

Dark Days In Deed: DM Prep Sheet For Pre-Cast Spells

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This aid is not intended to be a mandatory way of prepping for the drow combats, but you are welcome to use it if you are pushed for time.

APL 2

Sorcerer [studded leather]

Spells (6/5, DC = 15 + spell level): 0th touch of fatigue, ray of frost, flare, daze, resistance; 1st burning hands, ray of enfeeblement

Possessions: [add] spell component pouch

Cleric [chain shirt, wooden shield]

Special Qualities: cast chaos *or* evil spells at 2nd caster level (encounter 4 *or* 6)

Spells Prepared (3/2+1, DC = 14 + spell level): 0th guidance, inflict minor wounds, resistance; 1st cause fear, doom, protection from law *or* good [domain, encounter 4 *or* 6]

APL 4

Sorcerer [studded leather]

Possessions: [add] spell component pouch

Cleric [chain shirt, wooden shield]

Special Qualities: cast chaos *or* evil spells at 2nd caster level (encounter 4/6)

Spells Prepared (3/2+1, DC = 14 + spell level): 0th guidance, inflict minor wounds, resistance; 1st cause fear, doom, protection from law *or* good [domain, encounter 4 *or* 6]

APL 6

Sorcerer [studded leather]

Feats: [add] Arcane Preparation, [remove] Disciple of Darkness

Spells (6/7+1 prepared/6/3+1 prepared): 1st magic missile; 3rd empowered magic missile

Possessions: [add] spell component pouch

Empower Spell: +2 spell levels, x1.5 damage

Fighter [chain mail, wooden shield]

Feats to Track: Combat Reflexes

Possessions: potion of bull's strength (+4 Str, +2 attack, +2 damage)

Cleric [chain mail, wooden shield]

Special Qualities: cast chaos *or* evil spells at 3rd caster level (encounter 4 *or* 6)

Spells Prepared (4/3+1 DC = 14 + spell level); 0th guidance, inflict minor wounds, resistance, detect magic; 1st bless, cause fear, doom, protection from law *or* good [domain, encounter 4 *or* 6]

APL 8

Sorcerer [studded leather]

Feats: [add] Arcane Preparation, [remove] Disciple of Darkness

Spells (6/7+1 prepared/6/6/1 prepared, DC = 17 + spell level, 15 + spell level if eagle's splendour is dispelled); 1st magic missile; 4th maximised magic missile

Pre-Cast Spell Effects (DC 19 to dispel): eagle's splendour (+4 Cha, already factored into stat block), stoneskin (DR 10/adamantine, absorbs 80 hp damage)

Possessions: [add] spell component pouch

Maximise Spell: +3 spell levels, automatically cause 100% damage

Fighter [chain mail, wooden shield]

Feats to Track: Combat Reflexes

Possessions: potion of bull's strength (+4 Str, +2 attack, +2 damage)

Other Pre-Cast Spell Effects (DC 19 to dispel): stoneskin (DR 10/adamantine, absorbs 80 hp damage)

Cleric [chain mail, wooden shield]

Special Qualities: cast chaos *or* evil spells at 5th caster level (encounter 4 *or* 6)

Spells Prepared (5/4+1/3+1 DC = 16 + spell level, 14 + spell level if owl's wisdom is dispelled); 0th guidance, inflict minor wounds, resistance, detect magic, read magic; 1st bless, cause fear, doom, ~~shield of faith~~, protection against law *or* good [domain, encounter 4 *or* 6]; 2nd ~~shatter *or* desecrate~~ [domain, encounter 4 *or* 6], hold person, remove paralysis, ~~owl's wisdom~~

Pre-Cast Spell Effects (DC 15 to dispel): owl's wisdom (+4 Wis, +2 Will save), shield of faith (+2 deflection bonus)

Other Pre-Cast Spell Effects (DC 19 to dispel): stoneskin (DR 10/adamantine, absorbs 80 hp damage)

APL 10

Sorcerer [studded leather]

Feats: [add] Arcane Preparation, [remove] Disciple of Darkness

Spells (6/7+1 prepared/7/7/1 + 2 prepared/2 +2 prepared, DC = 17 + spell level, 15 + spell level if eagle's splendour is dispelled); 1st magic missile; 4th maximised magic missile, maximised magic missile; 5th quickened magic missile, quickened magic missile

Pre-Cast Spell Effects (DC 21 to dispel): eagle's splendour (+4 Cha, already factored into stat block), stoneskin (DR 10/adamantine, absorbs 100 hp damage)

Possessions: [add] spell component pouch

Maximise Spell: +3 spell levels, automatically cause 100% damage

Quickened Spell: +4 spell levels, cast as a swift action

Fighter [chain mail, wooden shield]

Feats to Track: Blind-Fight, Combat Reflexes, Dodge

Possessions: potion of bull's strength (+4 Str, +2 attack, +2 damage)

Other Pre-Cast Spell Effects (DC 21 to dispel): stoneskin (DR 10/adamantine, absorbs 100 hp damage)

Cleric [chain mail, wooden shield]

Special Qualities: cast chaos *or* evil spells at 7th caster level (encounter 4 *or* 6)

Spells Prepared (5/4+1/4+1/3+1 DC = 16 + spell level, 14 + spell level if owl's wisdom is dispelled); 0th guidance, inflict minor wounds, resistance, read magic, detect magic; 1st bless, cause fear, doom, ~~shield of faith~~, protection from law/protection from good [domain, encounter 4/6]; 2nd hold person, hold person, remove paralysis, ~~owl's wisdom~~, shatter/desecrate [domain, encounter 4/6]; 3rd deeper darkness, ~~invisibility purge~~, bestow curse, ~~magic circle against law or magic circle against good~~ [domain, encounter 4 *or* 6]

Pre-Cast Spell Effects (DC 17 to dispel): owl's wisdom (+4 Wis, +2 Will save), shield of faith (+3 deflection bonus), invisibility purge, magic circle against law *or* good (encounter 4 *or* 6)

Other Pre-Cast Spell Effects (DC 21 to dispel): stoneskin (DR 10/adamantine, absorbs 100 hp damage)

APL 12

Sorcerer [studded leather]

Feats: [add] Arcane Preparation, [add] Explosive Spell, [remove] Disciple of Darkness, [remove] Improved Natural Armour

Spells (6/7+1 prepared/8/5 + 2 prepared/2 + 2 prepared/2 +4 prepared/2 + 2 prepared, DC = 18 + spell level, 16 + spell level if eagle's splendour is dispelled); 1st magic missile; 3rd explosive burning hands, explosive burning hands; 4th maximised magic missile, maximised magic missile; 5th quickened magic missile, quickened magic missile, quickened magic missile, maximised scorching ray; 6th maximised explosive burning hands, quickened scorching ray

Pre-Cast Spell Effects (DC 23 to dispel): eagle's splendour (+4 Cha, already factored into stat block), stoneskin (DR 10/adamantine, absorbs 120 hp damage)

Possessions: [add] spell component pouch

Explosive Spell: +2 spell levels, move and knock over targets on failed Reflex save

Maximise Spell: +3 spell levels, automatically cause 100% damage

Quickened Spell: +4 spell levels, cast as a swift action

Fighter [chain mail, wooden shield]

Feats to Track: Blind-Fight, Combat Reflexes, Dodge, Quick Draw

Possessions: potion of bull's strength (+4 Str, +2 attack, +2 damage)

Other Pre-Cast Spell Effects (DC 23 to dispel): stoneskin (DR 10/adamantine, absorbs 120 hp damage)

Cleric [chain mail, wooden shield]

Special Qualities: cast chaos *or* evil spells at 9th caster level (encounter 4 *or* 6)

Spells Prepared (6/6+1/4+1/4+1/3+1 DC = 17 + spell level, 15 + spell level if owl's wisdom is dispelled); 0th guidance, inflict minor wounds, inflict minor wounds, resistance, read magic, detect magic; 1st bless, cause fear, doom, doom, remove fear, ~~shield of faith~~, protection from law/protection from good [domain, encounter 4/6]; 2nd hold person, hold person, remove paralysis, ~~owl's wisdom~~, shatter/desecrate [domain, encounter 4/6]; 3rd deeper darkness, ~~invisibility purge~~, bestow curse, bestow curse, ~~magic circle against law or magic circle against good~~ [domain, encounter 4 *or* 6]; 4th divine power, ~~freedom of movement~~, restoration, chaos hammer *or* unholy blight [domain, encounter 4 *or* 6]

Pre-Cast Spell Effects (DC 19 to dispel): owl's wisdom (+4 Wis, +2 Will save), shield of faith (+3 deflection bonus), invisibility purge, freedom of movement, magic circle against law *or* good (encounter 4 *or* 6)

Other Pre-Cast Spell Effects (DC 23 to dispel): stoneskin (DR 10/adamantine, absorbs 120 hp damage)

APL 14

Sorcerer [studded leather]

Feats: [add] Arcane Preparation, [add] Explosive Spell, [remove] Disciple of Darkness, [remove] Improved Natural Armour

Spells (6/7+1 prepared/8/5 + 2 prepared/2 + 2 prepared/3 +4 prepared/2 + 2 prepared, DC = 18 + spell level, 16 + spell level if eagle's splendour is dispelled); 1st magic missile; 3rd explosive burning hands, explosive burning hands; 4th maximised magic missile, maximised magic missile; 5th quickened magic missile, quickened magic missile, quickened magic missile, maximised scorching ray; 6th maximised explosive burning hands, quickened scorching ray

Pre-Cast Spell Effects (DC 24 to dispel): eagle's splendour (+4 Cha, already factored into stat block), stoneskin (DR 10/adamantine, absorbs 130 hp damage), true seeing

Possessions: [add] spell component pouch

Explosive Spell: +2 spell levels, move and knock over targets on failed Reflex save

Maximise Spell: +3 spell levels, automatically cause 100% damage

Quicken Spell: +4 spell levels, cast as a swift action

Fighter [chain mail, wooden shield]

Feats to Track: Blind-Fight, Combat Reflexes, Dodge, Quick Draw

Possessions: potion of bull's strength (+4 Str, +2 attack, +2 damage)

Other Pre-Cast Spell Effects (DC 24 to dispel): stoneskin (DR 10/adamantine, absorbs 130 hp damage)

Cleric [chain mail, wooden shield]

Feats to Track: Combat Casting

Special Qualities: cast chaos *or* evil spells at 11th caster level (encounter 4 *or* 6)

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1 DC = 17 + spell level, 15 + spell level if owl's wisdom is dispelled); 0th guidance, inflict minor wounds, inflict minor wounds, resistance, read magic, detect magic; 1st bless, cause fear, doom, doom, remove fear, ~~shield of faith~~, protection from law/protection from good [domain, encounter 4/6]; 2nd hold person, hold person, hold person, remove paralysis, ~~owl's wisdom~~, shatter/desecrate [domain, encounter 4/6]; 3rd deeper darkness, invisibility purge, bestow curse, bestow curse, ~~magic circle against law *or* magic circle against good~~ [domain, encounter 4 *or* 6]; 4th divine power, ~~freedom of movement~~, restoration, chaos hammer *or* unholy blight [domain, encounter 4 *or* 6]; break enchantment, slay living, dispel law *or* good [domain, encounter 4 *or* 6]

Pre-Cast Spell Effects (DC 20 to dispel): owl's wisdom (+4 Wis, +2 Will save), shield of faith (+3 deflection bonus), invisibility purge, freedom of movement, magic circle against law *or* good (encounter 4 *or* 6)

Other Pre-Cast Spell Effects (DC 24 to dispel): stoneskin (DR 10/adamantine, absorbs 130 hp damage)

APL 16

Sorcerer [studded leather]

Feats: [add] Arcane Preparation, [add] Explosive Spell, [remove] Disciple of Darkness, [remove] Improved Natural Armour

Spells (6/7+1 prepared/8/5 + 2 prepared/2 + 2 prepared/3 +4 prepared/3 + 3 prepared/2 + 3 prepared/2 + 1 prepared, DC = 18 + spell level, 16 + spell level if eagle's splendour is dispelled); 1st magic missile; 3rd explosive burning hands, explosive burning hands; 4th maximised magic missile, maximised magic missile; 5th quickened magic missile, quickened magic missile, quickened magic missile, maximised scorching ray; 6th maximised explosive burning hands, maximised explosive burning hands, quickened scorching ray; 7th quickened explosive burning hands, quickened haste, quickened displacement; 8th quickened maximised magic missile

Pre-Cast Spell Effects (DC 27 to dispel): eagle's splendour (+4 Cha, already factored into stat block), stoneskin (DR 10/adamantine, absorbs 150 hp damage), true seeing

Possessions: [add] spell component pouch

Explosive Spell: +2 spell levels, move and knock over targets on failed Reflex save

Maximise Spell: +3 spell levels, automatically cause 100% damage

Quicken Spell: +4 spell levels, cast as a swift action

Fighter [chain mail, wooden shield]

Feats to Track: Blind-Fight, Combat Reflexes, Dodge, Hold the Line, Quick Draw

Possessions: potion of bull's strength (+4 Str, +2 attack, +2 damage)

Other Pre-Cast Spell Effects (DC 27 to dispel): stoneskin (DR 10/adamantine, absorbs 150 hp damage)

Cleric [chain mail, wooden shield]

Feats to Track: Combat Casting, Dodge

Special Qualities: cast chaos or evil spells at 13th caster level (encounter 4 or 6)

Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/2+1 DC = 17 + spell level, 15 + spell level if owl's wisdom is dispelled); 0th guidance, inflict minor wounds, inflict minor wounds, resistance, read magic, detect magic; 1st bless, cause fear, cause fear, doom, doom, remove fear, ~~shield of faith~~, protection from law/protection from good [domain, encounter 4/6]; 2nd hold person, hold person, hold person, remove paralysis, ~~owl's wisdom~~, shatter/desecrate [domain, encounter 4/6]; 3rd deeper darkness, ~~invisibility purge~~, bestow curse, bestow curse, bestow curse, ~~magic circle against law or magic circle against good~~ [domain, encounter 4 or 6]; 4th divine power, ~~freedom of movement~~, restoration, restoration, chaos hammer or unholy blight [domain, encounter 4 or 6]; break enchantment, slay living, break enchantment, slay living, dispel law or good [domain, encounter 4 or 6]; 6th greater dispel magic, greater dispel magic, animate objects or create undead [domain]

Pre-Cast Spell Effects (DC 23 to dispel): owl's wisdom (+4 Wis, +2 Will save), shield of faith (+4 deflection bonus), invisibility purge, freedom of movement, magic circle against law or good (encounter 4 or 6)

Other Pre-Cast Spell Effects (DC 27 to dispel): stoneskin (DR 10/adamantine, absorbs 150 hp damage)