPELLS DAY SPELLS KNOWN SAVE DC CAST TODAY DELICATION CAST TODAY
	3RD-LEVEL BARD SPELLS DAY SPELLS KNOWN SAVE DC CAST TODAY DOWN SAVE DC CHARM MONSTER CLAIRAUDIENCE/CLAIRVOYANCE CONFUSION CRUSHING DESPAIR CURE SERIOUS WOUNDS
	TONGUES WHISPERING WIND 3RD-LEVEL BARD SPELLS DAY SPELLS KNOWN SAVE DC CAST TODAY CHARM MONSTER CHARM MONSTER CLAIRAUDIENCE/CLAIRVOYANCE CONFUSION CRUSHING DESPAIR CURE SERIOUS WOUNDS DAYLIGHT
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2ND-LEVEL BARD SPELLS

ILLUSORY SCRIPT	5TH-LEVEL BARD SPELLS
INVISIBILITY SPHERE	SPELLS/DAY SPELLS KNOWN SAVE DO
LEOMUND'S TINY HUT	SPELLS CAST TODAY
MAJOR IMAGE	KNOWN?
PHANTOM STEED	CURE LIGHT WOUNDS, MASS
REMOVE CURSE	DISPEL MAGIC, GREATER
SCRYING	DREAM
SCULPT SOUND	FALSE VISION
SECRET PAGE	HEROISM, GREATER
SEE INVISIBILITY	MIND FOG
SEPIA SNAKE SIGIL	MIRAGE ARCANA
SLOW	MISLEAD
SPEAK WITH ANIMALS	NIGHTMARE
	PERSISTENT IMAGE
SUMMON MONSTER III	SEEMING
	SHADOW EVOCATION
	SHADOW WALK
	SONG OF DISCORD
ATH LEVEL BARD CRELLS	SUGGESTION, MASS
4TH-LEVEL BARD SPELLS	SUMMON MONSTER V
ELLS/DAY SPELLS KNOWN SAVE DC	
ELLS CAST TODAY	
BREAK ENCHANTMENT	
CURE CRITICAL WOUNDS	
	And the state of t
DETECT SCRYING	6TH-LEVEL BARD SPELLS
DIMENSION DOOR	SPELLS/DAY SPELLS KNOWN SAVE DO
DIMENSION DOOR	SPELLS /DAY SPELLS KNOWN SAVE DC
DIMENSION DOOR	SPELLS/DAY SPELLS KNOWN SAVE DO SPELLS CAST TODAY SPELLS KNOWN
DIMENSION DOOR	SPELLS/DAY SPELLS KNOWN SAVE DC SPELLS CAST TODAY SPELLS KNOWN KNOWN? ANALYZE DWEOMER
DIMENSION DOOR	SPELLS/DAY SPELLS KNOWN SAVE DC SPELLS CAST TODAY SPELLS KNOWN KNOWN? ANALYZE DWEOMER ANIMATE OBJECTS
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800 6	AIR DOMAIN
	1 OBSCURING MIST
Ħ	2 WIND WALL
一	3 CASEOUS FORM
\Box	4 AIR WALK
Πi	5 CONTROL WINDS
二	6 CHAIN LIGHTNING
	7 CONTROL WEATHER
	8 WHIRLWIND
\Box	9 ELEMENTAL SWARM®
	*Cost as an air spell only.
	ANIMAL DOMAIN
	1 CALM ANIMALS
	2 HOLD ANIMAL
	3 DOMINATE ANIMAL
	4 SUMMON NATURE'S ALLY IV®
	5 COMMUNE WITH NATURE
	6 ANTILIFE SHELL
	7 ANIMAL SHAPES
	8 SUMMON NATURE'S ALLY VIII®
	9 SHAPECHANGE
	*Can only summon animals.
1000	CHAOS DOMAIN
	1 PROTECTION FROM LAW
	2 SHATTER
	3 MAGIC CIRCLE AGAINST LAW
	4 CHAOS HAMMER
	5 DISPEL LAW
	6 ANIMATE OBJECTS
	7 WORD OF CHAOS
	8 CLOAK OF CHAOS
	9 SUMMON MONSTER IX®
	°Cast as a chaos spell only.
-	DEATH DOMAIN
님	1 CAUSE FEAR
닏	2 DEATH KNELL
\vdash	3 ANIMATE DEAD
님	4 DEATH WARD
님	5 SLAY LIVING
님	6 CREATE UNDEAD
믬	7 DESTRUCTION
H	8 CREATE GREATER UNDEAD
	9 WAIL OF THE BANSHEE
-	DESTRUCTION DOMAIN
	1 INFLICT LIGHT WOUNDS
H	
H	2 SHATTER
\vdash	4 INFLICT CRITICAL WOUNDS
H	5 INFLICT LIGHT WOUNDS, MASS
\vdash	6 HARM
H	7 DISINTEGRATE

9 IMPLOSION_

38-47	EARTH DOMAIN
	I MAGIC STONE
H	2 SOFTEN EARTH AND STONE
\vdash	
\vdash	3 STONE SHAPE
=	4 SPIKE STONES
	5 WALL OF STONE
	6 STONESKIN
	7 EARTHQUAKE
	8 IRON BODY
	9 ELEMENTAL SWARM®
	*Cast as an earth spell only.
100	EVIL DOMAIN
	1 PROTECTION FROM GOOD
H	2 DESECRATE
\vdash	
\vdash	3 MAGIC CIRCLE AGAINST GOOD
\vdash	4 UNHOLY BLIGHT
=	5 DISPEL GOOD
	6 CREATE UNDEAD
	7 BLASPHEMY
	8 UNHOLY AURA
	9 SUMMON MONSTER IX®
	*Cast as an evil spell only.
B. San	FIRE DOMAIN
	1 BURNING HANDS
	2 PRODUCE FLAME
\equiv	3 RESIST ENERGY®
=	4 WALL OF FIRE
\vdash	
\vdash	5 FIRE SHIELD
\vdash	6 FIRE SEEDS
	7 FIRE STORM
	8 INCENDIARY CLOUD
	9 ELEMENTAL SWARMS
	*Resist cold or fire only.
	== Cost as a fire spell only.
E ILLE	GOOD DOMAIN
	1 PROTECTION FROM EVIL
	2 AID
	3 MAGIC CIRCLE AGAINST EVIL
\equiv	4 HOLY SMITE
H	
	5 DISPEL EVIL
	6 BLADE BARRIER
=	7 HOLY WORD
	8 HOLY AURA
	9 SUMMON MONSTER IX [®]
	*Cast as a good spell only.
-	HEALING DOMAIN
	HEALING DOMAIN
	1 CURE LIGHT WOUNDS
	2 CURE MODERATE WOUNDS
	3 CURE SERIOUS WOUNDS
	4 CURE CRITICAL WOUNDS
	5 CURE LIGHT WOUNDS, MASS
	6 HEAL
\vdash	7 REGENERATE
	8 CURE CRITICAL WOUNDS, MASS
	9 HEAL, MASS

	KNOWLEDGE DOMAIN	A	STRENGTH DOMAIN	
			1 ENLARGE	
	1 DETECT SECRET DOORS		2 BULL'S STRENGTH	
	2 DETECT THOUGHTS			
\vdash	3 CLAIRAUDIENCE/CLAIRVOYANCE		3 MAGIC VESTMENT	
	4 DIVINATION	=	4 SPELL IMMUNITY	
\vdash	5 TRUE SEEING	\vdash	5 RIGHTEOUS MIGHT	
\vdash	6 FIND THE PATH	H	6 STONESKIN	
	7 LEGEND LORE	H	7 BIGBY'S GRASPING HAND	
	8 DISCERN LOCATION	\vdash	8 BIGBY'S CLENCHED FIST	
	9 FORESIGHT		9 BIGBY'S CRUSHING HAND	
	LAW DOMAIN	2000	SUN DOMAIN	CHE!
			1 ENDURE ELEMENTS	
H	1 PROTECTION FROM CHAOS	H	2 HEAT METAL	
H	2 CALM EMOTIONS	\vdash	THE CATTER SECTION	
H	3 MAGIC CIRCLE AGAINST CHAOS	H	3 SEARING LIGHT	
	4 ORDER'S WRATH	\vdash	4 FIRE SHIELD	
	5 DISPEL CHAOS	H	5 FLAME STRIKE	
\vdash	6 HOLD MONSTER	\vdash	6 FIRE SEEDS	
	7 DICTUM	\vdash	7 SUNBEAM	
Н	8 SHIELD OF LAW	H	8 SUNBURST	
	9 SUMMON MONSTER IX*	ш	9 PRISMATIC SPHERE	
	*Cast as a law spell only.	1000	TRAVEL DOMAIN	
- 3.5	LUCK DOMAIN		1 LONGSTRIDER	
		H	2 LOCATE OBJECT	
\vdash	1 ENTROPIC SHIELD	H	3 FLY_	
\vdash	2 AID	H	4 DIMENSION DOOR	
\vdash	3 PROTECTION FROM ENERGY	\vdash		
\vdash	4 FREEDOM OF MOVEMENT	H	5 TELEPORT	
H	5 BREAK ENCHANTMENT	H	7 TELEPORT, GREATER	
\vdash	6 MISLEAD	H	8 PHASE DOOR	
\vdash	7 SPELL TURNING	\exists		
\vdash	8 MOMENT OF PRESCIENCE		9 ASTRAL PROJECTION	
	9 MIRACLE	1000	TRICKERY DOMAIN	
	MAGIC DOMAIN			
	MAGIC DOMAIN		1 DISGUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA		1 DISCUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA		1 DISCUISE SELF	
	NAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC		1 DISCUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA		1 DISCUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA		1 DISGUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY		1 DISCUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING		1 DISCUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS		1 DISCUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING		1 DISCUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS		1 DISGUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA		1 DISCUISE SELF	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN		1 DISCUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN		1 DISGUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE		1 DISCUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS		1 DISCUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS		1 DISCUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD		1 DISCUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS		1 DISGUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS 8 CONTROL PLANTS		1 DISCUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND 8 POWER WORD STUN 9 POWER WORD KILL	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS 8 CONTROL PLANTS 9 SHAMBLER		1 DISGUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND 8 POWER WORD STUN	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS 8 CONTROL PLANTS		1 DISCUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND 8 POWER WORD STUN 9 POWER WORD KILL	
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	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS 8 CONTROL PLANTS 9 SHAMBLER PROTECTION DOMAIN		1 DISGUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND 8 POWER WORD STUN 9 POWER WORD STUN 9 POWER WORD KILL WATER DOMAIN 1 OBSCURING MIST	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS 8 CONTROL PLANTS 9 SHAMBLER PROTECTION DOMAIN		1 DISGUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND 8 POWER WORD STUN 9 POWER WORD STUN 9 POWER WORD KILL WATER DOMAIN 1 OBSCURING MIST 2 FOG CLOUD 3 WATER BREATHING 4 CONTROL WATER	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS 8 CONTROL PLANTS 9 SHAMBLER PROTECTION DOMAIN 1 SANCTUARY 2 SHIELD OTHER 3 PROTECTION FROM ENERGY 4 SPELL IMMUNITY		1 DISGUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND 8 POWER WORD STUN 9 POWER WORD KILL WATER DOMAIN 1 OBSCURING MIST 2 FOG CLOUD 3 WATER BREATHING 4 CONTROL WATER 5 ICE STORM	
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	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS 8 CONTROL PLANTS 9 SHAMBLER PROTECTION DOMAIN 1 SANCTUARY 2 SHIELD OTHER 3 PROTECTION FROM ENERGY 4 SPELL IMMUNITY		1 DISGUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND 8 POWER WORD STUN 9 POWER WORD KILL WATER DOMAIN 1 OBSCURING MIST 2 FOG CLOUD 3 WATER BREATHING 4 CONTROL WATER 5 ICE STORM 6 CONE OF COLD 7 ACID FOG	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS 8 CONTROL PLANTS 9 SHAMBLER PROTECTION DOMAIN 1 SANCTUARY 2 SHIELD OTHER 3 PROTECTION FROM ENERGY 4 SPELL IMMUNITY 5 SPELL RESISTANCE		1 DISGUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND 8 POWER WORD STUN 9 POWER WORD STUN 1 OBSCURING MIST 2 FOG CLOUD 3 WATER BREATHING 4 CONTROL WATER 5 ICE STORM 6 CONE OF COLD	
	MAGIC DOMAIN 1 NYSTUL'S MAGIC AURA 2 IDENTIFY 3 DISPEL MAGIC 4 IMBUE WITH SPELL ABILITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD 7 SPELL TURNING 8 PROTECTION FROM SPELLS 9 MORDENKAINEN'S DISJUNCTION PLANT DOMAIN 1 ENTANGLE 2 BARKSKIN 3 PLANT GROWTH 4 COMMAND PLANTS 5 WALL OF THORNS 6 REPEL WOOD 7 ANIMATE PLANTS 8 CONTROL PLANTS 9 SHAMBLER PROTECTION DOMAIN 1 SANCTUARY 2 SHIELD OTHER 3 PROTECTION FROM ENERGY 4 SPELL IMMUNITY 5 SPELL RESISTANCE 6 ANTIMAGIC FIELD		1 DISGUISE SELF 2 INVISIBILITY 3 NONDETECTION 4 CONFUSION 5 FALSE VISION 6 MISLEAD 7 SCREEN 8 POLYMORPH ANY OBJECT 9 TIME STOP WAR DOMAIN 1 MAGIC WEAPON 2 SPIRITUAL WEAPON 3 MAGIC VESTMENT 4 DIVINE POWER 5 FLAME STRIKE 6 BLADE BARRIER 7 POWER WORD BLIND 8 POWER WORD STUN 9 POWER WORD KILL WATER DOMAIN 1 OBSCURING MIST 2 FOG CLOUD 3 WATER BREATHING 4 CONTROL WATER 5 ICE STORM 6 CONE OF COLD 7 ACID FOG	



O-LEVEL CLERIC SPELLS (ORISONS) SPELLS/DAY _____ SAVE DC ___ NUMBER PREPARED CREATE WATER_ CURE MINOR WOUNDS_____ DETECT MAGIC ___ DETECT POISON __ GUIDANCE ___ INFLICT MINOR WOUNDS____ LIGHT MENDING PURIFY FOOD AND DRINK READ MAGIC _____ RESISTANCE ___ VIRTUE ____ 1ST-LEVEL CLERIC SPELLS SPELLS/DAY _____ SAVE DC __ NUMBER PREPARED BANE BLESS _ BLESS WATER ___ CAUSE FEAR _____ COMMAND COMPREHEND LANGUAGES_____ CURE LIGHT WOUNDS_____ CURSE WATER __ DEATHWATCH DETECT CHAOS ___ DETECT GOOD____ DETECT LAW____ DETECT UNDEAD _____ DIVINE FAVOR ___ DOOM ENDURE ELEMENTS ENTROPIC SHIELD ___ HIDE FROM UNDEAD____ INFLICT LIGHT WOUNDS_____ MAGIC STONE ___ MAGIC WEAPON ____ OBSCURING MIST_ PROTECTION FROM CHAOS ___ PROTECTION FROM EVIL_____ PROTECTION FROM GOOD_____ PROTECTION FROM LAW_____ REMOVE FEAR _ SANCTUARY ___ SHIELD OF FAITH SUMMON MONSTER I ___

SPELLS	/DAY SAVE DC
NUMBER	
PREPARED	
H	ALIGN WEAPON
\vdash	
\vdash	AUGURY
\vdash	BEAR'S ENDURANCE
\vdash	BULL'S STRENGTH
\vdash	CALM EMOTIONS
=	CONSECRATE
	CURE MODERATE WOUNDS
\blacksquare	DARKNESS
	DEATH KNELL
	DELAY POISON
	DESECRATE
	EAGLE'S SPLENDOR
	ENTHRALL
	FIND TRAPS
	GENTLE REPOSE
	HOLD PERSON
	INFLICT MODERATE WOUNDS
	MAKE WHOLE
	OWL'S WISDOM
	REMOVE PARALYSIS
	RESIST ENERGY
	RESTORATION, LESSER
	SHATTER
	SHIELD OTHER
一	SILENCE
一	SOUND BURST
一	SPIRITUAL WEAPON
\Box	STATUS
\Box	SUMMON MONSTER II
\equiv	UNDETECTABLE ALIGNMENT
二	ZONE OF TRUTH
\Box	
二	
二	
ш	
	3RD-LEVEL CLERIC SPELLS
SPELLS	
NUMBER	
PREPARED	
\square	ANIMATE DEAD
Щ	BESTOW CURSE
	BLINDNESS/DEAFNESS
	CONTAGION
	CONTINUAL FLAME
	CREATE FOOD AND WATER
	CURE SERIOUS WOUNDS
	DAYLIGHT
	DEEPER DARKNESS
	DISPEL MAGIC
	GLYPH OF WARDING
	HELPING HAND
	INFLICT SERIOUS WOUNDS
	INVISIBILITY PURGE
	LOCATE OBJECT
	MAGIC CIRCLE AGAINST CHAOS
一	MAGIC CIRCLE AGAINST EVIL
\Box	MAGIC CIRCLE AGAINST GOOD
一	MAGIC CIRCLE AGAINST LAW
一	MAGIC VESTMENT
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2ND-LEVEL CLERIC SPELLS

	MELD INTO STONE		FLAME STRIKE
	OBSCURE OBJECT	H	HALLOW
	PRAYER	\equiv	INFLICT LIGHT WOUNDS, MASS
	PROTECTION FROM ENERGY	=	INSECT PLAGUE
			MARK OF JUSTICE
	REMOVE BLINDNESS/DEAFNESS	H	PLANE SHIFT
	REMOVE CURSE		RAISE DEAD
H		H	
\vdash	SEARING LIGHT	\vdash	RIGHTEOUS MIGHTSCRYING
	SPEAK WITH DEAD		
	STONE SHAPE		SLAY LIVING
	SUMMON MONSTER III		SPELL RESISTANCE
\vdash	WATER BREATHING		SUMMON MONSTER V
	WATER WALK	\vdash	SYMBOL OF PAIN
	WIND WALL	\vdash	SYMBOL OF SLEEP
		\vdash	TRUE SEEING
		=	UNHALLOW
		\vdash	WALL OF STONE
		=	
REAL PROPERTY.	4TH-LEVEL CLERIC SPELLS	=	
CDCLLG	- WARRING TO A CONTROL OF THE CONTRO		
NUMBER	S/DAY SAVE DC		
PREPAREI		10000	6TH-LEVEL CLERIC SPELLS
	AIR WALK	SDELLS	DAY SAVE DC
	CONTROL WATER	NUMBER	DATE DE
	CURE CRITICAL WOUNDS	PREPARED	
	DEATH WARD		ANIMATE OBJECTS
	DIMENSIONAL ANCHOR		ANTILIFE SHELL
	DISCERN LIES		BANISHMENT
	DISMISSAL		BEAR'S ENDURANCE, MASS
	DIVINATION		BLADE BARRIER
	DIVINE POWER		BULL'S STRENGTH, MASS
	FREEDOM OF MOVEMENT		CREATE UNDEAD
	GIANT VERMIN		CURE MODERATE WOUNDS, MASS
	IMBUE WITH SPELL ABILITY		DISPEL MAGIC, GREATER
	INFLICT CRITICAL WOUNDS		EAGLE'S SPLENDOR, MASS
	MAGIC WEAPON, GREATER		FIND THE PATH
	NEUTRALIZE POISON		FORBIDDANCE
	PLANAR ALLY, LESSER		GEAS/QUEST
	POISON		GLYPH OF WARDING, GREATER
	REPEL VERMIN		HARM
	RESTORATION		HEAL
	SENDING		HEROES' FEAST
	SPELL IMMUNITY		INFLICT MODERATE WOUNDS, MASS
	SUMMON MONSTER IV		OWL'S WISDOM, MASS
	TONGUES		PLANAR ALLY
			SUMMON MONSTER VI
			SYMBOL OF FEAR
			SYMBOL OF PERSUASION
			UNDEATH TO DEATH
			WIND WALK
	5TH-LEVEL CLERIC SPELLS		WORD OF RECALL
	S/DAY SAVE DC	<u> </u>	
NUMBER PREPARED			
	ATONEMENT		
一	BREAK ENCHANTMENT		
一	COMMAND, GREATER		
\Box	COMMUNE		
一	CURE LIGHT WOUNDS, MASS		
一	DISPEL CHAOS		
一	DISPEL EVIL		
	DISPEL GOOD		
Πİ	DISPEL LAW		
$\overline{}$	DISRUPTING WEAPON		

LS/I	
4	AY SAVE DC
ED.	
	LASPHEMY
1	ONTROL WEATHER
	TURE SERIOUS WOUNDS, MASS
1	DESTRUCTION
,	DICTUM
-	THEREAL JAUNT
1	HOLY WORD
	NFLICT SERIOUS WOUNDS, MASS
	EFUGE
ĺ	REGENERATE
ĺ	REPULSION
ĺ	RESTORATION, GREATER
i	RESURRECTION
1	CRYING, GREATER
	SUMMON MONSTER VII
ĺ	YMBOL OF STUNNING
ĺ	SYMBOL OF WEAKNESS
	WORD OF CHAOS
	WORD OF CHAOS
	WORD OF CHAOS 8TH-LEVEL CLERIC SPELLS
] -	
R	8TH-LEVEL CLERIC SPELLS
R	8TH-LEVEL CLERIC SPELLS DAY SAVE DC
R	STH-LEVEL CLERIC SPELLS SAVE DC ANTIMAGIC FIELD
R	STH-LEVEL CLERIC SPELLS SAY SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS
R	STH-LEVEL CLERIC SPELLS DAY SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD
R	STH-LEVEL CLERIC SPELLS DAY SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD CURE CRITICAL WOUNDS, MASS
R	STH-LEVEL CLERIC SPELLS SAY SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD CURE CRITICAL WOUNDS, MASS DIMENSIONAL LOCK
R	STH-LEVEL CLERIC SPELLS SAY SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD CURE CRITICAL WOUNDS, MASS DIMENSIONAL LOCK DISCERN LOCATION
R	STH-LEVEL CLERIC SPELLS DAY SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD CURE CRITICAL WOUNDS, MASS DIMENSIONAL LOCK DISCERN LOCATION EARTHQUAKE
R	STH-LEVEL CLERIC SPELLS DAY SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD CURE CRITICAL WOUNDS, MASS DIMENSIONAL LOCK DISCERN LOCATION EARTHQUAKE FIRE STORM
R	STH-LEVEL CLERIC SPELLS DAY SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD CURE CRITICAL WOUNDS, MASS DIMENSIONAL LOCK DISCERN LOCATION EARTHQUAKE FIRE STORM HOLY AURA
	STH-LEVEL CLERIC SPELLS DAY SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD CURE CRITICAL WOUNDS, MASS DIMENSIONAL LOCK DISCERN LOCATION EARTHQUAKE FIRE STORM HOLY AURA INFLICT CRITICAL WOUNDS, MASS
R	STH-LEVEL CLERIC SPELLS SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD CURE CRITICAL WOUNDS, MASS DIMENSIONAL LOCK DISCERN LOCATION EARTHQUAKE FIRE STORM HOLY AURA INFLICT CRITICAL WOUNDS, MASS PLANAR ALLY, GREATER
R	STH-LEVEL CLERIC SPELLS DAY SAVE DC ANTIMAGIC FIELD
R	STH-LEVEL CLERIC SPELLS SAVE DC ANTIMAGIC FIELD CLOAK OF CHAOS CREATE GREATER UNDEAD CURE CRITICAL WOUNDS, MASS DIMENSIONAL LOCK DISCERN LOCATION EARTHQUAKE FIRE STORM HOLY AURA INFLICT CRITICAL WOUNDS, MASS PLANAR ALLY, GREATER

S/DAY	SAVE DC	
ER ED		
ASTRAL PROJ	ECTION	
	IN	
ETHEREALNE	SS	
GATE		
HEAL, MASS		
IMPLOSION		
MIRACLE		
SOUL BIND_		
STORM OF V	ENGEANCE	
SUMMON M	ONSTER IX	
TRUE RESUR	RECTION	

THE EWEL CLEDIC CD





/DAY SAVE DC	
ALARM	
ANIMAL MESSENGER	
CALM ANIMALS	
CHARM ANIMAL	
DELAY POISON	
DETECT ANIMALS OR PLANTS	
DETECT POISON	
DETECT SNARES AND PITS	
ENDURE ELEMENTS	
ENTANGLE	
HIDE FROM ANIMALS	
JUMP	
LONGSTRIDER	
MAGIC FANG	
PASS WITHOUT TRACE	
READ MAGIC	
RESIST ENERGY	
SPEAK WITH ANIMALS	
SUMMON NATURE'S ALLY I	
2ND-LEVEL R	ANGER SPELLS
2ND-LEVEL R	ANGER SPELLS
/DAYSAVE DC	ANGER SPELLS
	ANGER SPELLS
/DAY SAVE DC	ANGER SPELLS
BARKSKINBEAR'S ENDURANCE	ANGER SPELLS
BARKSKINBEAR'S ENDURANCECAT'S GRACE	
BARKSKIN BEAR'S ENDURANCE CAT'S GRACE CURE LIGHT WOUNDS	
BARKSKIN BEAR'S ENDURANCE CAT'S GRACE CURE LIGHT WOUNDS HOLD ANIMAL	
BARKSKIN BEAR'S ENDURANCE CAT'S GRACE CURE LIGHT WOUNDS HOLD ANIMAL OWL'S WISDOM	
BARKSKIN BEAR'S ENDURANCE CAT'S GRACE CURE LIGHT WOUNDS HOLD ANIMAL OWL'S WISDOM PROTECTION FROM ENERGY	
BARKSKIN BEAR'S ENDURANCE CAT'S GRACE CURE LIGHT WOUNDS HOLD ANIMAL OWL'S WISDOM PROTECTION FROM ENERGY SNARE	
BARKSKIN BEAR'S ENDURANCE CAT'S GRACE CURE LIGHT WOUNDS HOLD ANIMAL OWL'S WISDOM PROTECTION FROM ENERGY SNARE SPEAK WITH PLANTS	
BARKSKIN BEAR'S ENDURANCE CAT'S GRACE CURE LIGHT WOUNDS HOLD ANIMAL OWL'S WISDOM PROTECTION FROM ENERGY SNARE	

DAY	SAVE DC
Satisfies.	53676-503-51
	ND PLANTS
	DERATE WOUNDS
DARKVISI	
	I PLANTS
	ANG, GREATER
	IZE POISON
PLANT GI	
REDUCE	10),1610,00
	DISEASE
	RMIN
	NATURE'S ALLY III
	PE
WATER W	ALK
COMMUN CURE SER FREEDON NONDET	SROWTH
	100



S/DAY SAVE DC	
D	
CREATE WATER	
CURE MINOR WOUNDS	
DETECT MAGIC	
DETECT POISON	
FLARE	
GUIDANCE	
KNOW DIRECTION	
LIGHT	
MENDING	
PURIFY FOOD AND DRINK	
READ MAGIC	
RESISTANCE	
VIRTUE	
4	
S/DAY SAVE DC	
CALMANIMALS	
CHARM ANIMAL	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS JUMP	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS JUMP LONGSTRIDER	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS JUMP LONGSTRIDER MAGIC FANG	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS JUMP LONGSTRIDER MAGIC FANG MAGIC STONE	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS JUMP LONGSTRIDER MAGIC FANG MAGIC STONE OBSCURING MIST	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS JUMP LONGSTRIDER MAGIC FANG MAGIC STONE OBSCURING MIST PASS WITHOUT TRACE	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS JUMP LONGSTRIDER MAGIC FANG MAGIC STONE OBSCURING MIST PASS WITHOUT TRACE PRODUCE FLAME	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS JUMP LONGSTRIDER MAGIC FANG MAGIC STONE OBSCURING MIST PASS WITHOUT TRACE PRODUCE FLAME SHILLELAGH	
CHARM ANIMAL CURE LIGHT WOUNDS DETECT ANIMALS OR PLANTS DETECT SNARES AND PITS ENDURE ELEMENTS ENTANGLE FAERIE FIRE GOODBERRY HIDE FROM ANIMALS JUMP LONGSTRIDER MAGIC FANG MAGIC STONE OBSCURING MIST PASS WITHOUT TRACE PRODUCE FLAME	

	CAT'S GRACE
	CHILL METAL
	DELAY POISON
	FIRE TRAP
\equiv	FLAME BLADE
=	
=	FLAMING SPHERE
=	FOG CLOUD
\square	GUST OF WIND
	HEAT METAL
	HOLD ANIMAL
	OWL'S WISDOM
	REDUCE ANIMAL
	RESIST ENERGY
	RESTORATION, LESSER
	SOFTEN EARTH AND STONE
一	SPIDER CLIMB
\Box	SUMMON NATURE'S ALLY II
=	SUMMON SWARM
H	
\vdash	TREE SHAPE
\vdash	WARP WOOD
\vdash	WOOD SHAPE
\square	
	3RD-LEVEL DRUID SPELLS
SPELLS	/DAY SAVE DC
NUMBER	
PREPARED	
Щ	CALL LIGHTNING
	CONTAGION
	CURE MODERATE WOUNDS
	DAYLIGHT
	DIMINISH PLANTS
	DOMINATE ANIMAL
	MAGIC FANG, GREATER
	MELD INTO STONE
	NEUTRALIZE POISON
\Box	PLANT GROWTH
二	
	POISON
	POISON
\Box	PROTECTION FROM ENERGY
	PROTECTION FROM ENERGYQUENCH
	PROTECTION FROM ENERGY QUENCH REMOVE DISEASE
	PROTECTION FROM ENERGY
SPELLS, NUMBER PREPARED	PROTECTION FROM ENERGY QUENCH REMOVE DISEASE SLEET STORM SNARE SPEAK WITH PLANTS SPIKE GROWTH STONE SHAPE SUMMON NATURE'S ALLY III WATER BREATHING WIND WALL 4TH-LEVEL DRUID SPELLS
NUMBER	PROTECTION FROM ENERGY QUENCH REMOVE DISEASE SLEET STORM SNARE SPEAK WITH PLANTS SPIKE GROWTH STONE SHAPE SUMMON NATURE'S ALLY III WATER BREATHING WIND WALL 4TH-LEVEL DRUID SPELLS
NUMBER	PROTECTION FROM ENERGY QUENCH REMOVE DISEASE SLEET STORM SNARE SPEAK WITH PLANTS SPIKE GROWTH STONE SHAPE SUMMON NATURE'S ALLY III WATER BREATHING WIND WALL 4TH-LEVEL DRUID SPELLS
NUMBER	PROTECTION FROM ENERGY QUENCH REMOVE DISEASE SLEET STORM SNARE SPEAK WITH PLANTS SPIKE GROWTH STONE SHAPE SUMMON NATURE'S ALLY III WATER BREATHING WIND WALL ATH-LEVEL DRUID SPELLS AIR WALK
NUMBER	PROTECTION FROM ENERGY QUENCH REMOVE DISEASE SLEET STORM SNARE SPEAK WITH PLANTS SPIKE GROWTH STONE SHAPE SUMMON NATURE'S ALLY III WATER BREATHING WIND WALL ATH-LEVEL DRUID SPELLS AIR WALK ANTIPLANT SHELL

CURE SERIOUS WOUNDS

	DISPEL MAGIC		TRANSPORT VIA PLANTS
	FLAME STRIKE		WALL OF STONE
	FREEDOM OF MOVEMENT		
	GIANT VERMIN		
	ICE STORM		
	REINCARNATE		
\equiv	REPEL VERMIN		
	RUSTING GRASP	1	7TH-LEVEL DRUID SPELLS
	SCRYING	SPELLS	S/DAY SAVE DC
\Box	SPIKE STONES	NUMBER	
\equiv	SUMMON NATURE'S ALLY IV	PREPARED	ANIMATE PLANTS
		\vdash	CHANGESTAFF_
			CONTROL WEATHER
			CREEPING DOOM
			CURE MODERATE WOUNDS, MASS
		H	FIRE STORM_
40.0	5TH-LEVEL DRUID SPELLS	H	HEAL
SPELLS	S/DAY SAVE DC		SCRYING, GREATER
NUMBER		H	SUMMON NATURE'S ALLY VII
PREPARE			SUNBEAM
H	ANIMAL GROWTH	H	TRANSMUTE METAL TO WOOD
믬	ATONEMENT	H	TRUE SEEING
H	AWAKEN	H	WIND WALK
믬		\vdash	WIND WALK
님	CALL LIGHTNING STORM	=	
H	COMMUNE WITH NATURE	=	
H	CONTROL WINDS	ш	
H	CURE CRITICAL WOUNDS		
H	DEATH WARD	100	8TH-LEVEL DRUID SPELLS
=	HALLOW	SPELLS	J/DAY SAVE DC
H	INSECT PLAGUE	NUMBER	
H	STONESKINSUMMON NATURE'S ALLY V	PREPARED	
H	TRANSMUTE MUD TO ROCK	\vdash	ANIMAL SHAPES
H	TRANSMUTE ROCK TO MUD	\vdash	CONTROL PLANTS
H	TREE STRIDE	\vdash	CURE SERIOUS WOUNDS, MASS
H	UNHALLOW	\vdash	EARTHQUAKE
H	WALL OF FIRE	H	FINGER OF DEATH
二	WALL OF THORNS	H	Say a Cavana Gasa (Cavana
	WAR AL ILIAMIA	=	REVERSE GRAVITY
\equiv		H	SUNBURST
		H	WHIRLWIND
ш		H	WORD OF RECALL
		\equiv	WORD OF RECALL
B88	6TH-LEVEL DRUID SPELLS	=	
SPELLS	S/DAY SAVE DC	=	
NUMBER		ш	
PREPARED			
님	ANTILIFE SHELL	10 373	9TH-LEVEL DRUID SPELLS
=	BEAR'S ENDURANCE, MASS	SPELLS	/DAY SAVE DC
H	BULL'S STRENGTH, MASS	NUMBER	
H	CAT'S GRACE, MASS CURE LIGHT WOUNDS, MASS	PREPARED	
H	DISPEL MAGIC, GREATER	\vdash	ANTIPATHY
H		=	CURE CRITICAL WOUNDS, MASS
H		\vdash	ELEMENTAL SWARM
H	FIRE SEEDS	님	FORESIGHT
H	LIVEOAK	님	REGENERATE
H	MOVE EARTH	\vdash	SHAMBLER
H	MOVE EARTH	\vdash	SHAPECHANGE
=		\exists	STORM OF VENGEANCE
=	REPEL WOODSPELLSTAFF	H	SUMMON NATURE'S ALLY IX
	STONE TELL		SYMPATHY
\exists	SUMMON NATURE'S ALLY VI		
	SOMMON NATORE SALET TI	Щ.	







LLS/DAY	1ST-LEVEL BLACKGUAR SPELLS KNOWN	SAVE DC
	DAY DDDDDDDDD	
ABER VARED	Street Prints Trapp and Traph pages Street Street Trapp 1980 Trapp	
CAUSE F	EAR	
CORRU	PT WEAPON	
CURE L	IGHT WOUNDS	
DOOM		
INFLICT	LIGHT WOUNDS	
MAGIC	WEAPON	
SUMMO	ON MONSTER I ^d	
7		
=		
# Evil cre	atures only.	
	2ND-LEVEL BLACKGUAR	RD SPELLS
ELLS/DAY	SPELLS KNOWN	SAVE DC
	DDAY DDDDDDDDD	SANAMA
MBER		
ARED	CTREMETH	
	STRENGTH	
_	MODERATE WOUNDS	
DARKN		
	KNELL	
	S SPLENDOR	
INFLIC	T MODERATE WOUNDS	
SHATTI		
	ON MONSTER II®	
		1111
SUMM		
SUMM	ON MONSTER II®	RD SPELLS
SUMMe	ON MONSTER II®	RD SPELLS SAVE DC
SUMM!	on Monster II®	
* Evil co	on Monster II®	
SUMM * Evil cre ELLS/DAY ELLS CAST TO	atures only. 3RD-LEVEL BLACKGUAR SPELLS KNOWN	
* Evil col	atures only. 3RD-LEVEL BLACKGUAF SPELLS KNOWN DDAY	
* Evil col	SPELLS KNOWN COON GION SERIOUS WOUNDS	
* Evil cre * Evil cre * Evil cre * Eulls CAST TO MBER CONTA CURE S DEEPEI	atures only. 3RD-LEVEL BLACKGUAR SPELLS KNOWN DDAY GION SERIOUS WOUNDS R DARKNESS	
* Evil cre * Evil cre * Evil cre * Eulls CAST TO MBER CONTA CURE S DEEPEI	SPELLS KNOWN COON GION SERIOUS WOUNDS	
* Evil cee * Evil	atures only. 3RD-LEVEL BLACKGUAR SPELLS KNOWN DDAY GION SERIOUS WOUNDS R DARKNESS	
SUMMA * Evil cre ELLS/DAY ELLS CAST TO MBER CONTA CURE S DEEPEI INFLIC PROTE	SPELLS KNOWN DAY DAY DARKNESS GION SERIOUS WOUNDS T SERIOUS WOUNDS	
SUMMA * Evil cre ELLS/DAY ELLS CAST TO MBER CONTA CURE S DEEPEI INFLIC PROTE	SPELLS KNOWN DDAY GION GRION GRANKNESS T SERIOUS WOUNDS CTION FROM ENERGY	
SUMMA * Evil cre ELLS/DAY ELLS CAST TO MBER CONTA CURE S DEEPEI INFLIC PROTE	SPELLS KNOWN DDAY GION GRION GRIONSERIOUS WOUNDS T SERIOUS WOUNDS CTION FROM ENERGY	
ELLS/DAY	SPELLS KNOWN DDAY GION GRION GRIONSERIOUS WOUNDS T SERIOUS WOUNDS CTION FROM ENERGY	
ELLS/DAY	SPELLS KNOWN	SAVE DC
SUMMA * Evil col	SPELLS KNOWN	SAVE DC
SUMMA * Evil col ELLS/DAY CONTA CURE S DEEPEI INFLIC PROTE SUMM * Evil col	SPELLS KNOWN TO MONSTER III SPELLS KNOWN SPELLS KNOWN SERIOUS WOUNDS TO SERIOUS WOUNDS TO SERIOUS WOUNDS TO MONSTER III TO MONSTER III SPELLS KNOWN SPELLS KNOWN	SAVE DC
SUMMA * Evil col ELLS/DAY CONTA CURE S DEEPEI INFLIC PROTE SUMM * Evil col	SPELLS KNOWN	SAVE DC
SUMMA * Evil col ELLS/DAY ELLS CAST TO MBER CONTA CURE S DEEPEI INFLIC PROTE SUMM * Evil col ELLS/DAY ELLS/DAY ELLS CAST TO	SPELLS KNOWN TO MONSTER III SPELLS KNOWN SPELLS KNOWN SERIOUS WOUNDS TO SERIOUS WOUNDS TO SERIOUS WOUNDS TO MONSTER III TO MONSTER III SPELLS KNOWN SPELLS KNOWN	SAVE DC
SUMMA * Evil cre ELLS/DAY ELLS CAST TO MBER PARED * Evil cre ELLS/DAY * Evil cre ELLS/DAY * Evil cre BELLS/DAY * Evil cre BELLS/DAY * Evil cre BELLS/DAY * Evil cre BELLS/DAY	SPELLS KNOWN TO MONSTER III SPELLS KNOWN SPELLS KNOWN SERIOUS WOUNDS TO SERIOUS WOUNDS TO SERIOUS WOUNDS TO MONSTER III TO MONSTER III SPELLS KNOWN SPELLS KNOWN	SAVE DC
SUMMA * Evil cre ELLS/DAY ELLS CAST TO MEER PARED CONTA CURE S DEEPEI INFLIC PROTE SUMM Evil cre ELLS/DAY ELLS/DAY ELLS/DAY CURE C	SPELLS KNOWN GION GION GRANNESS T SERIOUS WOUNDS CTION FROM ENERGY ON MONSTER III® ATH-LEVEL BLACKGUA SPELLS KNOWN SPELLS KNOWN DAY SPELLS KNOWN DAY SPELLS KNOWN	SAVE DC
SUMMA * Evil cre ELLS/DAY ELLS CAST TO MEER PARED INFLIC PROTE SUMM * Evil cre ELLS/DAY ELLS/DAY CURE G G G G G G G G G G G G G	SPELLS KNOWN GION GION GRARKNESS T SERIOUS WOUNDS CTION FROM ENERGY ON MONSTER III® SPELLS KNOWN ATH-LEVEL BLACKGUA SPELLS KNOWN CRITICAL WOUNDS	SAVE DC
SUMMA * Evil cre ELLS/DAY ELLS CAST TO MEER PARED INFLIC PROTE SUMM * Evil cre ELLS/DAY ELLS/DAY CURE G G G G G G G G G G G G G	SPELLS KNOWN SERIOUS WOUNDS STATUTES ONly. 4TH-LEVEL BLACKGUA SPELLS KNOWN SERIOUS WOUNDS STATUTES ONly. 4TH-LEVEL BLACKGUA SPELLS KNOWN SPELLS	SAVE DC
SUMMA * Evil ce ELLS/DAY ELLS CAST TO MEER PARED DEEPEI INFLIC PROTE SUMM * Evil ce FREED INFLIC FREED INFLIC POISO	SPELLS KNOWN SERIOUS WOUNDS STATUTES ONly. 4TH-LEVEL BLACKGUA SPELLS KNOWN SERIOUS WOUNDS STATUTES ONly. 4TH-LEVEL BLACKGUA SPELLS KNOWN SPELLS	SAVE DC



	DAYSAVE DC
	BLESS
	BLESS WATER
	BLESS WEAPON
	CREATE WATER
	CURE LIGHT WOUNDS
	DETECT POISON
	DETECT UNDEAD
	DIVINE FAVOR
	ENDURE ELEMENTS
	MAGIC WEAPON
	PROTECTION FROM CHAOS
	PROTECTION FROM EVIL
	READ MAGIC
	RESISTANCE
	RESTORATION, LESSER
	VIRTUE
	2ND-LEVEL PALADIN SPELLS
	2ND-LEVEL PALADIN SPELLS DAY SAVE DC
	2ND-LEVEL PALADIN SPELLS DAY SAVE DC
	2ND-LEVEL PALADIN SPELLS DAY SAVE DC BULL'S STRENGTH
	2ND-LEVEL PALADIN SPELLS DAY SAVE DC BULL'S STRENGTH DELAY POISON
	2ND-LEVEL PALADIN SPELLS DAY SAVE DC BULL'S STRENGTH DELAY POISON EAGLE'S SPLENDOR
	2ND-LEVEL PALADIN SPELLS DAY SAVE DC BULL'S STRENGTH DELAY POISON EACLE'S SPLENDOR OWL'S WISDOM
	BULL'S STRENGTH_ DELAY POISON EAGLE'S SPLENDOR OWL'S WISDOM REMOVE PARALYSIS
71	BULL'S STRENGTH_ DELAY POISON EAGLE'S SPLENDOR OWL'S WISDOM REMOVE PARALYSIS RESIST ENERGY
	2ND-LEVEL PALADIN SPELLS DAY SAVE DC BULL'S STRENGTH DELAY POISON EAGLE'S SPLENDOR OWL'S WISDOM REMOVE PARALYSIS RESIST ENERGY SHIELD OTHER
	BULL'S STRENGTH_ DELAY POISON EAGLE'S SPLENDOR OWL'S WISDOM REMOVE PARALYSIS RESIST ENERGY

3RD-LEVEL PALADIN SPE	LLO	
DAY SAVE DC	-	
CURE MODERATE WOUNDS		
DAYLIGHT		
DISCERN LIES		
DISPEL MAGIC		
HEAL MOUNT		
MAGIC CIRCLE AGAINST CHAOS		
MAGIC CIRCLE AGAINST EVIL		
MAGIC WEAPON, GREATER		
PRAYER		
REMOVE BLINDNESS/DEAFNESS		
REMOVE CURSE		
ATH LEVEL DALADIN SDE	115	
4TH-LEVEL PALADIN SPE	ELLS	
	ELLS	
	ELLS	
DAY SAVE DC	ELLS	
DAY SAVE DC BREAK ENCHANTMENT	ELLS	
BREAK ENCHANTMENT CURE SERIOUS WOUNDS	ELLS	
BREAK ENCHANTMENT CURE SERIOUS WOUNDS DEATH WARD	ELLS	
BREAK ENCHANTMENT CURE SERIOUS WOUNDS DEATH WARD DISPEL CHAOS	ELLS	
BREAK ENCHANTMENT CURE SERIOUS WOUNDS DEATH WARD DISPEL CHAOS DISPEL EVIL	ELLS	
BREAK ENCHANTMENT CURE SERIOUS WOUNDS DEATH WARD DISPEL CHAOS DISPEL EVIL HOLY SWORD	ills	
BREAK ENCHANTMENT CURE SERIOUS WOUNDS DEATH WARD DISPEL CHAOS DISPEL EVIL HOLY SWORD MARK OF JUSTICE	ills	
BREAK ENCHANTMENT CURE SERIOUS WOUNDS DEATH WARD DISPEL CHAOS DISPEL EVIL HOLY SWORD MARK OF JUSTICE NEUTRALIZE POISON	ills	
BREAK ENCHANTMENT CURE SERIOUS WOUNDS DEATH WARD DISPEL CHAOS DISPEL EVIL HOLY SWORD MARK OF JUSTICE NEUTRALIZE POISON	ills	
BREAK ENCHANTMENT CURE SERIOUS WOUNDS DEATH WARD DISPEL CHAOS DISPEL EVIL HOLY SWORD MARK OF JUSTICE NEUTRALIZE POISON	ills	





O-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS) SPELLS/DAY _____ SPELLS KNOWN _____ SAVE DC _ SPELLS CAST TODAY NUMBER PREPARED (WIZARD) KNOWN? ACID SPLASH_ ARCANE MARK ____ DANCING LIGHTS DAZE DETECT MAGIC DETECT POISON___ DISRUPT UNDEAD FLARE___ GHOST SOUND _____ LIGHT MAGE HAND_____ MENDING ___ MESSAGE_ OPEN/CLOSE___ PRESTIDIGITATION____ RAY OF FROST_____ READ MAGIC RESISTANCE____ TOUCH OF FATIGUE 1ST-LEVEL SORCERER/WIZARD SPELLS SPELLS/DAY____ SPELLS KNOWN ______ SAVE DC SPELLS CAST TODAY NUMBER PREPARED (WIZARD) KNOWN? ALARM ANIMATE ROPE BURNING HANDS _____ CAUSE FEAR___ CHARM PERSON CHILL TOUCH ___ COLOR SPRAY COMPREHEND LANGUAGES DETECT SECRET DOORS DETECT UNDEAD ____ DISGUISE SELF __ ENDURE ELEMENTS___ ENLARGE PERSON ____ EXPEDITIOUS RETREAT FEATHER FALL GREASE HOLD PORTAL____ HYPNOTISM ____ IDENTIFY ___ MAGE ARMOR___

MAGIC MISSILE

		MAGIC WEAPON
		MOUNT
		NYSTUL'S MAGIC AURA
\Box		OBSCURING MIST
\equiv		PROTECTION FROM CHAOS
=	=	PROTECTION FROM EVIL
=	\vdash	
=	\vdash	PROTECTION FROM GOOD
=		PROTECTION FROM LAW
		RAY OF ENFEEBLEMENT
		REDUCE PERSON
		SHIELD
		SHOCKING GRASP
		SILENT IMAGE
		SLEEP
		SUMMON MONSTER I
\Box	H	TENSER'S FLOATING DISK
一	H	TRUE STRIKE
H	H	UNSEEN SERVANT
=	\vdash	
=	=	VENTRILOQUISM
\vdash		
닏	=	
	\square	
	WAR !	2ND-LEVEL SORCERER/WIZARD SPELLS
SPELLS	/DAY_	SPELLS KNOWN SAVE DC
SPELLS	CAST T	ODAY DDDDDDDDD
NUMBER PREPARED		
(WIZARD)	KNOWN?	
		ALTER SELF
		ARCANE LOCK
		BEAR'S ENDURANCE
$\overline{}$	$\overline{}$	
1 1		BLINDNESS/DEAFNESS
H	H	BLINDNESS/DEAFNESS
H	Ħ	BLUR
		BULL'S STRENGTH
		BUUR
		BLUR
		BLUR
		BLUR
		BLUR_ BULL'S STRENGTH
		BLUR BULL'S STRENGTH CAT'S GRACE COMMAND UNDEAD CONTINUAL FLAME DARKNESS DARKVISION DAZE MONSTER DETECT THOUGHTS EAGLE'S SPLENDOR FALSE LIFE FLAMING SPHERE FOG CLOUD FOX'S CUNNING GHOUL TOUCH GLITTERDUST GUST OF WIND HYPNOTIC PATTERN INVISIBILITY KNOCK LEOMUND'S TRAP LEVITATE LOCATE OBJECT MAGIC MOUTH MELF'S ACID ARROW MINOR IMAGE
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			RESIST ENERGY			TONGUES	
	ī		ROPE TRICK			VAMPIRIC TOUCH	.*!
	i		SCARE			WATER BREATHING	
\vdash	╡	=		=	H	=	
\vdash	╡	=	SCORCHING RAY	\vdash	H	WIND WALL	
\vdash	=		SEE INVISIBILITY	\vdash	H	-	
	4		SHATTER	\vdash			
			SPECTRAL HAND			J	
]		SPIDER CLIMB				
			SUMMON MONSTER II		MILE	4TH-LEVEL SORCERER/WIZA	RD SPELLS
			SUMMON SWARM	SPELLS	S/DAY	SPELLS KNOWN	
	1		TASHA'S HIDEOUS LAUGHTER			TODAY	
	7		TOUCH OF IDIOCY	NUMBER			
	i		WEB	PREPARED (WIZARD)		7N?	
\vdash	Ħ		WHISPERING WIND			ANIMATE DEAD	
\vdash	=	=	WHISPERING WIND		$\overline{}$	ARCANE EYE	
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		70	3RD-LEVEL SORCERER/WIZARD SPELLS	\square		CONTAGION	
SDEI	15/	$\overline{}$	SPELLS KNOWN SAVE DC			CRUSHING DESPAIR	
	al.					DETECT SCRYING	
NUMB		cha!	TODAY 0000000			DIMENSION DOOR	
PREPAR	ED	KNOWN				DIMENSIONAL ANCHOR	
	1		ARCANE SIGHT	H		ENERVATION	
	1	\equiv	100000000000000000000000000000000000000	\equiv	\vdash		
	4	\vdash	BLINK	\vdash	\vdash	ENLARGE PERSON, MASS	
	-	_	CLAIRAUDIENCE/CLAIRVOYANCE	\vdash		EVARD'S BLACK TENTACLES	
	1		DAYLIGHT	\square		FEAR	
]		DEEP SLUMBER			FIRE SHIELD	
			DISPEL MAGIC		_	FIRE TRAP	
			DISPLACEMENT			GEAS, LESSER	
	11		EXPLOSIVE RUNES			GLOBE OF INVULNERABILITY, LESSER	
	11		FIREBALL			HALLUCINATORY TERRAIN	
	i		FLAME ARROW	一		ICE STORM	
	ii		FLY	H		ILLUSORY WALL	
	11		GASEOUS FORM	=			
	11	_		\vdash		INVISIBILITY, GREATER	
	-		GENTLE REPOSE	=		LEOMUND'S SECURE SHELTER	
\vdash	11		HALT UNDEAD	=		LOCATE CREATURE	
	П		HASTE			MINOR CREATION	
] [HEROISM			OTILUKE'S RESILIENT SPHERE	
][HOLD PERSON			PHANTASMAL KILLER	
	11		ILLUSORY SCRIPT			POLYMORPH	
] [INVISIBILITY SPHERE			RAINBOW PATTERN	
	i		KEEN EDGE			RARY'S MNEMONIC ENHANCER	
	ii		LEOMUND'S TINY HUT	\equiv		REDUCE PERSON, MASS	
	11			H			
-	1 1	=	LIGHTNING BOLT	\vdash	-	REMOVE CURSE	
_	1 1		MAGIC CIRCLE AGAINST CHAOS		-	SCRYING	
_	ij		MAGIC CIRCLE AGAINST EVIL			SHADOW CONJURATION	
	ΙĮ		MAGIC CIRCLE AGAINST GOOD			SHOUT	
	1[MAGIC CIRCLE AGAINST LAW			SOLID FOG	
][MAGIC WEAPON, GREATER			STONE SHAPE	
] [MAJOR IMAGE			STONESKIN	
][NONDETECTION			SUMMON MONSTER IV	
	11		PHANTOM STEED			WALL OF FIRE	
	íΪ	=	PROTECTION FROM ENERGY		i	WALL OF ICE	
	ir	=				1	
	1 1	=	RAGE		=	1	
	1 1	_	RAY OF EXHAUSTION	\vdash	_		
	I		SECRET PAGE] ————	
	1		SEPIA SNAKE SIGIL				
			SHRINK ITEM				
][SLEET STORM				
	1 [SLOW				
	١ī	一	STINKING CLOUD				
	ir	=	SUGGESTION				

SUMMON MONSTER III.

LLS/DAY SP LLS CAST TODAY SER BER BED RED KNOWN?	ELLS KNOWNS	SAVE DC			CHAIN LIGHTNING
BER RED	THE RESIDENCE OF THE RESIDENCE OF THE PERSON				- DE CONTRE DE LE CONTRE DE LA CONTRE DELA CONTRE DE LA C
RED			님	H	CIRCLE OF DEATH
			님	H	CONTINGENCY
ANIMAL GROWTH			님	H	CONTROL WATER
BALEFUL POLYMO			\vdash	님	CREATE UNDEAD
BIGBY'S INTERPOS			=	=	DISINTEGRATE
BLIGHT			\vdash	\vdash	DISPEL MAGIC, GREATER
	IENT			님	EAGLE'S SPLENDOR, MASS
CLOUDKILL			\vdash	H	EYEBITE
CONE OF COLD			\vdash	닏	FLESH TO STONE
CONTACT OTHER			-	닏	FOX'S CUNNING, MASS
DISMISSAL	LTITLE.			닏	GEAS/QUEST
=; ==	N			=	GLOBE OF INVULNERABILITY
	N			\square	GUARDS AND WARDS
DREAM				\sqsubseteq	HEROISM, GREATER
FABRICATE				닏	LEGEND LORE
===				닏	MISLEAD
FEEBLEMIND					MORDENKAINEN'S LUCUBRATION
HOLD MONSTER					MOVE EARTH
LEOMUND'S SECR				\Box	OTILUKE'S FREEZING SPHERE
MAGIC JAR					OWL'S WISDOM, MASS
MAJOR CREATION					PERMANENT IMAGE
MIND FOG					PLANAR BINDING
MIRAGE ARCANA					PROGRAMMED IMAGE
3=	S FAITHFUL HOUND				REPULSION
35	S PRIVATE SANCTUM				SHADOW WALK
NIGHTMARE					STONE TO FLESH
OVERLAND FLIGH	T				SUGGESTION, MASS
PASSWALL					SUMMON MONSTER VI
PERMANENCY_					SYMBOL OF FEAR
PERSISTENT IMAG	E				SYMBOL OF PERSUASION
PLANAR BINDING	LESSER				TENSER'S TRANSFORMATION
PRYING EYES					TRUE SEEING
RARY'S TELEPATH	C BOND				UNDEATH TO DEATH
SEEMING					VEIL
SENDING					WALL OF IRON
SHADOW EVOCAT	ON				
SUMMON MONST	ER V				
SYMBOL OF PAIN					
SYMBOL OF SLEEP			-		
TELEKINESIS					
TELEPORT					
TRANSMUTE MUD	TO ROCK				
TRANSMUTE ROC	(TO MUD				
WALL OF FORCE					
WALL OF STONE					
WAVES OF FATIGLE	Ε				Toll I would
					000 G/hz
	ORCERER/WIZARD S	DELLE			

NUMBER PREPARED (WIZARD) KNOWN?

ACID FOG_

ANALYZE DWEOMER _ ANTIMAGIC FIELD ___ BEAR'S ENDURANCE, MASS BIGBY'S FORCEFUL HAND BULL'S STRENGTH, MASS



Test of the same	7TH-LEVEL SORCERER/WIZARD SPELLS			OTILUKE'S TELEKINETIC SPHERE	
CDELLE IDAY	SPELLS KNOWN SAVE DC			OTTO'S IRRESISTIBLE DANCE	
	TODAY DODODODO			PLANAR BINDING, GREATER	
NUMBER	IODAT LLLLLLLLL			POLAR RAY	
PREPARED (WIZARD) KNOW	N?			POLYMORPH ANY OBJECT	
	ARCANE SIGHT, GREATER			POWER WORD STUN	
一一	BANISHMENT		一	PRISMATIC WALL	
一一	BIGBY'S GRASPING HAND	一		PROTECTION FROM SPELLS	
HH	CONTROL UNDEAD		F	PRYING EYES, GREATER	
一一	CONTROL WEATHER	H		SCINTILLATING PATTERN	
一一	DELAYED BLAST FIREBALL	H	\vdash	SCREEN	
一二	DRAWMIJ'S INSTANT SUMMONS	님	\vdash	SHADOW EVOCATION, GREATER	
H는	ETHEREAL JAUNT	님	는	CALLEGE CACHERON DO	
=		님	\vdash	SHOUT, GREATER	
HH	FINGER OF DEATH	님	\vdash	SUMMON MONSTER VIII	
HH	FORCECAGE	\vdash		SUNBURST	
무는	HOLD PERSON, MASS		\vdash	SYMBOL OF DEATH	
무는	INSANITY	닏	\vdash	SYMBOL OF INSANITY	
=	INVISIBILITY, MASS			SYMPATHY	
느느	LIMITED WISH			TEMPORAL STASIS	
\Box	MORDENKAINEN'S MAGNIFICENT MANSION			TRAP THE SOUL	
	MORDENKAINEN'S SWORD				
	PHASE DOOR				
	PLANE SHIFT				
	POWER WORD BLIND				
	PRISMATIC SPRAY	100		9TH-LEVEL SORCERER/WIZ	ARD SPELLS
	PROJECT IMAGE	SPELLS	/DAY	SPELLS KNOWN	
	REVERSE GRAVITY			TODAY DODDDDDDDD	
	SCRYING, GREATER	NUMBER PREPARED			
	SEQUESTER	(WIZARD)	KNOW	NP	
	SHADOW CONJURATION, GREATER			ASTRAL PROJECTION	
	SIMULACRUM			BIGBY'S CRUSHING HAND	
	SPELL TURNING			DOMINATE MONSTER	
一二	STATUE			ENERGY DRAIN	
TIT	SUMMON MONSTER VII			ETHEREALNESS	
TIT	SYMBOL OF STUNNING			FORESIGHT	
一二	SYMBOL OF WEAKNESS			FREEDOM	
一二	TELEPORT, GREATER			GATE	
HH	TELEPORT OBJECT			HOLD MONSTER, MASS	
一一	VISION			IMPRISONMENT	
HH	WAVES OF EXHAUSTION			METEOR SWARM	
HH	WALES OF EXTRAORIES.			MORDENKAINEN'S DISJUNCTION	
HH				POWER WORD KILL	
HH				PRISMATIC SPHERE	
\Box			F	REFUGE	
	The second secon		F	SHADES	
	8TH-LEVEL SORCERER/WIZARD SPELLS	\equiv		SHAPECHANGE	
	SPELLS KNOWN SAVE DC	\exists	\vdash	SOUL BIND	
	T TODAY	\equiv		SUMMON MONSTER IX	
PREPARED (WIZARD) KNOW	940		\vdash	TELEPORTATION CIRCLE	
(WIZARD) KNOW	ANTIPATHY		\vdash	TIME STOP	
一一	BIGBY'S CLENCHED FIST	\vdash	-	WAIL OF THE BANSHEE	
HH	BINDING	=	\vdash	-	
HH			H	WEIRD	
	CHARM MONSTER, MASS		-	WISH	
$H \vdash$	_ CLONE				
-	CREATE GREATER UNDEAD		-		
닏늗	DEMAND				
=	DIMENSIONAL LOCK				
	DISCERN LOCATION				
	HORRID WILTING				
	INCENDIARY CLOUD				
	IRON BODY				
	MAZE				
	MIND BLANK				
	MOMENT OF PRESCIENCE				

