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	SKILLS	3 10 /4-20	10.50 11.7		22.000	
٥.		KEY	SKILL		ABILITY	MISC.
Cs	SKILL NAME APPRAISE ◆		MODIFER =		MODIFER	
	AUTOHYPNOSIS	WIS	V8 V.	300 176	75° HE	
=	BALANCE* ◆	DEX	100.000	62	707	
	Bluff ◆					
_	Climb* ◆	STR				
	Concentration ◆	CON				+
	Craft ()	INT			·	+
	Craft ()	INT	=			٠
	Craft ()	INT	=			٠
	DECIPHER SCRIPT	INT	=			F
	DIPLOMACY ◆	CHA	=		·	+
	DISABLE DEVICE	INT	=			F
	Disguise ◆	CHA	=		·	٠
	ESCAPE ARTIST* ◆	DEX	=		·	+
	Forgery ◆	INT	=		·	+
	Gather Information ◆	CHA			++	
_	HANDLE ANIMAL		=			
=	Heal◆		=			
=	Hide* ◆		=			
_	Intimidate ◆		=			
	Jump* ◆		=			
_	KNOWLEDGE (ARCANA)		=			
_	KNOWLEDGE (ARCH/ENG)	INT				·
Ξ	KNOWLEDGE (DUNGEON)	INT	= =			+
=	KNOWLEDGE (GEOGRAPHY) KNOWLEDGE (HISTORY)	INT	=		·	
	KNOWLEDGE (HISTORY)  KNOWLEDGE (LOCAL)		=			·
	KNOWLEDGE (LOCAL)  KNOWLEDGE (NATURE)	INT			F=	
_	KNOWLEDGE (NBL/ROYAL)	INT				F
_	KNOWLEDGE (THE PLANES)					
П	KNOWLEDGE (PSIONICS)					-
=	KNOWLEDGE (RELIGION)	INT				-
		) INT				
	Listen ◆	WIS	=		+ <u> </u> +	+ <u></u>
	Move Silently* ◆	DEX	=		++	÷
	Open Lock	DEX	=		·	·
	Perform (act) ◆	CHA	=		·	·
	Perform (comedy) ◆	CHA	=		++	÷
	Perform (dance) $lacktriangle$	CHA				·
Д	Perform (keyboard) ◆		=			
	Perform (oratory) ◆	CHA	=		++	
Ш	PERFORM (PERCUSSION) ◆		=			
닏	PERFORM (STRING INSTRUMENT) •					· ———
Н	PERFORM (WIND INSTRUMENT)		=			·
Н	Perform (sing) ◆		=			·
H	Perform () ◆ Profession ()					·
H	PROFESSION () PROFESSION ()		=		++	·
H	PSICRAFT		= =			- -
H	RIDE ◆		=			
H	Search ♦	INT		·		
$\bar{\Box}$	Sense Motive ◆	-	=			
	SLEIGHT OF HAND*					
	SPELLCRAFT					
	Spot ◆	WIS	_		++	
	Survival ◆	WIS	=		++	-
	Swim*◆	STR	-		++	
	Tumble*	DEX				
	Use Magic Device	CHA	- / / -	EEF S	++	12 Tile
	USE PSIONIC DEVICE	CHA		4 (13)	+ <u>4 4 1</u> 4	EU 14
	USE ROPE A	DFX	W. 17 672	P. K. Y.	A 17 19 19	Control of

RACIAL TRAITS	CLASS FFATURES
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FEATS	
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LANGUAGES	
il languages = Common + automatic languages + Int bor	nue
in languages - Common + automatic languages + Int Soi	

### SKILL SYNERGIES

5 + RANKS IN	GIVES A +2 BONUS ON
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environment
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

CHARACTER SHEET
SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)



CHARACTER NAME	PLAYER NAME		
CLASS AND LEVEL	ECL	RACE/TEMPLATE	SIZE GENDER
ALIGNMENT RELIGION/PATRON DEITY	HEIGHT WEIG	HT LOOKS	
ABILITY SCORES	COMBAT	OPTIONS	ACTION POINTS
STR STRENGTH TOTAL BASE SCORE - ENHANCEMENT MISC MISC. STRENGTH RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	BASE ATTACK	BONUS	
DEX BASESCORE + ENHANCEMENT MISC MISC. DEXTERITY	W [		HIT POINTS
DEXTERITY TOTAL BASESCORE* ENHANCEMENT MISC. MISC. DEXTERITY RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	RANGE INCREMENT	TYPE NOTES/AMMUNITIO	N
CONSTITUTION TOTAL BASE SCORE + ENHANCEMENT MISC. ONSTITUTION RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER		TACK BONUS DAMAGE	CRITICAL
INT=+	RANGE INCREMENT	TYPE NOTES/AMMUNITIO	N
INTELLIGENCE TOTAL BASESCORE* ENHANCEMENT MISC. MISC. INTELLIGENCE RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	WEAPON AT	TACK BONUS DAMAGE	CRITICAL
WISOM TOTAL BASESCORE + ENHANCEMENT MISC. MISC. WISOM RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	RANGE INCREMENT	TYPE NOTES/AMMUNITIO	N
CHA = + +	WEAPON AT	TACK BONUS DAMAGE	CRITICAL
CHARISMA TOTAL BASE SCORE + ENHANCEMENT MISC. MISC. CHARISMA RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	RANGE INCREMENT	TYPE NOTES/AMMUNITIO	N
SPEED	INITIATIVE	E MODIFIER	
GRAPPLE MODIFIER = +  TOTAL BASE ATTACK STRENGT	+ + TH SIZE MISC.		
BONUS MODIFE	ER MODIFIER MODIFIER		
SAVING THROWS  BASE ABILITY MAGI	IC MISC. TEMPORARY	CONDITIONAL MODII	ELEDS
FORTITUDE = + +		CONDITIONAL MODII	TERS
(CONSTITUTION)			
REFLEX = + +			
WILL = + +			
ARMOR CLASS			
	SIZE NATURAL DEFLECTI		SPECIAL DEFENSES
DOTO MODIFIED MODI			
TOUCH AC FLAT-FOOTED AC	### 18 T		
ARMORWORN	MANNEY	ABMOR CHECK BENALTY	NUT.
ARMORWORN	MAX DEX	ARMOR CHECK PENALTY WEIG	201
SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY WEIG	

# EXPERIENCE POINTS POSSESSIONS ON PERSON LOCATION WEIGHT POSSESSIONS NOT ON PERSON LOCATION WEIGHT MAGIC ITEMS WORN HANDS (GLOVES OR GAUNTLETS) HEAD (Headband, Hat, Helmet, or Phylactery)

## CARRYING CAPACITY

LIGHT LOAD:\_\_\_

MEDIUM LOAD:\_\_\_\_\_

HEAVY LOAD: SHOULDERS (CLOAK, CAPE, OR MANTLE)

EYES (EYE LENSES OR GOGGLES)

 $\overline{NECK} \text{ (amulet, brooch, medallion, periapt, or scarab)}$ 

RING #1

ARMS/WRISTS (BRACERS OR BRACELETS)

 $\overline{BODY} \, (\text{robe or suit of armor})$ 

TORSO (VEST, VESTMENT, OR SHIRT)

WAIST (BELT OR GIRDLE)

FEET (BOOTS, SHOES, OR SLIPPERS)

### **MONEY**

DRAGONMARK	MAGIC
HOUSE	CRAFT RESERVE (ARTIFICER ONLY)
SPELL-LIKE ABILITIES /DAY/DAY/DAY LEAST MARK ABILITY GREATER MARK ABILITY	DOMAINS (CLERIC ONLY)  DOMAIN NAME GRANTED POWER
LESSER MARK ABILITY /DAY MARK OF SIBERYS ABILITY /DAY	DOMAIN NAME GRANTED POWER  SPECIALTY SCHOOL (WIZARD ONLY)
PSIONIC POWERS  POWERS MAXIMUM POWER LEVEL KNOWN  PRIMARY DISCIPLINE  POWER POINTS PER DAY  POWER POINTS PER DAY	SPECIALTY SCHOOL (-2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)  ARCANE SPELL FAILURE%
TOWERTON ISTERDATE.	TIMES PER DAY  TURNING CHECK  TURNING DAMAGE  S+ CHA MODIFIER  S+ CHA MODIFIER  (+4 WITH EXTRATURNING FEAT)  CHA MODIFIER  CHA MODIFIER
RAGE  RAGES/DAY  DURATION  STR/CON BONUS  WILL SAVE BONUS  WILL SAVE BONUS  CREAT  CREAT  STR DEX CON INT WIS CHA INITIATIVE	ROUNDS ELAPSED  RYSTAL  TURE TYPE
AC = 10 + + + + TOUCH A  TOTAL	ACFLAT-FOOTED AC  GRITICAL GRAPPLE MODIFIER
REFLEX (DEX)  WEAPON ATTACK BONUS DAMAGE  WILL (WIS)	PERSONALITY
SKILLS FEATS  +	CRITICAL
+	TRICKS
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	SKILLS	3 10 /4-20	10.50 11.7		22.000	
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Cs	SKILL NAME APPRAISE ◆		MODIFER =		MODIFER	
	AUTOHYPNOSIS	WIS	V8 V.	300 176	75° HE	
=	BALANCE* ◆	DEX	100.000	62	707	
	Bluff ◆					
_	Climb* ◆	STR				
	Concentration ◆	CON				+
	Craft ()	INT			·	+
	Craft ()	INT	=			٠
	Craft ()	INT	=			٠
	DECIPHER SCRIPT	INT	=			F
	DIPLOMACY ◆	CHA	=		·	+
	DISABLE DEVICE	INT	=			F
	Disguise ◆	CHA	=		·	٠
	ESCAPE ARTIST* ◆	DEX	=		·	+
	Forgery ◆	INT	=		·	+
	Gather Information ◆	CHA			++	
_	HANDLE ANIMAL		=			
=	Heal◆		=			
=	Hide* ◆		=			
_	Intimidate ◆		=			
	Jump* ◆		=			
_	KNOWLEDGE (ARCANA)		=			
_	KNOWLEDGE (ARCH/ENG)	INT				·
Ξ	KNOWLEDGE (DUNGEON)	INT	= =			+
=	KNOWLEDGE (GEOGRAPHY) KNOWLEDGE (HISTORY)	INT	=		·	
	KNOWLEDGE (HISTORY)  KNOWLEDGE (LOCAL)		=			·
_	KNOWLEDGE (LOCAL)  KNOWLEDGE (NATURE)	INT			F=	
_	KNOWLEDGE (NBL/ROYAL)	INT				F
_	KNOWLEDGE (THE PLANES)					
П	KNOWLEDGE (PSIONICS)					-
=	KNOWLEDGE (RELIGION)	INT				-
_		) INT				
	Listen ◆	WIS	=		+ <u> </u> +	+ <u></u>
	Move Silently* ◆	DEX	=		++	÷
	Open Lock	DEX	=		·	·
	Perform (act) ◆	CHA	=		·	·
	Perform (comedy) ◆	CHA	=		++	÷
	Perform (dance) $lacktriangle$	CHA				·
Д	Perform (keyboard) ◆		=			
	Perform (oratory) ◆	CHA	=		++	
Ш	PERFORM (PERCUSSION) ◆		=			
닏	PERFORM (STRING INSTRUMENT) •					· ———
Н	PERFORM (WIND INSTRUMENT)		=			·
Н	Perform (sing) ◆		=			·
H	Perform () ◆ Profession ()					·
H	PROFESSION () PROFESSION ()		=		++	·
H	PSICRAFT		= =			- -
H	RIDE ◆		=			
H	Search ♦	INT				
$\bar{\Box}$	Sense Motive ◆	-	=			
	SLEIGHT OF HAND*					
	SPELLCRAFT					
	Spot ◆	WIS	_		++	
	Survival ◆	WIS	=		++	-
	Swim*◆	STR	-		++	
	Tumble*	DEX				
	Use Magic Device	CHA	- / / -	EEF S	++	12 Tile
	USE PSIONIC DEVICE	CHA		4 (13)	+ <u>4 4 1</u> 4	EU 14
	USE ROPE A	DFX	W. 17 672	P. K. Y.	A 17 19 19	Control of

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CHARACTER NAME	PLAYER NAME
CLASS AND LEVEL	ECL RACE/TEMPLATE SIZE GENDER
ALIGNMENT RELIGION/PATRON DEITY	HEIGHT WEIGHT LOOKS
ABILITY SCORES	COMBAT OPTIONS ACTION POINTS
STR STRENGTH TOTAL BASE SCORE + ENHANCEMENT RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	BASE ATTACK BONUS
DEX DESTRITY TOTAL = BASE SCORE + ENHANCEMENT MISC. DESTRITY	WEAPON ATTACK BONUS DAMAGE CRITICAL HIT POINTS
DEXTERITY TOTAL BASESCORE» ENHANCEMENT MISC. MISC. DEXTERITY  RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	RANGE INCREMENT TYPE NOTES/AMMUNITION
CON = BASE SCORE + ENHANCEMENT RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	WEAPON ATTACK BONUS DAMAGE CRITICAL  RANGE INCREMENT TYPE NOTES/AMMUNITION
INT INTELLIGENCE TOTAL = BASE SCORE + ENHANCEMENT MISC. INTELLIGENCE	RANGE INCREMENT TYPE NOTES/AMMUNITION  WEAPON ATTACK BONUS DAMAGE CRITICAL
WIS = + + -	RANGE INCREMENT TYPE NOTES/AMMUNITION
WISDOM TOTAL BASE SCORE - ENHANCEMENT MISC. MISC. WISDOM MODIFIER  RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	WEAPON ATTACK BONUS DAMAGE CRITICAL
CHA TOTAL = BASE SCORE + ENHANCEMENT MISC. OHARISMA MODIFIER  BASE SCORE + ENHANCEMENT MISC. OHARISMA MODIFIER	RANGE INCREMENT TYPE NOTES/AMMUNITION
SPEED	INITIATIVE MODIFIER
GRAPPLE MODIFIER = + +   TOTAL BASE ATTACK STRENGTH	+ +
BONUS MODIFER	MODIFIER MODIFIER
SAVING THROWS  BASE ABILITY MAGIC TOTAL SAVE MODIFIER MODIFIER	MISC. TEMPORARY CONDITIONAL MODIFIERS MODIFIER MODIFIER
FORTITUDE = + +	+ +
REFLEX = + +	+ +
WILL + +	+ +
ARMOR CLASS	
AC = 10+ + + + shield + dex + size	+ + + + NATURAL DEFLECTION MISCELLANEOUS
BONUS BONUS MODIFIER MODIFIE	ER ARMOR MODIFIER MODIFIERS  SPECIAL DEFENSES
TOUCH AC FLAT-FOOTED AC	
ARMOR WORN	MAX DEX ARMOR CHECK PENALTY WEIGHT
SHIELD CARRIED	MAX DEX ARMOR CHECK PENALTY WEIGHT
WHEEL SURVIEW	AKNOA GILGAT LAMETT

# EXPERIENCE POINTS POSSESSIONS ON PERSON LOCATION WEIGHT POSSESSIONS NOT ON PERSON LOCATION WEIGHT MAGIC ITEMS WORN HANDS (GLOVES OR GAUNTLETS) HEAD (Headband, Hat, Helmet, or Phylactery)

## CARRYING CAPACITY

LIGHT LOAD:\_\_\_

MEDIUM LOAD:\_\_\_\_\_

HEAVY LOAD: SHOULDERS (CLOAK, CAPE, OR MANTLE)

EYES (EYE LENSES OR GOGGLES)

 $\overline{NECK} \text{ (amulet, brooch, medallion, periapt, or scarab)}$ 

RING #1

ARMS/WRISTS (BRACERS OR BRACELETS)

 $\overline{BODY} \, (\text{robe or suit of armor})$ 

TORSO (VEST, VESTMENT, OR SHIRT)

WAIST (BELT OR GIRDLE)

FEET (BOOTS, SHOES, OR SLIPPERS)

### **MONEY**

DRAGONMARK	MAGIC
HOUSE	CRAFT RESERVE (ARTIFICER ONLY)
SPELL-LIKE ABILITIES /DAY/DAY/DAY LEAST MARK ABILITY GREATER MARK ABILITY	DOMAINS (CLERIC ONLY)  DOMAIN NAME GRANTED POWER
LESSER MARK ABILITY /DAY MARK OF SIBERYS ABILITY /DAY	DOMAIN NAME GRANTED POWER  SPECIALTY SCHOOL (WIZARD ONLY)
PSIONIC POWERS  POWERS MAXIMUM POWER LEVEL KNOWN  PRIMARY DISCIPLINE  POWER POINTS PER DAY  POWER POINTS PER DAY	SPECIALTY SCHOOL (-2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)  ARCANE SPELL FAILURE%
TOWERTON ISTERDATE.	TIMES PER DAY  TURNING CHECK  TURNING DAMAGE  S+ CHA MODIFIER  S+ CHA MODIFIER  (+4 WITH EXTRATURNING FEAT)  CHA MODIFIER  CHA MODIFIER
RAGE  RAGES/DAY  DURATION  STR/CON BONUS  WILL SAVE BONUS  WILL SAVE BONUS  CREAT  CREAT  STR DEX CON INT WIS CHA INITIATIVE	ROUNDS ELAPSED  RYSTAL  TURE TYPE
AC = 10 + + + + TOUCH A  TOTAL	ACFLAT-FOOTED AC  GRITICAL GRAPPLE MODIFIER
REFLEX (DEX)  WEAPON ATTACK BONUS DAMAGE  WILL (WIS)	PERSONALITY
SKILLS FEATS  +	CRITICAL
+	TRICKS
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7TH-LEVEL CLERIC SPELLS	EARTHQUAKE
	FIRE STORM
PER DAY SAVE DC NOTES	GOLEM IMMUNITY <sup>RE</sup>
DOMAIN SDELLS	— HOLY AURA
DOMAIN SPELLS	ILLUSION PURGE <sup>re</sup>
	INFLICT CRITICAL WOUNDS, MASS
	PLANAR ALLY, GREATER
NUMBER PREPARED	SHIELD OF LAW
BESTOW CURSE, GREATER <sup>CD</sup>	SPELL IMMUNITY, GREATER
BLASPHEMY	STORMRAGE <sup>CD</sup>
CONTROL WEATHER	SUMMON MONSTER VIII
CURE SERIOUS WOUNDS, MASS	SYMBOL OF DEATH
DESTRUCTION	SYMBOL OF INSANITY
DICTUM	UNHOLY AURA
ETHEREAL JAUNT	
— HOLY WORD	
— HUMANOID ESSENCE, GREATER <sup>RE</sup>	
INFLICT SERIOUS WOUNDS, MASS	
REFUGE	
REGENERATE_	
RENEWAL PACT <sup>CD</sup>	
REPULSION	JIII EEVEE GEERIG SI EEES
RESTORATION, GREATER	
RESURRECTION	
RIGHTEOUS WRATH OF THE FAITHFUL <sup>CD</sup>	
SCRYING, GREATER	
SLIME WAVE <sup>CD</sup>	
SPELL RESISTANCE, MASS <sup>CD</sup>	
SUMMON MONSTER VII	DDEDARED
SYMBOL OF STUNNING	A STD A L DDOLECTION
SYMBOL OF WEAKNESS	ENERGY DRAIN
WITHERING PALM <sup>CAr</sup>	ETHEREALNESS
WORD OF CHAOS	FEAST OF CHAMPIONS <sup>ECS</sup>
	GATE
	— HEAL, MASS
	IMPLOSION
	MIRACLE
	SOUL BIND
CAr: Complete Arcane CD: Complete Divine RE: Races of Eberron	STORM OF VENGEANCE
	SUMMON ELEMENTAL MONOLITH <sup>CA</sup>
8TH-LEVEL CLERIC SPELLS	SUMMON MONSTER IX
	TRUE RESURRECTION
PER DAY SAVE DC NOTES	VISAGE OF THE DEITY, GREATER <sup>CD</sup>
DOMAIN SPELLS	
DOMAIN SPELLS	
	<del></del>
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NUMBER PREPARED	
ANTIMAGIC FIELD	CAr: Complete Arcane CD: Complete Divine ECS: EBERRON Campaign Setting
BRAIN SPIDER <sup>CD</sup>	
BRILLIANT BLADE <sup>CA</sup>	70 N
CLOAK OF CHAOS	
CREATE GREATER UNDEAD	

\_\_\_ CURE CRITICAL WOUNDS, MASS \_\_\_\_\_

DEATH PACT<sup>CD</sup>
DIMENSIONAL LOCK
DISCERN LOCATION

## CLERIC SPELLS



0-LEVEL CLERIC SPELLS	OMEN OF PERIL <sup>CD</sup>
	PROTECTION FROM CHAOS
PER DAY SAVE DC NOTES	PROTECTION FROM EVIL
NUMBER PREPARED	PROTECTION FROM GOOD
CREATE WATER	PROTECTION FROM LAW
CURE MINOR WOUNDS	REMOVE FEAR
DETECT MAGIC	RESURGENCE <sup>CD</sup>
GUIDANCE	CANCTILA DV
INFLICT MINOR WOUNDS	SHIELD OF FAITH
LIGHT	SUMMON MONSTER I
MENDING	TOUCH OF IOD ASCORE
PURIFY FOOD AND DRINK	VICOD I ECCEDCAd
READ MAGIC	
RESISTANCE	THE RESERVE AND ADDRESS OF THE PARTY OF THE
VIRTUE	
	GAL: Complete Autentier GD: Complete District RE: Rates of Electron
1ST-LEVEL CLERIC SPELLS	PER DAY SAVE DC NOTES
PER DAY SAVE DC NOTES	DOMAIN SPELLS
DOMAIN SPELLS	
<u> </u>	
	PREPARED  AID
NUMBER PREPARED	
BANE_	ALIGN WEAPON
BLESS	
BLESS WATER	BETTK S ENDOKTHOLE
CAUSE FEAR	BRAWBEED
COMMAND	BOLLOST RENOTTI
COMPREHEND LANGUAGES	Chem emo i iono
CURE LIGHT WOUNDS	
CURSE WATER	
DEATHWATCH	
DETECT CHAOS	
DETECT EVIL	
DETECT GOOD	
DETECT LAW	
DETECT UNDEAD	
DIVINE FAVOR	
DOOM	- · · · · - <del></del>
ENDURE ELEMENTS	
ENTROPIC SHIELD	
GRAVE STRIKE <sup>CAd</sup>	
— HIDE FROM UNDEAD	
INFLICT LIGHT WOUNDS	
MAGIC STONE	
MAGIC STONE	IRON SILENCE <sup>CAd</sup>
NIMBUS OF LIGHT <sup>CD</sup>	MAKE WHOLE
OBSCURING MIST	——— OWL'S WISDOM REMOVE PARALYSIS
— Obscuring with	——— KEMOVE PARALYSIS

RESIST ENERGY	PRAYER
RESTORATION, LESSER	
SHATTER	
SHIELD OTHER	
SILENCE	
SOUND BURST	
SPIRITUAL WEAPON	
STATUS	
SUMMON MONSTER II	
UNDETECTABLE ALIGNMENT	
UNSEEN CRAFTERRE	
WAVE OF GRIEF <sup>CD</sup>	
ZONE OF TRUTH_	
	TARGET AND
	WATER WALK
CA: Complete Adventurer CD: Complete Divine RE: Races of Eberron	WIND WALL
	WRACK <sup>CD</sup>
3RD-LEVEL CLERIC SPELLS	WRAUK
PER DAY SAVE DC NOTES	
DOMAIN SPELLS	
	CAr: Complete Arcane CD: Complete Divine RE: Races of Eberron
NUMBER PREPARED	4TH-LEVEL CLERIC SPELLS
ANIMATE DEAD	
BESTOW CURSE	PER DAY SAVE DC NOTES
BLESSED AIM <sup>CD</sup>	
BLINDNESS/DEAFNESS	DOMAIN SPELLS
BRIAR WEB <sup>CD</sup>	U
CHAIN OF EYES <sup>CD</sup>	
CONTAGION	NUMBER
CONTINUAL FLAME	
	ASSAY RESISTANCE <sup>CAr</sup>
	BEAST CLAWS <sup>CD</sup>
DAYLIGHT	
DEEPER DARKNESS	
DISPEL MAGIC	
FLAME OF FAITHCD	
FURNACE WITHIN <sup>RE</sup>	
GLYPH OF WARDING	
— HELPING HAND	
HUMANOID ESSENCE, LESSER <sup>RE</sup>	
INFLICT SERIOUS WOUNDS	
INVISIBILITY PURGE	
IRIAN'S LIGHT <sup>RE</sup>	
LOCATE OBJECT	
MAGIC CIRCLE AGAINST CHAOS	
MAGIC CIRCLE AGAINST CHAOS	
MAGIC CIRCLE AGAINST GOOD	
MAGIC CIRCLE AGAINST GOOD	
MAGIC VESTMENT	NEUTRALIZE POISON
MELD INTO STONE MISREPRESENT ALIGNMENT <sup>RE</sup>	PLANAR ALLY, LESSER
MISREPRESENT ALIGNMENT <sup>KE</sup>	POISON
OBSCURE OBJECT	RECITATION <sup>CD</sup>

REPELVERMIN	
RESTORATION	
RESURGENCE, MASS <sup>CD</sup>	
REVENANCE <sup>CAr</sup>	
SENDING	
SPELL IMMUNITY	CAx: Complete Arcane CD: Complete Divine RE: Races of Eberron
SUMMON MONSTER IV	H. (10 H.) [12] [14] [14] [15] [15] [15] [15] [15] [15] [15] [15
TONGUES	6TH-LEVEL CLERIC SPELLS
WEAPON OF THE DEITY <sup>CD</sup>	PER DAY SAVE DC NOTES
WEATHER EYE <sup>CAr</sup>	
	DOMAIN SPELLS
	PREPARED
CAr: Complete Arcane CD: Complete Divine	ANIMATE OBJECTS
5TH-LEVEL CLERIC SPELLS	ANTILIFE SHELL
51H-LEVEL CLERIC SPELLS	BANISHMENT
PER DAY SAVE DC NOTES	BEAR'S ENDURANCE, MASS
	BLADE BARRIER
DOMAIN SPELLS	BULL'S STRENGTH, MASS
	COMETFALL <sup>CD</sup>
	CREATE UNDEAD
	CURE MODERATE WOUNDS, MASS
NUMBER PREPARED	DISPEL MAGIC, GREATER
ATONEMENT	
BLISTERING RADIANCE <sup>CAr</sup>	ENERGY IMMUNITY <sup>CAr</sup>
CURE LIGHT WOUNDS, MASS	FIND THE PATH
DANCE OF THE UNICORN <sup>CD</sup>	FORBIDDANCE
DISPEL CHAOS	GEAS/QUEST
DISPEL EVIL	
DISPEL GOOD	
DISPEL LAW	HEAL
DISRUPTING WEAPON	
DIVINE AGILITY <sup>CD</sup>	
DRAGON BREATH <sup>CD</sup>	
FLAME STRIKE	
HALLOW	
HUMANOID ESSENCE <sup>RE</sup>	
INFLICT LIGHT WOUNDS, MASS	
INSECT PLAGUE	UNDEATH TO DEATH
MARK OF JUSTICE	TANK A COMPANY OF THE TANK OF THE TANK A COMPANY OF THE TANK OF
PLANE SHIFT	
RAISE DEAD	
RIGHTEOUS MIGHT	TT + Y O TT P + CTCD
SCRYING	
SLAY LIVING	
SPELL RESISTANCE	
STALWART PACT <sup>CD</sup>	
SUBVERT PLANAR ESSENCE <sup>CD</sup>	
SUMMON MONSTER V	CAr: Comblete Arcane CD: Comblete Divine
SYMBOL OF PAIN	
SYMBOL OF SLEEP	
TRUE SEEING	<u> (1998년</u> 전 1993년 - 1912년 1일 전 1912년 1일

\_\_\_\_ UNHALLOW\_\_\_\_\_\_ VIGOR, GREATER<sup>CD</sup> \_\_\_\_ WALL OF STONE \_\_\_\_\_

### 8TH-LEVEL DRUID SPELLS

PER DAY	SAVE DC NOTES
NUMBER PREPARE	
	ANIMAL SHAPES AWAKEN, MASS <sup>cd</sup>
	CONTROL PLANTS
	CURE SERIOUS WOUNDS, MASS
	EARTHQUAKE
	FINGER OF DEATH
	MAELSTROM <sup>CD</sup>
	PHANTOM WOLF <sup>CD</sup>
	REPEL METAL OR STONE
	REVERSE GRAVITY
	STORMRAGE <sup>CD</sup>
	STORM OF ELEMENTAL FURY <sup>CD</sup>
	SUMMON NATURE'S ALLY VIII
	SUNBURST
	WHIRLWIND
	WORD OF RECALL
	CD: Complete Divine
0.57.1	A FIVE ADDITION OF THE CONTRACT OF THE CONTRAC
9 T H	I-LEVEL DRUID SPELLS
PER DAY	SAVE DC NOTES
NUMBER	
PREPARE	
	ANTIPATHY
	CURE CRITICAL WOUNDS, MASS
	ELEMENTAL SWARM
	FORESIGHT
	NATURE'S AVATAR <sup>CD</sup>
	PHANTOM BEAR <sup>CD</sup>
	REGENERATE
	SHADOW LANDSCAPE <sup>CD</sup>
	SHAMBLER
	SHAPECHANGE
	STORM OF VENGEANCE
	SUMMON ELEMENTAL MONOLITH <sup>CAr</sup>
	SUMMON NATURE'S ALLY IX
	SYMPATHY
	TRANSMUTE ROCK TO LAVA <sup>CAr</sup>
	UNYIELDING ROOTS <sup>CD</sup>
	WHIRLWIND, GREATER <sup>CD</sup>
	WHIRLWIND, GREATER'S
_	
10, 10	
APP.	
10 S. L.	CAn, Comblete Assens CD, Comblete Divine

## **DRUID SPELLS**



0-LEVEL DRUID SPELLS	SHILLELAGH
	SPEAK WITH ANIMALS
PER DAY SAVE DC NOTES	SUMMON NATURE'S ALLY I
NUMBER PREPARED	TRAVELER'S MOUNT <sup>CD</sup>
CREATE WATER	VIGOR, LESSER <sup>CD</sup>
CURE MINOR WOUNDS	VINE STRIKE <sup>CAd</sup>
DETECT MAGIC	WOOD WOSE <sup>CD</sup>
DETECT POISON	그들은 사람이 가는 아이들은 사람들이 아니는
FLARE	
GUIDANCE	
KNOW DIRECTION	
LIGHT	TO INTERNATIONAL CONTROL CO
MENDING	CAd: Complete Adventurer CAr: Complete Arcane CD: Complete Divine ECS: EBERRON Campaign Setting RE: Races of Eberron
NATUREWATCH <sup>CD</sup>	
	2ND-LEVEL DRUID SPELLS
PURIFY FOOD AND DRINK	437
READ MAGIC	
RESISTANCE	NUMBER
VIRTUE	ANNALAMEGGENGER
CD: Complete Divine	ANIMAL MESSENGER
,	ANIMAL TRANCE  ANIMATE FIRE <sup>CAr</sup>
1ST-LEVEL DRUID SPELLS	BALANCING LORECALL <sup>CAd</sup>
IST EE VEE DROTE STEELS	BARKSKIN
PER DAY SAVE DC NOTES	
NUMBER	BEAR'S ENDURANCE
PREPARED	BODY OF THE SUN <sup>CD</sup>
ANIMATE WATER <sup>CAr</sup>	
ANIMATE WOOD <sup>CAr</sup>	
BEGET BOGUN <sup>CD</sup>	
CALM ANIMALS	
CAMOUFLAGE <sup>CD</sup>	
CHARM ANIMAL	
CURE LIGHT WOUNDS	
DETECT ABERRATION <sup>ECS</sup>	
DETECT ANIMALS OR PLANTS	
DETECT SNARES AND PITS	DAGGERSPELL STANCE <sup>CAd</sup>
ENDURE ELEMENTS	_ DECOMPOSITION <sup>CD</sup>
ENTANGLE	
EXTEND SHIFTING <sup>RE</sup>	
FAERIE FIRE	
GOODBERRY	FIRE TRAP
HAWKEYE <sup>CAd</sup>	FLAME BLADE
HEALTHFUL REST <sup>CAd</sup>	FLAMING SPHERE
HIDE FROM ANIMALS	FOG CLOUD
JUMP	GUST OF WIND
LONGSTRIDER	HEALING LORECALL CAd
MAGIC FANG	HEAT METAL
MAGIC STONE	
OBSCURING MIST	LISTENING LORECALL <sup>CAd</sup>
OMEN OF PERIL <sup>CD</sup>	NATURE'S FAVOR <sup>CAd</sup>
PASS WITHOUT TRACE	
PRODUCE FLAME	REACHWALKER'S WARINESSRE
RIDE OF THE VALENAR <sup>re</sup>	REDUCE ANIMAL
SANDBLAST <sup>CD</sup>	RESIST ENERGY
SHIFTER PROWESS <sup>RE</sup>	

SCENT <sup>CD</sup>	
SOFTEN EARTH AND STONE	WEATHER EYE <sup>CD</sup>
SPIDER CLIMB	WIND WALL
SUMMON NATURE'S ALLY II	3 <u>- 2 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 </u>
SUMMON SWARM	
SWIM <sup>CAr</sup>	
TRAIN ANIMAL CAd	
TREE SHAPE	
WARP WOOD	CAd: Complete Adventurer CAr: Complete Arcane CD: Complete Divine RE: Races of Eberron
WILD INSTINCTSRE	ATTI I EVEL DRILLD CRELL C
WOOD SHAPE	4TH-LEVEL DRUID SPELLS
WRACKING TOUCHCAd	PER DAY SAVE DC NOTES
ZONE OF NATURAL PURITY <sup>ECS</sup>	NUMBER
	PREPARED
	AIR WALK
	ANTIPLANT SHELL
	ARC OF LIGHTNING CAr
	ASPECT OF THE WEREBEAST <sup>RE</sup>
CAd: Complete Adventurer CAr: Complete Arcane CD: Complete Divine ECS: EBERRON Campaign Setting RE: Races of Eberron	BLIGHT
	BOTTLE OF SMOKE <sup>CD</sup>
3RD-LEVEL DRUID SPELLS	CAMOUFLAGE, MASS <sup>CD</sup>
PER DAY SAVE DC NOTES	CHAIN OF EYES <sup>CD</sup>
	COMMAND PLANTS
NUMBER PREPARED	CONTROL WATER
BEAST CLAWS <sup>CD</sup>	CURE SERIOUS WOUNDS
CALL LIGHTNING	DISPEL MAGIC
CONTAGION	ENERGY VORTEX <sup>CD</sup>
CURE MODERATE WOUNDS	FLAME STRIKE
DAYLIGHT	— FORESTFOLD <sup>CAd</sup>
DIMINISH PLANTS	FREEDOM OF MOVEMENT
DOMINATE ANIMAL	
ENHANCED SHIFTINGRE	GIANT VERMIN
ENTANGLING STAFFCAd	ICE STORM
FIRE WINGS <sup>CD</sup>	LANGUOR <sup>CD</sup>
FLY, SWIFT <sup>CAd</sup>	MURDEROUS MIST <sup>CD</sup>
INFESTATION OF MAGGOTS <sup>CD</sup>	NATURE'S WRATH <sup>ECS</sup>
MAGIC FANG, GREATER	REINCARNATE
MELD INTO STONE	REPEL VERMIN
NEUTRALIZE POISON	RUSTING GRASP
PLANT GROWTH	SCRYING
POISON	
	SPIKE STONES
PROTECTION FROM ENERGY	SUMMON NATURE'S ALLY IV
QUENCH	
REMOVE DISEASE	
RESIST ENERGY, MASSCAT	
SLEET STORM	
SNARE	<u> </u>
SPEAK WITH PLANTS	CAd: Complete Adventurer CAx: Complete Arcane CD: Complete Divine ECS: EBERRON Campaign Setting RE: Races of Eberron
SPIKE GROWTH	
STANDING WAVE <sup>CD</sup>	
STONE SHAPE  SUMMON NATURE'S ALLY III	
SOMMON WATCHE STEEL III	
THORNSKIN <sup>CA</sup> r	

\_ VIGOR<sup>CD</sup>\_\_

\_\_\_\_ VIGOR, MASS LESSER<sup>CD</sup>\_

5TH-LEVEL DRUID SPELLS	FIRES OF PURITY <sup>CD</sup>
	IRONWOOD
PER DAY SAVE DC NOTES	LIVEOAK
NUMBER PREPARED	
ANIMAL GROWTH	MOVE EARTH
ATONEMENT	
AWAKEN	
AWAKEN BALEFUL POLYMORPH	
BINDING WINDS <sup>CD</sup> CALL LIGHTNING STORM	
CLOAK OF THE SEA <sup>CAd</sup>	
COMMUNE WITH NATURE	
CONTROL WINDS	
CURE CRITICAL WOUNDS	THE REPORT OF THE PARTY OF THE
DEATH WARD	
HALLOW	
INSECT PLAGUE	
PHANTOM STAG <sup>CD</sup>	
POISON THORNS <sup>CD</sup>	- 19 1 7 7 W H - 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
QUILL BLAST <sup>CD</sup>	
REJUVENATION COCOON <sup>CD</sup>	
STONESKIN	CAT: Complete Arcane CD: Complete Divine
SUMMON NATURE'S ALLY V	
TRANSMUTE MUD TO ROCK	7TH-LEVEL DRUID SPELLS
TRANSMUTE ROCK TO MUD	
TREE STRIDE	PER DAY SAVE DC NOTES
UNHALLOW	NUMBER
VIGOR, GREATER <sup>CD</sup>	PREPARED ANIMATE PLANTS
WALL OF FIRE	ANTMATETERNIS
WALL OF THORNS	BRILLIAN I AURA
WOOD ROT <sup>CAr</sup>	CHANGESTATT
	FIRE STORM
CAd: Complete Adventurer CAr: Complete Arcane CD: Complete Divine	— HEAL
6TH-LEVEL DRUID SPELLS	POISON VINES <sup>CD</sup>
61H-LEVEL DRUID SPELLS	RETURN TO NATURE <sup>ECS</sup>
PER DAY SAVE DC NOTES	SCRYING, GREATER
NUMBER	SLIME WAVE <sup>CD</sup>
PREPARED	STORM TOWER <sup>CD</sup>
ANGER OF THE NOONDAY SUN <sup>CD</sup>	SOMMON NATIONE STEEL VII
ANTILIFE SHELL	SUNBEAM
BEAR'S ENDURANCE, MASS	TRANSMUTE METAL TO WOOD
BULL'S STRENGTH, MASS	
CAT'S GRACE, MASS	TRUE SEEING
COMETFALL <sup>CD</sup>	
CONTAGIOUS TOUCHCD	WIND WALK
CRUMBLE <sup>CD</sup>	
CURE LIGHT WOUNDS, MASS	
DISPEL MAGIC, GREATER	
ENERGY IMMUNITY <sup>CAr</sup>	
ENVELOPING COCOON <sup>CD</sup>	CD: Complete Divine ECS: EBERRON Compaign Setting
FIND THE PATH	<u> </u>

FIRE SEEDS.

## PALADIN SPELLS





**3RD-LEVEL PALADIN SPELLS** 

### 1ST-LEVEL PALADIN SPELLS

PER DAY SAVE DC NOTES	PER DAY SAVE DC NOTES
NUMBER	NUMBER
PREPARED	PREPARED  BLESSING OF BAHAMUT <sup>CD</sup>
BLESS WATER	
BLESS WEAPON	
BLESS WEAPON CREATE WATER	
CREATE WATER  CURE LIGHT WOUNDS	
DETECT POISON DETECT UNDEAD	
DIVINE SACRUSIONS	
DIVINE SACRIFICE <sup>CD</sup>	
ENDURE ELEMENTS GOLDEN BARDING <sup>CD</sup>	
GRAVE STRIKE <sup>CAd</sup>	
MAGIC WEAPON PROTECTION FROM CHAOS	
PROTECTION FROM EVIL READ MAGIC	
RESISTANCE	CD Comblet Biring
RESTORATION, LESSER	
RESURGENCE <sup>CD</sup>	ATH I EVEL DALADIN CDELLC
TRAVELER'S MOUNTCD	
VIRTUE	TERBIT SITE DO NOTES
VIKTOE	NUMBER
	DDF AV ENGLANTMENT
	CURE SERIOUS WOUNDS
GAd: Complete Adventurer CD: Complete Divine	DEATH WARD
	DISPEL CHAOS
2ND-LEVEL PALADIN SPELLS	DISPEL EVIL
	HOLY SWORD
PER DAY SAVE DC NOTES	MARK OF JUSTICE
NUMBER PREPARED	NEUTRALIZE POISON
BLESSED AIMCD	
BULL'S STRENGTH_	REVENANCE <sup>CD</sup>
DELAY POISON	SACRED HAVEN <sup>CD</sup>
DIVINE INSIGHT <sup>CAd</sup>	SPIRITUAL CHARIOT <sup>CD</sup>
EAGLE'S SPLENDOR	VISAGE OF THE DEITY, LESSER <sup>CD</sup>
OWL'S WISDOM	WEAPON OF THE DEITY <sup>CD</sup>
REMOVE PARALYSIS	an a
RESIST ENERGY	
SHIELD OTHER	
UNDETECTABLE ALIGNMENT	
ZEAL <sup>CD</sup>	CD: Complete Divine
ZONE OF TRUTH	
	V3. DC3
CAd: Complete Adventurer CD: Complete Divine	

## RANGER SPELLS

OWL'S WISDOM





1ST-LEVEL RANGER SPELLS	PROTECTION FROM ENERGY REACHWALKER'S WARINESSRE
	CCENTCD
PER DAY SAVE DC NOTES	SUBSTREE STATE
NUMBER	SPEAK WITH PLANTS
PREPARED	SPIKE GROWTHSPIKE GROWTH
ACCELERATED MOVEMENT <sup>CAd</sup>	SUMMON NATURE'S ALLY II
ALARM	
ANIMAL MESSENGER	— TRAIN ANIMAL CAd — WIND WALL
ARROW MIND <sup>CAd</sup>	WIND WALL
BLOODHOUND <sup>CAd</sup>	
BRANCH TO BRANCH <sup>CAd</sup>	
CALM ANIMALS	CAd: Complete Adventurer CAr: Complete Arcane CD: Complete Divine RE: Races of Eberro
CAMOUFLAGE <sup>CD</sup>	
CHARMANIMAL	3RD-LEVEL RANGER SPELLS
DELAY POISON	
DETECT ANIMALS OR PLANTS	PER DAY SAVE DC NOTES
DETECT POISON	NIIMRED
DETECT SNARES AND PITS	NUMBER PREPARED
EASYTRAIL CAd	BLADE STORM <sup>CAd</sup>
EMBRACE THE WILD <sup>CAd</sup>	BOTTLE OF SMOKE <sup>CD</sup>
ENDURE ELEMENTS	COMMAND PLANTS
ENTANGLE	CURE MODERATE WOUNDS
EXACTING SHOT <sup>CAd</sup>	DARKVISION
EXTEND SHIFTING <sup>RE</sup>	DETECT FAVORED ENEMY <sup>CD</sup>
GUIDED SHOT <sup>CAd</sup>	DIMINISH PLANTS
HAWKEYE <sup>CAd</sup>	EMBRACE THE WILD <sup>CD</sup>
HEALING LORECALL CAd	FORESTFOLD <sup>CAd</sup>
HIDE FROM ANIMALS	MAGIC FANG, GREATER
INSTANT SEARCH <sup>CAd</sup>	MARK OF THE HUNTER <sup>CD</sup>
JUMP	NEUTRALIZE POISON
LONGSTRIDER	PHANTASMAL DECOY <sup>CD</sup>
LOW-LIGHT VISION <sup>CAr</sup>	PLANT GROWTH
MAGIC FANG	REDUCE ANIMAL
NATUREWATCH <sup>CD</sup>	REMOVE DISEASE
PASS WITHOUT TRACE	REPEL VERMIN
READ MAGIC	SUMMON NATURE'S ALLY III
RESIST ENERGY	TREE SHAPE
RIDE OF THE VALENAR RE	WATER WALK
SHIFTER PROWESS <sup>RE</sup>	WILD INSTINCTS <sup>RE</sup>
SNIPER'S SHOT <sup>CAd</sup>	
SPEAK WITH ANIMALS	
SUMMON NATURE'S ALLY I	
TRAVELER'S MOUNT <sup>CD</sup>	CAd: Complete Adventurer CD: Complete Divine RE: Races of Eberron
VINE STRIKE GAd	4TH-LEVEL RANGER SPELLS
<u> </u>	41 H-LEVEL KANGER SPELLS
<u> </u>	
CAd: Complete Adventurer CAr: Complete Arcane CD: Complete Divine RE: Races of Eberron	PER DAY SAVE DC NOTES
O. C. Somphet Methods Co. Somphet Month	NUMBER PREPARED
2ND-LEVEL RANGER SPELLS	ANIMAL GROWTH
	ARROW STORM CAd
PER DAY SAVE DC NOTES	ASPECT OF THE WEREBEAST <sup>RE</sup>
NUMBER	BANE BOW <sup>CD</sup>
PREPARED	CAMOUFLAGE, MASSCD
BALANCING LORECALL CAd	COMMUNE WITH NATURE
BARKSKIN	CURE SERIOUS WOUNDS
BEAR'S ENDURANCE	FOEBANE <sup>CAd</sup>
BLADES OF FIRE CAT	FREEDOM OF MOVEMENT
BRIAR WEB <sup>CD</sup>	IMPLACABLE PURSUER <sup>CD</sup>
CAT'S GRACE	— NONDETECTION_
CURE LIGHT WOUNDS	SUMMON NATURE'S ALLY IV
EASY CLIMB <sup>CAd</sup>	SUMMON NATURE SALLY IV TREE STRIDE
HASTE, SWIFT <sup>CAd</sup>	INDESTRIDE
HOLD ANIMAL	
LISTENING LORECALL CAd	A SECULIAR TO SEE THE CONTRACTOR
NATURE'S FAVOR <sup>CAd</sup>	CAd: Complete Adventurer CD: Complete Divine RE: Races of Eberron

### **ASSASSIN SPELLS**



#### 1ST-LEVEL ASSASSIN SPELLS 3RD-LEVEL ASSASSIN SPELLS PER DAY SAVE DC PER DAY SAVE DC SPELLS CAST TODAY SPELLS CAST TODAY SPELLS KNOWN SPELLS KNOWN CRITICAL STRIKE CAd \_\_\_\_ ABSORB WEAPON<sup>CAd</sup>\_\_\_\_\_ \_\_\_\_ DEEP SLUMBER \_\_\_\_\_ \_\_\_\_ DISGUISE SELF \_\_\_\_ DISTRACT ASSAILANT<sup>CAd</sup> \_\_\_\_\_ \_\_\_\_ DEEPER DARKNESS \_\_\_\_\_ \_\_\_\_ FALSE LIFE\_\_ \_\_\_\_ DETECT POISON \_\_\_\_\_ \_\_\_\_ MAGIC CIRCLE AGAINST GOOD \_\_\_\_\_ \_\_\_\_ FEATHER FALL\_\_\_\_\_\_ GHOST SOUND \_\_\_\_ MISDIRECTION \_\_\_\_\_ \_\_\_\_ INSIGHTFUL FEINT<sup>CAd</sup> \_\_\_\_\_ \_\_\_ NONDETECTION \_\_\_\_ SPECTRAL WEAPON<sup>CAd</sup>\_\_\_\_\_ \_\_\_\_ INSTANT LOCKSMITH<sup>CAd</sup> \_\_\_\_\_ \_\_\_\_ INSTANT SEARCH<sup>CAd</sup>\_\_\_\_\_ \_\_\_\_ JUMP\_\_\_\_\_ LOW-LIGHT VISION<sup>CAr</sup> \_\_\_\_ OBSCURING MIST\_\_\_\_\_ 4TH-LEVEL ASSASSIN SPELLS \_\_\_\_ SLEEP\_\_\_ SNIPER'S SHOT<sup>CAd</sup> KNOWN PER DAY SAVE DC NOTES \_\_\_\_ TRUE STRIKE\_\_\_\_\_ SPELLS CAST TODAY SPELLS KNOWN \_\_\_\_ CLAIRAUDIENCE/CLAIRVOYANCE\_\_\_\_\_ 2ND-LEVEL ASSASSIN SPELLS \_\_\_\_ DIMENSION DOOR\_\_\_\_\_ — FREEDOM OF MOVEMENT KNOWN PER DAY SAVE DC NOTES \_\_\_\_ GLIBNESS \_\_\_\_\_ HEART RIPPER<sup>CAr</sup> SPELLS CAST TODAY \_\_\_\_ INVISIBILITY, GREATER\_\_\_\_\_ \_\_\_\_ LOCATE CREATURE\_\_\_\_\_ SPELLS KNOWN \_\_\_\_ MODIFY MEMORY\_\_\_\_\_ \_\_\_\_ ALTER SELF\_\_ \_\_ CAT'S GRACE \_\_\_\_\_ \_\_\_\_ POISON \_\_\_\_ \_\_\_\_ SHADOW FORM<sup>CAd</sup>\_\_\_\_\_ \_\_\_ DARKNESS\_ FIRE SHURIKEN<sup>CAr</sup> SNIPER'S EYE<sup>CAd</sup> \_\_\_\_ FOX'S CUNNING\_\_\_\_\_ \_\_\_\_ ICE KNIFECAr \_\_\_\_ ILLUSORY SCRIPT\_\_\_\_\_ CAd: Complete Adventurer CAr: Complete Arcane \_\_\_\_ INVISIBILITY \_ INVISIBILITY, SWIFT<sup>CAd</sup>\_\_\_\_\_ \_\_ IRON SILENCE CAd PASS WITHOUT TRACE \_\_\_\_\_ \_\_\_\_ SPIDER CLIMB UNDETECTABLE ALIGNMENT WRAITHSTRIKE<sup>CAd</sup>

## BLACKGUARD SPELLS

#### 1ST-LEVEL BLACKGUARD SPELLS

ISI-LEVEL BEAGKOCARD SI ELLS
PER DAY SAVE DC NOTES
NUMBER PREPARED
CAUSE FEAR
CORRUPT WEAPON
CURE LIGHT WOUNDS
DIVINE SACRIFICE <sup>CD</sup>
DOOM
GOLDEN BARDING <sup>CD</sup>
INFLICT LIGHT WOUNDS
MAGIC WEAPON
RESURGENCE <sup>CD</sup>
SUMMON MONSTER I*
TRAVELER'S MOUNT <sup>CD</sup>
2ND-LEVEL BLACKGUARD SPELLS
PER DAY SAVE DC NOTES
NUMBER PREPARED
BLESSED AIM <sup>CD</sup>
BULL'S STRENGTH
CURE MODERATE WOUNDS
CURSE OF ILL FORTUNE <sup>CD</sup>
DARKNESS
DEATH KNELL
EAGLE'S SPLENDOR
INFLICT MODERATE WOUNDS
SHATTER
SUMMON MONSTER II*
WAVE OF GRIEF <sup>CD</sup>
ZEAL*
3RD-LEVEL BLACKGUARD SPELLS
PER DAY SAVE DC NOTES
NUMBER PREPARED
CONTAGION
CURE SERIOUS WOUNDS
DEEPER DARKNESS
INFLICT SERIOUS WOUNDS
PROTECTION FROM ENERGY
RESURGENCE, MASS <sup>CD</sup>
SUMMON MONSTER III*
4TH-LEVEL BLACKGUARD SPELLS
PER DAY SAVE DC NOTES
NUMBER PREPARED
CURE CRITICAL WOUNDS
FREEDOM OF MOVEMENT
IMPLACABLE PURSUER <sup>CD</sup>
INFLICT CRITICAL WOUNDS
POISON
SUMMON MONSTER IV*

## SPELLTHIEF SPELLS



THE SPELLTHIEF IS A STANDARD CLASS DESCRIBED IN COMPLETE ADVENTURER.

ALLOWED SCHOOLS: ABJURATION, DIVINATION, ENCHANTMENT, ILLUSION, TRANSMUTATION

ANOTHER THE PROPERTY OF THE PR	LLTHIEF SPELLS SPELLS CAST TODAY 🗆 🗆 🗆
CNOWN PER DAY SA	AVE DC
SPELLS KNOWN	
111111	Jan Harrison
	ELLTHIEF SPELLS SPELLS CAST TODAY 🗆 🗆 🗆 🗆
KNOWN PER DAY SA	AVE DC
SPELLS KNOWN	
	_: _:
	:
SPELLS KNOWN	NOTES
	_:
	-:
	_:
4TH-LEVEL SPE	ELLTHIEF SPELLS
	SPELLS CAST TODAY $\square$ $\square$ $\square$
KNOWN PER DAY SA	AVE DC SPELLS CAST TODAY
4TH-LEVEL SPE  KNOWN PERDAY SA  SPELLS KNOWN	AVE DC SPELLS CAST TODAY
KNOWN PER DAY SA	NOTES
KNOWN PER DAY SA	NOTES  : : : : : : : : : : : : : : : : : : :
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## SORCERER SPELLS



0-LEVEL SORCERER SPELLS	5TH-LEVEL SORCERER SPELLS		
SPELLS CAST TODAY	KNOWN PER DAY SAVE DC SPELLS CAST TODAY		
KNOWN PER DAY SAVE DC			
SPELLS KNOWN NOTES	SPELLS KNOWN NOTES		
	6TH-LEVEL SORCERER SPELLS		
	SPELLS CAST TODAY		
	SPELLS KNOWN NOTES		
	SPELLS KNOWN NOTES		
1ST-LEVEL SORCERER SPELLS	· · · · · · · · · · · · · · · · · · ·		
SPELLS CAST TODAY DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD			
KNOWN PER DAY SAVE DC			
SPELLS KNOWN NOTES	7TH-LEVEL SORCERER SPELLS		
	SPELLS CAST TODAY 🗆 🗆 🗆		
:	KNOWN PER DAY SAVE DC		
::	SPELLS KNOWN NOTES		
	::		
	:		
2ND-LEVEL SORCERER SPELLS			
SPELLS CAST TODAY OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	8TH-LEVEL SORCERER SPELLS		
ANOTH TENDAL SAVEDO	SPELLS CAST TODAY DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		
SPELLS KNOWN NOTES	KNOWN PER DAY SAVE DC		
	SPELLS KNOWN NOTES		
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	:		
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3RD-LEVEL SORCERER SPELLS	9TH-LEVEL SORCERER SPELLS		
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## BARD SPELLS



0-LEVEL BARD SPELLS  SPELLS CAST TODAY □ □ □ □		6TH-LEVEL BARD SPELLS  SPELLS CAST TODAY		
SPELLS KNOWN	NOTES	SPELLS KNOWN NOTES		
		BARDIC MUSIC		
1ST-LEVEL BAR  KNOWN PER DAY S.	D SPELLS  SPELLS CAST TODAY	PER DAY SONGS USED TODAY DOWN DOWN DOWN DOWN DOWN DOWN DOWN DOWN		
SPELLS KNOWN	NOTES	COUNTERSONG (PREREQUISITE: 3 RANKS IN A PERFORM SKILL)  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 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.		
2ND-LEVEL BA  KNOWN PERDAY S  SPELLS KNOWN	RD SPELLS  SPELLS CAST TODAY                NOTES  :	FASCINATE (PREREQUISITE: 3 RANKS IN A PERFORM SKILL)  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 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.		
3RD-LEVEL BA	SPELLS CAST TODAY 🗌 🗎 🗎	<ul> <li>— INSPIRE COURAGE (PREREQUISITE: 3 RANKS IN A PERFORM SKILL)</li> <li>— 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 round thereafter. An affected ally receives a morale bonus on saving throws against charm and fear effects and a similar bonus on attack rolls and weapon damage rolls.</li> </ul>		
SPELLS KNOWN	NOTES -:	☐ INSPIRE COMPETENCE (PREREQUISITES: BARD 3RD, 6 RANKS IN A  PERFORM SKILL)  You can use your music or poetics to help an ally (but not yourself) 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).		
4TH-LEVEL BA	RD SPELLS  SPELLS CAST TODAY	SUGGESTION (PREREQUISITES: BARD 6RD, 9 RANKS IN A PERFORM SKILL) 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.		
SPELLS KNOWN	NOTES  -:	INSPIRE GREATNESS (PREREQUISITES: BARD 9TH, 12 RANKS IN A PERFORM SKILL)  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 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 (d10s), 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.		
5TH-LEVEL BA	RD SPELLS  SPELLS CAST TODAY                NOTES	SONG OF FREEDOM (PREREQUISITES: BARD 12TH, 15 RANKS IN A PERFORM SKILL) 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 uninterrupted concentration and music.		
		INSPIRE HEROICS (PREREQUISITES: BARD 15TH, 18 RANKS IN A PERFORM SKILL) 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 15th. The creature affected must hear you sing for a full round. A creature so inspired gains a +4 morale bonus on saving		

## WIZARD SPELLS



2ND-LEVEL WIZARD SPELLS

### 0-LEVEL WIZARD SPELLS

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## PSIONIC POWERS IF YOU HAVE ONE OR MORE LEVELS IN PSION, PSYCHIC WARRIOR, OR WILDER (SEE THE EXPANDED PSIONICS HANDBOOK), YOU CAN USE THIS PAGE TO KEEP TRACK OF YOUR PSIONIC POWERS KNOWN



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## ARTIFICER INFUSIONS



1ST-LEVEL ARTIFICER INFUSIONS	STONE CONSTRUCT <sup>ECS</sup>
ISI-LEVELIKIII IGERIMI OSIONS	SUPPRESS REQUIREMENT <sup>ECS</sup>
PER DAY SAVE DC NOTES	
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PREPARED	
ARMOR ENHANCEMENT, LESSER <sup>ECS</sup>	ECS: EBERRON Campaign Setting RE: Races of Eberron
ENERGY ALTERATION <sup>ECS</sup>	
ENHANCEMENT ALTERATION <sup>ECS</sup>	4TH-LEVEL ARTIFICER INFUSIONS
IDENTIFY	
INFLICT LIGHT DAMAGE <sup>ECS</sup>	PER DAY SAVE DC NOTES
LIGHT MAGIC STONE	NUMBER PREPARED
MAGIC STONE	CONSTRUCT ENERGY WARD, GREATERECS
MAGIC VESTMENT	GLOBE OF INVULNERABILITY, LESSER
NATURAL WEAPON AUGMENTATION, PERSONAL RE	— HUMANOID ESSENCERE
REPAIR LIGHT DAMAGE ECS	INFLICT CRITICAL DAMAGE <sup>ECS</sup>
RESISTANCE ITEM <sup>ECS</sup>	ITEM ALTERATION <sup>ECS</sup>
SHIELD OF FAITH	IRON CONSTRUCT <sup>ECS</sup>
SKILL ENHANCEMENT <sup>ECS</sup>	MINOR CREATION
SPELL STORING ITEM <sup>ECS</sup>	NATURAL WEAPON AUGMENTATION RE
WEAPON AUGMENTATION, PERSONALECS	REPAIR CRITICAL DAMAGE <sup>ECS</sup>
	RUSTING GRASP
	SHIELD OF FAITH, LEGION'S <sup>ECS</sup>
	WEAPON AUGMENTATIONECS
ECS: EBERRON Campaign Setting RE: Races of Eberron	
2ND-LEVEL ARTIFICER INFUSIONS	<u> </u>
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ARMOR ENHANCEMENT <sup>ECS</sup>	PER DAY SAVE DC NOTES
BEAR'S ENDURANCE	NUMBER PREPARED
BULL'S STRENGTH	CONSTRUCT ESSENCE <sup>RE</sup>
CAT'S GRACE	DISRUPTING WEAPON
CHILL METAL	DOMINATE LIVING CONSTRUCT <sup>RE</sup>
CONSTRUCT ESSENCE, LESSER <sup>RE</sup>	FABRICATE
EAGLE'S SPLENDOR	INFLICT LIGHT DAMAGE, MASS <sup>RE</sup>
FOX'S CUNNING	MAJOR CREATION
HEAT METAL	REPAIR LIGHT DAMAGE, MASS <sup>RE</sup>
INFLICT MODERATE DAMAGE <sup>ECS</sup>	WALL OF FORCE
NATURAL WEAPON AUGMENTATION, LESSER <sup>RE</sup>	WALL OF STONE
OWL'S WISDOM	
REPAIR MODERATE DAMAGE <sup>ECS</sup>	
SHIELD OF FAITH	
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WEAPON AUGMENTATION, LESSER ECS	OTH EEVEENRINI OERINI OSIONO
	PER DAY SAVE DC NOTES
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ECS: EBERRON Campaign Setting RE: Races of Eberron	BLADE BARRIER
3RD-LEVEL ARTIFICER INFUSIONS	DISABLE CONSTRUCT <sup>ECS</sup>
	GLOBE OF INVULNERABILITY
PER DAY SAVE DC NOTES	HARDENING <sup>ECS</sup>
NUMBER	HUMANOID ESSENCE, GREATER <sup>RE</sup>
PREPARED	INFLICT MODERATE DAMAGE, MASS <sup>RE</sup>
ARMOR ENHANCEMENT, GREATER <sup>EGS</sup>	MOVE EARTH
CONSTRUCT ENERGY WARDECS	NATURAL WEAPON AUGMENTATION, GREATER <sup>RE</sup>
HUMANOID ESSENCE, LESSER <sup>RE</sup>	REPAIR MODERATE DAMAGE, MASS <sup>RE</sup> TOTAL REPAIR ECS
INFLICT SERIOUS DAMAGE <sup>ECS</sup>	WALL OF IRON
MAGIC WEAPON, GREATER	WEAPON AUGMENTATION, GREATERECS
METAMAGIC ITEM <sup>ECS</sup>	— "EAT ON ACCIMENTATION, GREATER"
POWER SURGEECS  DEDATE SERIOUS DAMAGEECS	<u> </u>
REPAIR SERIOUS DAMAGE <sup>ECS</sup>	(2 No. 1985, 100 100 per 100 p

WARLOCK INVOCATIONS THE WARLOCK IS A STANDARD CLASS DESCRIBED IN COMPLETE ARCANE; THE SAVE DC FOR AN INVOCATION (IF IT ALLOWS A SAVE) IS 10 + EQUIVALENT SPELL LEVEL + THE WARLOCK'S CHA MODIFIER



LEAST ELDRITCH ESSENCE INVOCATIONS KNOWN	EQUIVAL SPELL LE		ENTROPIC WARDING: Deflect ranged attacks, leave no trail, prevent being	2nd
FRIGHTFUL BLAST: Target must make Will save or become shaken.		2nd	tracked by scent.	0 1
SICKENING BLAST: Target must make Fortitude save or become sicke	ened.	2nd	LEAPS AND BOUNDS: Gain bonus on Balance, Jump, and Tumble checks.  MIASMIC CLOUD: Create a cloud of mist that grants concealment, fatigues	2nd 1st
	<u> </u>		those who enter.	150
			SEE THE UNSEEN: Gain see invisibility as the spell and darkvision.	2nd
	EQUIVAL	ENT	SPIDERWALK: Gain spider climb as the spell and you are immune to webs.	2nd
LESSER ELDRITCH ESSENCE INVOCATIONS KNOWN	SPELLLE		SUMMON SWARM: Use summon swarm as the spell.	2nd
BESHADOWED BLAST: Target must make Fortitude save or become b	olind	4th		
for I round.				
☐ BRIMSTONE BLAST: Blast deals fire damage and target must make Resave or catch fire.	eflex	3rd		
HELLRIME BLAST: Blast deals cold damage and target must make For	titude	4th		
save or take –2 penalty to Dexterity.			EQUIVA	
			LESSER INVOCATIONS KNOWN SPELLI	
LJ::			CHARM: Cause a single creature to regard you as a friend.	4th
OPE ATER EL DRITCH ESSENCE INVOCATIONS E NOWN	EQUIVAL		CURSE OF DESPAIR: Curse one creature as the bestow curse spell, or hinder their attacks.	4th
GREATER ELDRITCH ESSENCE INVOCATIONS KNOWN	SPELLLE		THE DEAD WALK: Create undead as the animate dead spell.	4th
BEWITCHING BLAST: Target must make Will save or be confused for		4th	FELL FLIGHT: Gain a fly speed with good maneuverability.	3rd
l round.		C - 1	FLEE THE SCENE: Use short-range dimension door as the spell, and leave	4th
NOXIOUS BLAST: Target must make Fortitude save or be nauseated.		6th	behind a major image that remains for one round.	
REPELLING BLAST: Target must make Reflex save or be knocked back VITRIOLIC BLAST: Blast ignores spell resistance and deals acid dama		6th	HUNGRY DARKNESS: Create shadows filled with a swarm of bats.	3rd
	ige	6th	STONY GRASP: Use stony grasp as the spell.	3rd
for several rounds.			☐ VOIDSENSE: Gain blindsense 30 feet.	4th
LJ::			VORACIOUS DISPELLING: Use dispel magic as the spell,	4th
LJ::			causing damage to creatures whose effects are dispelled.  WALK UNSEEN: Use invisibility (self only) as the spell.	2nd
DARK ELDRITCH ESSENCE INVOCATIONS KNOWN	EQUIVAL		WALL OF GLOOM: Use wall of gloom as the spell.	2nd 2nd
	SPELL LE		WALL OF GLOOM: Use wall of gloom as the spell.	Zna
UTTERDARK BLAST: Target must make Fortitude save or gain two negative levels.		8th		
			<u> </u>	
LEAST BLAST SHAPE INVOCATIONS KNOWN	EQUIVAL SPELL LE		GREATER INVOCATIONS KNOWN SPELLI	
☐ ELDRITCH SPEAR: Blast range increases to 250 feet.		2nd		
HIDEOUS BLOW: Melee attack channels eldritch blast.		lst	☐ CHILLING TENTACLES: Use Evard's black tentacles as the spell, and deal extra cold damage to creatures in the area.	5th
			DEVOUR MAGIC: Use targeted greater dispel magic with a touch and gain	6th
			temporary hit points based on the level of spells successfully dispelled.	
			ENERVATING SHADOW: Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures.	5th
LESSER BLAST SHAPE INVOCATIONS KNOWN	EQUIVAL SPELL LE		TENACIOUS PLAGUE: Use insect plague as the spell, but the summoned	6th
☐ ELDRITCH CHAIN: Blast jumps from initial target to secondary target	ets.	4th	locust swarm deals damage as a magic weapon.	otn
			WALL OF PERILOUS FLAME: Create a wall of fire as the spell,	5th
O			but half the damage from the wall results from supernatural power.	
			WARLOCK'S CALL: Use sending as the spell, but risk damage from recipient.	5th
GREATER BLAST SHAPE INVOCATIONS KNOWN	EQUIVAL		<u> </u>	
ELDRITCH CONE: Blast takes the shape of a cone.	SPELLLE	LVEL		
	SPELLLE	5th	<u> </u>	
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DARK BLAST SHAPE INVOCATIONS KNOWN  ELDRITCH DOOM: Blast affects all enemies within 20 feet.		5th LENT	DARK INVOCATIONS KNOWN  DARK DISCORPORATION: Become a swarm of batlike shadows, gaining	
□ : : : : : : : : : : : : : : : : : : :	EQUIVAL	5th	DARK INVOCATIONS KNOWN  DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.	8th
☐ ELDRITCH DOOM: Blast affects all enemies within 20 feet. ☐:	EQUIVAL	5th LENT	DARK INVOCATIONS KNOWN  DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  DARK FORESIGHT: Use foresight as the spell, and communicate	LEVEL
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☐ ELDRITCH DOOM: Blast affects all enemies within 20 feet. ☐::	EQUIVAL SPELL LE	5th  LENT EVEL 8th	DARK INVOCATIONS KNOWN  DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  DARK FORESIGHT: Use foresight as the spell, and communicate	8th
☐ ELDRITCH DOOM: Blast affects all enemies within 20 feet. ☐ _ : _ : _ : _ : _ LEAST INVOCATIONS KNOWN	EQUIVAL SPELL LE EQUIVAL SPELL LE	5th  LENT EVEL 8th	DARK INVOCATIONS KNOWN  □ DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  □ DARK FORESIGHT: Use foresight as the spell, and communicate telepathically with a close target of the effect.  □ PATH OF SHADOW: Use shadow walk as the spell and speed up natural healing.  □ RETRIBUTIVE INVISIBILITY: Use greater invisibility as the spell (self only)	8th 9th
☐ ELDRITCH DOOM: Blast affects all enemies within 20 feet. ☐::	EQUIVAL SPELL LE EQUIVAL SPELL LE	5th  LENT EVEL 8th	DARK INVOCATIONS KNOWN  □ DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  □ DARK FORESIGHT: Use foresight as the spell, and communicate telepathically with a close target of the effect.  □ PATH OF SHADOW: Use shadow walk as the spell and speed up natural healing.  □ RETRIBUTIVE INVISIBILITY: Use greater invisibility as the spell (self only) that deals damage in a burst if dispelled.	8th 9th 6th
☐ ELDRITCH DOOM: Blast affects all enemies within 20 feet. ☐ _ : _ : ☐ : .  LEAST INVOCATIONS KNOWN ☐ BALEFUL UTTERANCE: Speak word of the Dark Speech and shatter objects as the shatter spell. ☐ BEGUILING INFLUENCE: Gain bonus on Bluff, Diplomacy,	EQUIVAL SPELLLE EQUIVAL SPELLLE	5th  LENT EVEL 8th	DARK INVOCATIONS KNOWN  □ DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  □ DARK FORESIGHT: Use foresight as the spell, and communicate telepathically with a close target of the effect.  □ PATH OF SHADOW: Use shadow walk as the spell and speed up natural healing.  □ RETRIBUTIVE INVISIBILITY: Use greater invisibility as the spell (self only)	8th 9th 6th
☐ ELDRITCH DOOM: Blast affects all enemies within 20 feet. ☐ : : : : : : : : : : : : : : : : : : :	EQUIVAL SPELLLE EQUIVAL SPELLLE	5th LENT EVEL 8th LENT EVEL 2nd 2nd	DARK INVOCATIONS KNOWN  □ DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  □ DARK FORESIGHT: Use foresight as the spell, and communicate telepathically with a close target of the effect.  □ PATH OF SHADOW: Use shadow walk as the spell and speed up natural healing.  □ RETRIBUTIVE INVISIBILITY: Use greater invisibility as the spell (self only) that deals damage in a burst if dispelled.  □ WORD OF CHANGING: Use baleful polymorph as the spell, but the effect	8th 9th 6th
□ ELDRITCH DOOM: Blast affects all enemies within 20 feet. □ : : : □ : :  LEAST INVOCATIONS KNOWN □ BALEFUL UTTERANCE: Speak word of the Dark Speech and shatter objects as the shatter spell. □ BEGUILING INFLUENCE: Gain bonus on Bluff, Diplomacy, and Intimidate checks. □ BREATH OF THE NIGHT: Create a fog cloud as the spell.	EQUIVAL SPELL LE	Sth LENT EVEL 8th LENT EVEL 2nd 1st	DARK INVOCATIONS KNOWN  □ DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  □ DARK FORESIGHT: Use foresight as the spell, and communicate telepathically with a close target of the effect.  □ PATH OF SHADOW: Use shadow walk as the spell and speed up natural healing.  □ RETRIBUTIVE INVISIBILITY: Use greater invisibility as the spell (self only) that deals damage in a burst if dispelled.  □ WORD OF CHANGING: Use baleful polymorph as the spell, but the effect	8th 9th 6th
□ ELDRITCH DOOM: Blast affects all enemies within 20 feet. □ : : : □ : : □ BALEFUL UTTERANCE: Speak word of the Dark Speech and shatter objects as the shatter spell. □ BEGUILING INFLUENCE: Gain bonus on Bluff, Diplomacy, and Intimidate checks. □ BREATH OF THE NIGHT: Create a fog cloud as the spell. □ DARK ONE'S OWN LUCK: Gain a luck bonus on one type of saves.	EQUIVAL SPELLLE EQUIVAL SPELLLE	Sth  LENT EVEL  8th  LENT EVEL  2nd  1st  2nd	DARK INVOCATIONS KNOWN  □ DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  □ DARK FORESIGHT: Use foresight as the spell, and communicate telepathically with a close target of the effect.  □ PATH OF SHADOW: Use shadow walk as the spell and speed up natural healing.  □ RETRIBUTIVE INVISIBILITY: Use greater invisibility as the spell (self only) that deals damage in a burst if dispelled.  □ WORD OF CHANGING: Use baleful polymorph as the spell, but the effect	8th 9th 6th
□ ELDRITCH DOOM: Blast affects all enemies within 20 feet. □ : : : □ : : □ BALEFUL UTTERANCE: Speak word of the Dark Speech and shatter objects as the shatter spell. □ BEGUILING INFLUENCE: Gain bonus on Bluff, Diplomacy, and Intimidate checks. □ BREATH OF THE NIGHT: Create a fog cloud as the spell. □ DARK ONE'S OWN LUCK: Gain a luck bonus on one type of saves. □ DARKNESS: Use darkness as the spell.	EQUIVAL SPELLLE EQUIVAL SPELLLE	Sth  LENT EVEL 8th  LENT EVEL 2nd 1st 2nd 2nd 2nd 2nd	DARK INVOCATIONS KNOWN  □ DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  □ DARK FORESIGHT: Use foresight as the spell, and communicate telepathically with a close target of the effect.  □ PATH OF SHADOW: Use shadow walk as the spell and speed up natural healing.  □ RETRIBUTIVE INVISIBILITY: Use greater invisibility as the spell (self only) that deals damage in a burst if dispelled.  □ WORD OF CHANGING: Use baleful polymorph as the spell, but the effect	8th 9th 6th
□ ELDRITCH DOOM: Blast affects all enemies within 20 feet. □ : : : □ : : □ BALEFUL UTTERANCE: Speak word of the Dark Speech and shatter objects as the shatter spell. □ BEGUILING INFLUENCE: Gain bonus on Bluff, Diplomacy, and Intimidate checks. □ BREATH OF THE NIGHT: Create a fog cloud as the spell. □ DARK ONE'S OWN LUCK: Gain a luck bonus on one type of saves.	EQUIVAL SPELLLE EQUIVAL SPELLLE	Sth  LENT EVEL  8th  LENT EVEL  2nd  1st  2nd	DARK INVOCATIONS KNOWN  □ DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.  □ DARK FORESIGHT: Use foresight as the spell, and communicate telepathically with a close target of the effect.  □ PATH OF SHADOW: Use shadow walk as the spell and speed up natural healing.  □ RETRIBUTIVE INVISIBILITY: Use greater invisibility as the spell (self only) that deals damage in a burst if dispelled.  □ WORD OF CHANGING: Use baleful polymorph as the spell, but the effect	8th 9th 6th

## WARMAGE SPELLS THE WARMAGE IS A STANDARD CLASS DESCRIBED IN COMPLETE ARCANE

□ ORB OF ELECTRICITY<sup>CAr</sup>



0-LEVEL WARMAGE SPELLS	ORB OF FIRE <sup>CAr</sup>
SPELLS CAST TODAY 🗆 🗆 🗆	ORB OF FORCE <sup>CAr</sup>
KNOWN PER DAY SAVE DC	ORB OF SOUND <sup>CAr</sup>
	PHANTASMAL KILLER
SPELLS KNOWN	SHOUT
ACID SPLASH	WALL OF FIRE
DISRUPT UNDEAD	
LIGHT	CAr: Complete Arcane
RAY OF FROST	5TH-LEVEL WARMAGE SPELLS
	51H-LEVEL WARMAGE SPELLS
1ST-LEVEL WARMAGE SPELLS	SPELLS CAST TODAY 🗆 🗆 🗆 🗆
ISI-LEVEL WARMAGE SPELLS	KNOWN PER DAY SAVE DC
SPELLS CAST TODAY 🗆 🗆 🗆	SPELLS KNOWN
KNOWN PER DAY SAVE DC	ARC OF LIGHTNING <sup>CAr</sup>
SPELLS KNOWN	CLOUDKILL
ACCURACY <sup>CAr</sup>	CONFOECOLD
BURNING HANDS	FIRE SHIELD, MASS <sup>CA</sup>
CHILL TOUCH	FIREBURST, GREATER <sup>CAr</sup>
FIST OF STONE <sup>CAr</sup>	FLAME STRIKE
HAIL OF STONE <sup>CA</sup>	PRISMATIC RAY <sup>CAr</sup>
MAGIC MISSILE	
ORB OF ACID, LESSER <sup>CAr</sup>	CAr: Complete Arcane
ORB OF COLD, LESSER <sup>CAr</sup>	CONT. I DIVIDA INA DALA CID CIDIO I C
ORB OF ELECTRICITY, LESSER <sup>CAr</sup>	6TH-LEVEL WARMAGE SPELLS
ORB OF FIRE, LESSER <sup>CAr</sup>	SPELLS CAST TODAY 🗆 🗆 🗆
ORB OF SOUND, LESSER <sup>CAr</sup>	KNOWN PER DAY SAVE DC
SHOCKING GRASP	SPELLS KNOWN
TRUE STRIKE	ACID FOG
	BLADE BARRIER
CAr: Complete Arcane	CHAIN LIGHTNING
OND LEVEL WADWACE OPELLO	CIRCLE OF DEATH
2ND-LEVEL WARMAGE SPELLS	DISINTEGRATE
SPELLS CAST TODAY 🗆 🗆 🗆	FIRE SEEDS
KNOWN PER DAY SAVE DC	OTILUKE'S RESILIENT SPHERE
SPELLS KNOWN	TENSER'S TRANSFORMATION
BLADES OF FIRE <sup>CAr</sup>	
CONTINUAL FLAME	
FIRE TRAP	7TH-LEVEL WARMAGE SPELLS
FIREBURST <sup>CAr</sup>	SPELLS CAST TODAY 🗆 🗆 🗆
FLAMING SPHERE	KNOWN PER DAY SAVE DC
ICE KNIFE <sup>CAr</sup>	SPELLS KNOWN
MELF'S ACID ARROW	DELAYED BLAST FIREBALL
PYROTECHNICS	EARTHQUAKE
SCORCHING RAY	FINGER OF DEATH
SHATTER	FINGER OF DEATH FIRE STORM
	FIRE STORM MORDENKAINEN'S SWORD
CAr: Complete Arcane	PRISMATIC SPRAY
ODD I EVEL WADWACE ODELLO	SUNBEAM
3RD-LEVEL WARMAGE SPELLS	WAVES OF EXHAUSTION
SPELLS CAST TODAY 🗆 🗆 🗆	
KNOWN PER DAY SAVE DC	
SPELLS KNOWN	8TH-LEVEL WARMAGE SPELLS
FIRE SHIELD_	SPELLS CAST TODAY 🗆 🗆 🗆
FIREBALL	KNOWN PER DAY SAVE DC
FLAME ARROW	
GUST OF WIND	SPELLS KNOWN
ICE STORM	HORRID WILTING
LIGHTNING BOLT	INCENDIARY CLOUD
POISON	POLAR RAY
RING OF BLADES <sup>CAr</sup>	PRISMATIC WALL
SLEET STORM	SCINTILLATING PATTERN
STINKING CLOUD_	SHOUT, GREATER
STINKING CLOUD	SUNBURST
CAr: Complete Arcane	
	9TH-LEVEL WARMAGE SPELLS
4TH-LEVEL WARMAGE SPELLS	
SPELLS CAST TODAY 🗆 🗆 🗆	SPELLS CAST TODAY
KNOWN PER DAY SAVE DC	KNOWN PER DAY SAVE DC
SDELLS KNOWN	SPELLS KNOWN
SPELLS KNOWN  DIACTOR ELAMEGAR	ELEMENTAL SWARM
BLAST OF FLAME <sup>CAr</sup>	IMPLOSION
CONTAGION EVARD'S BLACK TENTACLES	METEOR SWARM
	PRISMATIC SPHERE
ORB OF COLDCAr	WAIL OF THE BANSHEE
ORB OF COLD <sup>CAF</sup>	

# HEXBLADE SPELLS THE HEXBLADE IS A STANDARD CLASS 2ND-LEVEL



DESCRIBED IN COMPLETE WARRIOR	2ND-LEVEL SPIRIT SHAMAN SPELLS
	SPELLS CAST TODAY
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ST-LEVEL HEXBLADE SPELLS	SPELLS RETRIEVED NOTES:
SPELLS CAST TODAY OF TODAY SAVE DC	
PELLS KNOWN NOTES	3RD-LEVEL SPIRIT SHAMAN SPELLS
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	SPELLS RETRIEVED NOTES
ND-LEVEL HEXBLADE SPELLS	
SPELLS CAST TODAY OF TODAY SAVE DC	4TH-LEVEL SPIRIT SHAMAN SPELLS
PELLS KNOWN NOTES	SPELLS CAST TODAY □□□□□□□□□
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PELLS KNOWN NOTES	
	7TH-LEVEL SPIRIT SHAMAN SPELLS
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	SPELLS RETRIEVED NOTES
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PELLS RETRIEVED NOTES :	SPELLS RETRIEVED NOTES:
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## FAVORED SOUL SPELLS THE FAVORED SOUL IS A STANDARD CLASS DESCRIBED IN COMPLETE DIVINE



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	SPELLS CAST TODAY	[ _ : : : : : : : : : : : : : : : : : :
SPELLS KNOWN	NOTES -:	5TH-LEVEL FAVORED SOUL SPELLS  KNOWN PER DAY SAVEDC  SPELLS KNOWN NOTES
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4TH-LEVEL FAV	ORED SOUL SPELLS	9TH-LEVEL FAVORED SOUL SPELLS
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## SHUGENJA SPELLS THE SHUGENJA IS A STANDARD CLASS DESCRIBED IN COMPLETE DIVINE



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1ST-LEVEL SHUGEN	NIA SPELLS		SPELLS CAST TODAY
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SPELLS KNOWN	NOTES	8TH-LEVEL SHUGE	NIA CDELLC
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4TH-LEVEL SHUGE	NJA SPELLS	ORDER SPELL KNOWN	NOTES
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## WU JEN SPELLS THE WU JEN IS A STANDARD CLASS DESCRIBED IN COMPLETE ARCANE



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PER DAY SAVE DC  NUMBER SPELLS IN SPELLBOOK N PREPARED	OTES	PER DAY SAVE DC  NUMBER SPELLS IN SPELLBOOK PREPARED	NOTES
ARCANE MARK: DANCING LIGHTS:			
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DETECT MAGIC:			
DETECT POISON:			
DISRUPT UNDEAD:			
FLARE:			
GHOST SOUND:			
LIGHT:		5TH-LEVEL WUJEN S	PELLS
MAGE HAND:			ELLS CAST TODAY
MENDING:		PER DAY SAVE DC	ELES CAST TODAT
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RAY OF FROST:			1 1 7 0 7
READ MAGIC:			
RESISTANCE:	<del></del>		:
RESISTANCE:	<del></del>		:
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		6TH-LEVEL WUJEN S	PELLS
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		PER DAY SAVE DC	MOTES
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## CHARACTER DEVELOPMENT SHEET Use this sheet as a roleplaying aid to flesh out your character



CHARACTER'S NAME BIRTHPLACE/ORIGIN		PLAYER'S NAME HOUSE AFFILIATION (IF ANY)			SKETCH OF CHARACTER, DRAGONMARK, OR SYMBOL	
				<u> </u>		
PHYSICAL TRAI	TS Aracter look like?					
EYES HAIF	R HEIGHT	WEIGHT	AGE			
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PERSONALITY T WHAT ARE SOME WOR		BE YOUR CHARA	.CTER'S PERSONALITY? (S	SOME EXAMPLES ARE LISTED BE	LOW.)	
ADVERSARIAL ALOOF ALTRUISTIC ARROGANT BLUNT BOISTEROUS BOMBASTIC CALLOUS CALM CAREFREE CHARITABLE NOTABLE QUOT	CHIVALROUS CONFIDENT CURIOUS DECEPTIVE DECISIVE DOMINEERIN EFFERVESCEN EGOTISTICAI FLIPPANT FOCUSED FREE-SPIRITE	NT	FUSSY IMAGINATIVE INDEPENDENT LACKADAISICAL LIGHT-HEARTED LOUD METHODICAL MISERLY MOROSE MYSTERIOUS NERVOUS IS FOND OF SAYING?	PENSIVE QUIRKY RECKLESS REPENTANT RESERVED RESOLUTE SCHEMING SHALLOW SHORT-TEMPERED SHREWD SINCERE	SOCIABLE SOFT-SPOKEN STUBBORN STUDIOUS TACTFUL TALKATIVE TRUSTING UNFLAPPABLE VENGEFUL WORLD-WISE ZEALOUS	
				52.3		
GOALS AND OBJ WHAT IS YOUR CHARA	ECTIVES ACTER'S DRIVING FORCE	E OR DESTINY?				
PERSONAL HIST WHAT ARE SOME OF T	T <b>ORY</b> He highlights from	YOUR CHARAC	TER'S PAST?	77777		
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ATTITUDES	D THINK	OF	o (FILL IN TI	IF DI ANK WITH A SPECIFIC DI ACE
WHAT DOES YOUR CHARACTE. NATIONALITY, RACE, CLASS, R				IE BLANK WITH A SPECIFIC PLACE, YTHING ELSE YOU CAN THINK OF.
SOME CAMPAIGN-SPECIFIC IDE				
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# CHARACTER DEVELOPMENT SHEET Use this sheet as a roleplaying aid to flesh out your character



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#### HIT POINTS: 52 **AUGMENTED HIT POINTS: 68**



### SUMMON MONSTER VII

CELESTIAL ELEPHANT: CR -; Huge magical beast (extraplanar); HD 11d8+55; hp  $104; Init + 0; Spd\ 40\ ft.; AC\ 15,\ touch\ 8,\ flat-footed\ 15;\ Base\ Atk + 8;\ Grp\ + 26;\ Atk\ gore$ +16 melee (2d8+15); Full Atk slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5) or gore +16 melee (2d8+15); Space/Reach 15 ft./10 ft.; SA smite evil, trample 2d8+15; SQ DR 5/magic, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, and electricity 10, scent, SR 16; AL LG; SV Fort +12, Ref +7, Will +6; Str 30, Dex 10, Con 21, Int 3, Wis 13. Cha 17.

Skills and Feats: Listen +12, Spot +10; Alertness, Endurance, Iron Will, Skill Focus (Listen).

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Trample (Ex): Reflex half DC 25.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 126; Grp +28; Atk gore +18 melee (2d8+18); Full Atk slam +18 meleee (2d6+12) and 2 stamps +13 melee  $(2d6+6) \ or \ gore \ +18 \ melee \ (2d8+18); \ SA \ trample \ 2d8+18 \ (Fort \ DC \ 27); \ SV \ Fort \ +14; \ Str \ 34,$ Con 25.

HIT POINTS: 104

AUGMENTED HIT POINTS: 126

FIENDISH GIRALLON: CR -; Large magical beast (extraplanar); HD 7d10+20; hp 58; Init +3; Spd 40 ft., climb 40 ft.; AC 16, touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk claw +12 melee (1d4+6); Full Atk 4 claws +12 melee (1d4+6) and bite +7 melee (1d8+3); Space/Reach 10 ft./10 ft.; SA rend 2d4+12, smite good; SQ DR 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, SR 12; AL CE; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2). Rend (Ex): A fiendish girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh, automatically dealing 2d4+12 points of damage.

Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 74; Grp +19; Atk claw +14 melee (1d4+8); Full Atk 4 claws +14 melee (1d4+8) and bite +9 melee (1d8+4); SA rend 2d4+16; SV Fort +9; Str 26, Con 18; Climb +16.

HIT POINTS: 58 AUGMENTED HIT POINTS: 74



### SUMMON MONSTER VIII

CELESTIAL TRICERATOPS: CR -; Huge magical beast (extraplanar); HD 16d8+124; hp 196; Init -1; Spd 30 ft.; AC 18, touch 7, flat-footed 18; Base Atk +12; Grp +30; Atk gore +20 melee (2d8+15); Full Atk gore +20 melee (2d8+15); Space/Reach 15 ft./10 ft.; SA powerful charge 4d8+20, smite evil, trample 2d8+15; SQ DR 10/magic, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, and electricity 10, scent, SR 21; AL NG; SV Fort +19, Ref +9, Will +6; Str 30, Dex 9, Con 25, Int 3, Wis 12, Cha 7.

Skills and Feats: Listen +13, Spot +12; Alertness, Great Fortitude, Toughness (4). Powerful Charge (Ex): When a celestial triceratops charges, its gore attack deals 4d8+20

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Trample (Ex): Reflex half DC 28.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 228; Grp +32; Atk gore +22 melee (2d8+18); Full Atk gore +22 melee (2d8+18); SA powerful charge 4d8+27, trample 2d8+18 (Reflex DC 30); SV Fort +21; Str 34, Con 29.

HIT POINTS: 196 AUGMENTED HIT POINTS: 228

 $\textbf{FIENDISH TYRANNOSAURUS} : CR -; \\ \textbf{Huge magical beast (extraplanar)}; \\ \textbf{HD}$ 18d8+99; hp 180; Init +1; Spd 40 ft.; AC 14, touch 9, flat-footed 13; Base Atk +13; Grp +30; Atk bite +20 melee (3d6+13); Full Atk bite +20 melee (3d6+13); Space/Reach 15 ft./10 ft.;

SA improved grab, smite good, swallow whole; SQ DR 10/magic, darkvision 60 ft., low-light vision, resistance to cold 10 and fire 10, scent, SR 23; AL CE; SV Fort +16, Ref +12, Will +8; Str 28, Dex 12, Con 21, Int 3, Wis 15, Cha 10.

Skills and Feats: Hide -2, Listen +14, Spot +14; Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a fiendish tyrannosaurus must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Swallow Whole (Ex): A fiendish tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of damage per round from the creature's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; anther swallowed opponent must cut its own way out. A fiendish tyrannosaur's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 212; Grp +32;  $Atk\,bite\,+22\,melee\,(3d6+16);\,Full\,Atk\,bite\,+22\,melee\,(3d6+16);\,SV\,Fort\,+18;\,Str\,32,$ Con 25.

HIT POINTS: 180 **AUGMENTED HIT POINTS: 212** 



#### SUMMON MONSTER IX

CELESTIAL ROC: CR -; Gargantuan magical beast (extraplanar); HD 18d8+126; hp 207; Init +2; Spd 20 ft., fly 80 ft. (average); AC 17, touch 8, flat-footed 15; Base Atk +13; Grp +37; Atk talon +21 melee (2d6+12); Full Atk 2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6); Space/Reach 20 ft./15 ft.; SA smite evil; SQ DR 10/magic, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, and electricity 10, SR 23; AL CG; SV Fort +18, Ref +13, Will +9; Str 34, Dex 15, Con 24, Int 3, Wis 13, Cha 11.

Skills and Feats: Hide -3, Listen +10, Spot +14; Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover.

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Statistics adjusted for Augment Summoning feat: hp 239; Grp +39; Atk talon +23 melee (2d6+14); Full Atk 2 talons +23 melee (2d6+14) and bite +21 melee (2d8+7); SV Fort +20; Str 38, Con 28,

HIT POINTS: 207 AUGMENTED HIT POINTS: 239

FIENDISH MONSTROUS SPIDER (HUNTER), COLOSSAL: CR -; Colossal magical beast (extraplanar); HD 32d8+64; hp 208; Init +2; Spd 40 ft., climb 30 ft.; AC 22, touch 4, flat-footed 20; Base Atk +24; Grp +50; Atk bite +26 melee (4d6+15 plus poison); Full Atk bite +26 melee (4d6+15 plus poison); Space/Reach 40 ft./30 ft.; SA poison, smite good; SQ DR 10/magic, darkvision 60 ft., resistance to cold 10 and fire 10, SR 25, tremorsense 60 ft.; ALCE; SV Fort +20, Ref +12, Will +10; Str 31, Dex 15, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide -10, Jump +20, Spot +15.

Poison (Ex): Bite-injury, Fort DC 28, initial and secondary damage 2d8 Str. Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 272; Grp +52;  $Atk\,bite\,+28\,melee\,(4d6+18\,plus\,poison);\,Full\,Atk\,bite\,+28\,melee\,(4d6+18\,plus\,poison);\,SA\,and\,Atk\,bite\,+28\,melee\,(4d6+18\,plu$ poison (Fort DC 30); SV Fort +22; Str 35, Con 18; Climb +18, Jump +22.

HIT POINTS: 208 AUGMENTED HIT POINTS: 272

SUMMON MONSTER SPELLS

Statistics for other summoned monsters not given here are in the  $\emph{M}\emph{onster}$   $\emph{M}\emph{anual}$ 





#### SUMMON MONSTER I

CELESTIAL DOG: CR-; Small magical beast (extraplanar); HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -3; Atk bite +2 melee (1d4+1); Full Atk bite +2 melee (1d4+1); SA smite evil; SQ darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electricity 5, scent, SR 6; AL LG; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent); Alertness Track

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 8; Grp -1; Atk bite +4 melee (1d4+4); Full Atk bite +4 melee (1d4+4); SV Fort +6; Str 17, Con 19; Jump +9.

HIT POINTS: 6 AUGMENTED HIT POINTS: 8

CELESTIAL GIANT FIRE BEETLE: CR -; Small magical beast (extraplanar); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +0; Grp -4; Atk bite +1 melee (2d4); Full Atk bite +1 melee (2d4); SA smite evil; SQ darkvision 60 ft., lowlight vision, resistance to acid 5, cold 5, and electricity 5, SR 6; AL NG; SV Fort +2, Ref +0, Will +0: Str 10, Dex 11, Con 11, Int 3, Wis 10, Cha 7,

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 6; Grp -2; Atk bite +3 melee (2d4+3); Full Atk bite +3 melee (2d4+3); SV Fort +4; Str 14, Con 15.

HIT POINTS: 4 AUGMENTED HIT POINTS: 6

FIENDISH DIRE RAT: CR -; Small magical beast (extraplanar); HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk bite +4 melee (1d4 plus disease); Full Atk bite +4 melee (1d4 plus disease); SA disease, smite good; SQ darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, SR 6; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Disease (Ex): Filth fever-bite, Fort DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 7; Grp -2; Atk bite +6 melee (1d4+3 plus disease); Full Atk bite +6 melee (1d4+3 plus disease); SA disease (Fort DC 13); SV Fort +5; Str 14, Con 16; Climb +11, Swim +13.

HIT POINTS: 5 AUGMENTED HIT POINTS: 7

FIENDISH MONSTROUS CENTIPEDE, MEDIUM: CR -; Medium magical beast (extraplanar); HD 1d8; hp 4; Init +2; Spd 40 ft., climb 40 ft.; AC 14, touch 12, flat-footed  $12;\,Base\,Atk\,+0\,;\,Grp\,-1\,;\,Atk\,bite\,+2\,\,melee\,\,(1d6-1\,\,plus\,\,poison);\,Full\,Atk\,+2\,\,melee\,\,(1d6-1\,\,plus\,\,poison)$ plus poison); SA poison, smite good; SQ darkvision 60 ft., resistance to cold 5 and fire 5, SR 6; AL NE; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +10, Spot +4; Weapon Finesse.

Poison (Ex): Bite-injury, Fort DC 10, initial and secondary damage 1d3 Dex.

Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 6; Grp +1; Atk bite +4 melee (1d6+1 plus poison); Full Atk bite +4 melee (1d6+1 plus poison); SA poison (Fort DC 12); SV Fort +4; Str 13, Con 14; Climb +12.

HIT POINTS: 4 AUGMENTED HIT POINTS: 6



CELESTIAL RIDING DOG: CR -; Medium magical beast (extraplanar); HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk bite +3 melee (1d6+3); Full Atk bite +3 melee (1d6+3); SA smite evil; SQ darkvision 60 ft., lowlight vision, resistance to acid 5, cold 5, and electricity 5, scent, SR 7; AL NG; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 when tracking by scent). Alertness Track

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 17; Grp +5; Atk bite +5 melee (1d6+6); Full Atk bite +5 melee (1d6+6); SV Fort +7; Str 19, Con 19; Jump +10. Swim +5.

HIT POINTS: 13 **AUGMENTED HIT POINTS: 17** 

CELESTIAL EAGLE: CR -; Small magical beast (extraplanar); HD 1d8+1; hp 5; Init +2; Spd 10 ft., fly 80 ft. (average); AC 14, touch 13, flat-footed 12; Base Atk +0; Grp +4; Atk talons +3 melee (1d4); Full Atk 2 talons +3 melee (1d4) and bite -2 melee (1d4); SA smite evil; SQ darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electricity 5, SR 6; AL CG; SV Fort +5, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 3, Wis 14, Cha 6. Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 7; Grp +6; Atk talons + 5 melee (1d4+2); Full Atk 2 talons + 5 melee (1d4+2) and bite + 0 melee (1d4+1); SV Fort +7; Str 14, Con 16.

HIT POINTS: 5 AUGMENTED HIT POINTS: 7

FIENDISH WOLF: CR -; Small magical beast (extraplanar); HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk bite +3 melee (1d6+1); Full Atk bite +3 melee (1d6+1); SA smite good, trip; SQ darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, SR 7; AL LE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15 Con 15 Int 3 Wis 12 Cha 6

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent); Track, Weapon Focus (bite).

Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Trip (Ex): A fiendish wolf that hits with its bite attack can attempt to trip its opponent (+1 check modifier) as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fiendish wolf.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 17; Grp +4; Atk bite +5 melee (1d6+4); Full Atk bite +5 melee (1d6+4); SA trip (+3 check modifier); SV Fort +7: Str 17. Con 19.

HIT POINTS: 13 AUGMENTED HIT POINTS: 17

FIENDISH MONSTROUS SPIDER (HUNTER), MEDIUM: CR -; Medium magical beast (extraplanar); HD 2d8+2; hp 11; Init +3; Spd 40 ft., climb 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk bite +4 melee (1d6 plus poison); Full Atk bite +4 melee (1d6 plus poison); SA poison, smite good; SQ darkvision 60 ft., resistance to cold 5 and fire 5, SR 7, tremorsense 60 ft., vermin traits; AL CE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Jump +10, Spot +12.

Poison (Ex): Bite-injury, Fort DC 12, initial and secondary damage 1d4 Str. Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 15; Grp +3; Atk  $bite + 6 \ melee \ (1d6 + 3 \ plus \ poison); \ Full \ Atk \ bite + 6 \ melee \ (1d6 + 3 \ plus \ poison); \ SA \ poison$ (Fort DC 14); SV Fort +6; Str 15, Con 16; Climb +13, Jump +12.

HIT POINTS: 11 AUGMENTED HIT POINTS: 15



CELESTIAL BLACK BEAR: CR—; Medium magical beast (extraplanar); HD 3d8+6; hp 19; Init +1; Spd 40 ft.; AC 13, touch 11, flat-footed 12; Base Atk +2; Grp +6; Atk claw +6 melee (1d4+4); Full Atk 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2); SA smite evil; SQ darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electricity 5, scent, SR 8; AL LG; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Climb +4, Listen +4, Spot +4, Swim +8; Endurance, Run.

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 25; Grp +8; Atk claw +8 melee (1d4+6); Full Atk 2 claws +8 melee (1d4+6) and bite +3 melee (1d6+3); SV Fort +7; Str 23, Con 19; Climb +6, Swim +10.

HIT POINTS: 19
AUGMENTED HIT POINTS: 25

CELESTIAL DIRE BADGER: CR—; Medium magical beast (extraplanar); HD 3d8+15; hp 28; Init +3; Spd 30 ft., burrow 10 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +4; Atk claw +4 melee (1d4+2); Full Atk 2 claws +4 melee (1d4+2) and bite —1 melee (1d6+1); SA rage, smite evil; SQ darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electricity 5, scent, SR 8; AL CG; SV Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 19, Int 3, Wis 12, Cha 10.

 ${\it Skills \, and \, Feats:} \,\, Listen \, + 6 \, , \, Spot \, + 6 \, ; \, Alertness, \, Toughness, \, Track.$ 

Rage (Ex): A celestial dire badger that takes damage in combat flies into a berserk rage on its next turn. It gains 6 temporary hit points, and its statistics change as follows: AC 14, touch 11, flat-footed 11; Grp +6; Atk claw +6 melee (1d4+4); Full Atk 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2); SV Fort +9; Str 18, Con 23.

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 34; Grp +6; Atk claw +6 melee (1d4+4); Full Atk 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2); SV Fort +9; Str 18, Con 23. When raging, the augmented celestial dire badger has the following statistics: hp 40; Grp +8; Atk claw +8 melee (1d4+6); Full Atk 2 claws +8 melee (1d4+6) and bite +3 melee (1d6+3); SV Fort +11; Str 22, Con 27.

HIT POINTS: 28
AUGMENTED HIT POINTS: 34

FIENDISH DIRE BAT: CR-; Large magical beast (extraplanar); HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Atk bite +5 melee (1d8+4); Full Atk bite +5 melee (1d8+4); Space/Reach 10 ft./5 ft.; SA smite good; SQ blindsense 40 ft., DR 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, scent, SR 9; AL NE; SV Fort +7, Ref +10, Will +6; Str 17, SR 22, SR 20 ft. SR 14, SR 46 ft.

Skills and Feats: Hide +4, Listen +12, Move Silently +11, Spot +8; Alertness, Stealthy.

Blindsense (Ex): A fiendish dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can see them.

Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 38; Grp +12; Atk bite +7 melee (1d8+7); Full Atk bite +7 melee (1d8+7); SV Fort +9; Str 21, Con 21.

HIT POINTS: 30 AUGMENTED HIT POINTS: 38

FIENDISH DIRE WEASEL: CR—; Medium magical beast (extraplanar); HD 3d8; hp 13; Init +4; Spd 40 ft.; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp +4; Atk bite +6 melee (1d6+3); Full Atk bite +6 melee (1d6+3); SA attach, blood drain, smite good; SQ darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, SR 8; AL LE; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 3, Wis 12, Cha 11.

Skills and Feats: Hide +8, Listen +3, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse.

Attach (Ex): A fiendish dire weasel that hits with its bite attack latches onto its opponent's body. An attached fiendish dire weasel loses its Dexterity bonus to AC and therefore has an AC of 12. An attached fiendish dire weasal can be struck with a weapon or grappled. To remove an attached fiendish dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 19; Grp +6; Atk bite +8 melee (1d6+6); Full Atk bite +8 melee (1d6+6); SV Fort +5; Str 28, Con 14.

HIT POINTS: 13
AUGMENTED HIT POINTS: 19

#### SUMMON MONSTER IV

CELESTIAL GIANT OWL: CR  $\rightarrow$ ; Large magical beast (extraplanar); HD 4d10+4; hp 26; Init +3; Spd 10 ft., fly 70 ft. (average); AC 15, touch 12, flat-footed 12; Base Atk +4; Grp +12; Atk claw +7 melee (1d6+4); Full Atk 2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA smite evil; SQ DR 5/magic, darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5, scent, SR 9, superior low-light vision; AL CG; SV Fort +5, Ref +7, Will +3; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +2, Listen +17, Move Silently +8 (+16 in flight), Spot +10; Alertness, Wingover.

Languages: Common, Sylvan.

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Superior Low-Light Vision (Ex) : A celestial giant owl can see five times as far as a human can in dim light.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 34; Grp +14; Atk claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d8+3); SV Fort +7; Str 22, Con 16.

HIT POINTS: 26
AUGMENTED HIT POINTS: 34

 $\label{eq:celestial Lion: CR-} \textbf{CELESTIAL LION: CR-}; Large magical beast (extraplanar); HD 5d8+10; hp 32; Init +3; Spd 40 ft.; AC 15, touch 12, flat-footed 12; Base Atk +3; Grp +12; Atk claw +7 melee (ld4+5); Full Atk 2 claws +7 melee (ld4+5) and bite +2 melee (ld8+2); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake ld4+2, smite evil; SQ DR 5/magic, darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electricity 5, scent, SR 10; AL CG; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6.$ 

Skills and Feats: Balance +7, Hide +3 (+12 in tall grass or heavy undergrowth), Listen +5, Move Silently +11, Spot +5; Alertness, Run.

Improved Grab (Ex): To use this ability, a celestial lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

 $\textit{Pounce (Ex):} \ If a celestial lion charges a foe, it can make a full attack, including two rake attacks.$ 

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

 ${\it Smite\,Evil\,(Su):}\ {\it Once\,per\,day,\,a\,celestial\,creature\,can\,make\,a\,normal\,melee\,attack\,to\,deal\,extra\,damage\,equal\,to\,its\,HD\,(maximum\,of\,+20)\,against\,an\,evil\,foe.}$ 

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 42; Grp +14; Atk claw +9 melee (1d4+7); Full Atk 2 claws +9 melee (1d4+7) and bite +4 melee (1d8+3); SA rake 1d4+3; SV Fort +8; Str 25, Con 19.

HIT POINTS: 32
AUGMENTED HIT POINTS: 42

FIENDISH DIRE WOLF: CR —; Large magical beast (extraplanar); HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk bite +11 melee (1d8+10); Full Atk bite +11 melee (1d8+10); Space/Reach 10 ft./5 ft.; SA smite good, trip; SQ DR 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, SR 11; AL LE; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 when tracking by scent); Alertness, Run, Track, Weapon Focus (bite).

 $Smite\ Good\ (Su)$ : Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Trip (Ex): A fiendish dire wolf that hits with its bite attack can attempt to trip its opponent (+11 check modifier) as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fiendish dire wolf.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 57; Grp +17; Atk bite +13 melee (148+13); Full Atk bite +13 melee (148+13); SA trip (+13 check modifier); SV Fort +10; Str 29, Con 21.

HIT POINTS: 45
AUGMENTED HIT POINTS: 57

FIENDISH GIANT PRAYING MANTIS: CR -; Large magical beast (extraplanar); HD 4d8+8; hp 26; Init-1; Spd 20 ft., fly 40 ft. (poor); AC 14, touch 8, flat-footed 14; Base Atk +3; Grp +11; Atk claw +6 melee (1d8+4); Full Atk claws +6 melee (1d8+4) and bite +1 melee (1d6+2); Space/Reach 10 ft./5 ft.; SA improved grab, smite good; SQ DR 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, scent, SR 9; AL NE; SV Fort +6, Ref +0, Will +3; Str 19, Dex 8, Con 15, Int 3, Wis 14, Cha 11.

Skills and Feats: Hide -1 (+12 amid foliage), Spot +6.

Improved Grab (Ex): To use this ability, a fiendish giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (+6 melee attack bonus).

Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 34; Grp +13; Atk claw +8 melee (1d8+6); Full Atk claws +8 melee (1d8+6) and bite +3 melee (1d6+3); SV Fort +8; Str 23, Con 19.

HIT POINTS: 26 **AUGMENTED HIT POINTS: 34** 



#### SUMMON MONSTER V

CELESTIAL BROWN BEAR: CR -; Large magical beast (extraplanar); HD 6d8+24; hp 51; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14; Base Atk +4; Grp +16; Atk claw +11 melee (1d8+8); Full Atk 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4); Space/Reach  $10~\rm{ft./5~ft.}; SA~\rm{improved~grab,~smite~evil}; SQ~\rm{DR~5/magic,~darkvision~60~ft.}, low-light~\rm{vi-light~proved~grab}, shift of the state of th$ sion, resistance to acid 5, cold 5, and electricity 5, scent, SR 11; AL LG; SV Fort +9, Ref +6, Will+3; Str 27, Dex 13, Con 19, Int 3, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +12; Endurance, Run, Track.

Improved Grab (Ex): To use this ability, a celestial brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 63; Grp +18; Atk claw +13 melee (1d8+10); Full Atk 2 claws +13 melee (1d8+10) and bite +8 melee (2d6+5); SV Fort +11; Str 31, Con 23.

HIT POINTS: 51 AUGMENTED HIT POINTS: 63

CELESTIAL GRIFFON: CR -; Large magical beast (extraplanar); HD 7d10+21; hp 59; Init +2; Spd 30 ft., fly 80 ft. (average); AC 17, touch 11, flat-footed 15; Base Atk +7; Grp +15; Atk bite +11 melee (2d6+4); Full Atk bite +11 melee (2d6+4) and 2 claws +8 melee  $(1d4+2); Space/Reach\ 10\ ft./5\ ft.; SA\ pounce,\ rake\ 1d6+2,\ smite\ evil;\ SQ\ DR\ 5/magic,$ darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electricity 5, scent, SR 12; AL CG; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack,

Weapon Focus (bite).

Languages: Common (understand only).

Pounce (Ex): If a celestial griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 73; Grp +17; Atk bite +13 melee (2d6+6); Full Atk bite +13 melee (2d6+6) and 2 claws +10 melee (1d4+3); SA rake 1d6+3; SV Fort +10; Str 22, Con 20; Jump +10.

HIT POINTS: 59 AUGMENTED HIT POINTS: 73

FIENDISH DIRE APE: CR -; Large magical beast (extraplanar); HD 5d8+13; hp 35; Init +2; Spd 30 ft., climb 15 ft.; AC 15, touch 11, flat-footed 13; Base Atk +3; Grp +13; Atk claw +8 melee (1d6+6); Full Atk 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3); Space/Reach 10 ft./10 ft.; SA rend 2d6+12, smite good; SQ DR 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, SR 10; AL LE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness. Rend (Ex): A fiendish dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh, automatically dealing 2d6+12 points of damage.

Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 45; Grp +15; Atk claw +10 melee (1d6+8); Full Atk 2 claws +10 melee (1d6+8) and bite +5 melee (1d8+4); SA rend 2d6+16: SV Fort +8: Str 26. Con 18: Climb +16.

HIT POINTS: 35 **AUGMENTED HIT POINTS: 45** 

FIENDISH MONSTROUS SCORPION, LARGE: CR -; Large magical beast (extraplanar); HD 5d8+10; hp 32; Init +0; Spd 50 ft.; AC 16, touch 9, flat-footed 16; Base Atk +3; Grp +11; Atk claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison); Space/Reach 10 ft./5 ft.; SA constrict 1d6+4, improved grab, poison, smite good; SQ DR 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, scent, SR 10, tremorsense 60 ft.; AL NE; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14. Int 3. Wis 10. Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A fiendish monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a fiendish monstrous scorpion must hit with a claw attack. It can use either its It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): Sting-injury, Fort DC 14, initial and secondary damage 1d4 Con. Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

 $\textbf{STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: } hp\ 42;\ Grp\ +13;$ Atk claw +8 melee (1d6+6); Full Atk 2 claws +8 melee (1d6+6) and sting +3 melee (1d6+3 plus poison); SA poison (Fort DC 16); SV Fort +8; Str 23, Con 18; Climb +10.

HIT POINTS: 32 AUGMENTED HIT POINTS: 42

#### SUMMON MONSTER VI

CELESTIAL DIRE LION: CR -; Large magical beast (extraplanar); HD 8d8+24; hp 60; Init +2; Spd 40 ft.; AC 15, touch 11, flat-footed 13; Base Atk +6; Grp +17; Atk claw +13  $melee\ (1d6+7);\ Full\ Atk\ 2\ claws\ +13\ melee\ (1d6+7)\ and\ bite\ +7\ melee\ (1d8+3);\ Space/Reach$ 10 ft./5 ft.; SA improved grab, pounce, rake 1d6+3, smite evil; SQ DR 5/magic, darkvision  $60 \; \mathrm{ft.}$ , low-light vision, resistance to acid 10, cold 10, and electricity 10, scent, SR 13; AL CG; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +2 (+8 in tall grass or heavy undergrowth), Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a celestial dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a celestial dire lion charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Smite Evil (Su): Once per day, a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 76; Grp +19; Atk claw +15 melee (1d6+9); Full Atk 2 claws +15 melee (1d6+9) and bite +9 melee (1d8+4); SA rake +14 melee (1d6+4); SV Fort +11; Str 29, Con 21.

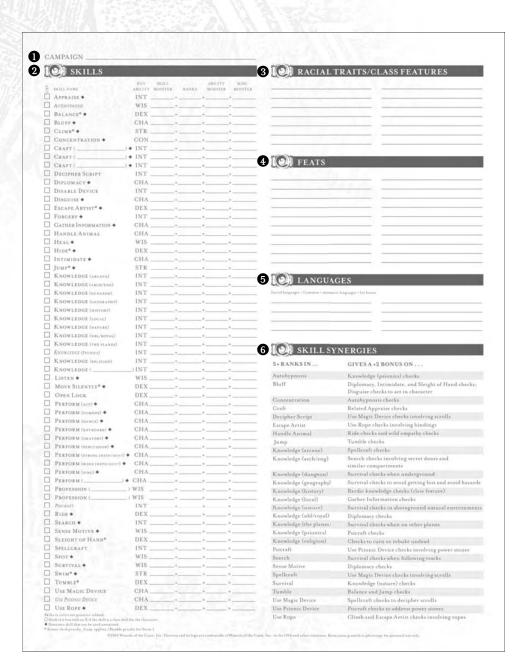
HIT POINTS: 60 AUGMENTED HIT POINTS: 76

FIENDISH MONSTROUS SPIDER (HUNTER), HUGE: CR -; Huge magical beast (extraplanar); HD 8d8+16; hp 52; Init +3; Spd 40 ft., climb 30 ft.; AC 16, touch 11,  $flat-footed\ 13;\ Base\ Atk\ +6;\ Grp\ +18;\ Atk\ bite\ +9\ melee\ (2d6+6\ plus\ poison);\ Full\ Atk\ bite$ +9 melee (2d6+6 plus poison); Space/Reach 15 ft./10 ft.; SA poison, smite good; SQ DR 5/magic, darkvision 60 ft., resistance to cold 10 and fire 10, SR 13, tremorsense 60 ft.; AL CE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1, Jump +14, Spot +12.

Poison (Ex): Bite-injury, Fort DC 16, initial and secondary damage 1d8 Str. Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 68; Grp +20; Atk bite +11 melee (2d6+9 plus poison); Full Atk bite +11 melee (2d6+9 plus poison); SA poison (Fort DC 18); SV Fort +10; Str 23, Con 18; Climb +14, Jump +16.



- CAMPAIGN: The name of your DM's campaign (if it has one) can be written here.
- **2** SKILLS: Skills represent your character's training and experience in different areas. Your character receives a number of skill points at 1st level based on class and Int modifier. Check the appropriate class description in Chapter 3 of the *Player's Handbook*. If your race is human, you get 4 bonus skill points.

CS (CLASS SKILL)? See the appropriate class description for a list of your character's class skills. All other skills are considered cross-class skills. Place a check mark in the box next to each of your character's class skills.

SKILL MODIFIER: This is the sum of your character's ranks in the skill, his or her relevant ability modifier, and any racial or other modifiers to skills (see below).

RANKS: Your can buy as many as 4 ranks in a single class skill for your 1st-level character, and each rank costs 1 skill point. You can buy as many as 2 ranks in a single cross-class skill, and each rank costs 2 skill points.

3 ABILITY MODIFIER: Each skill is keyed to one of the six abilities (Str, Dex, Con, Int, Wis, and Cha). Write the appropriate ability modifier in the space provided.

MISC. MODIFIER: Various other factors can affect your skill modifiers. If your character wears armor or carries a shield, for example, you may have to use this space to record an armor check penalty (see page 122 of the Player's Handbook).

A RACIAL TRAITS/CLASS FEATURES:
Nonhuman races have racial traits, such as the elf's low-light vision and the halfling's +2 racial bonus on saves against fear. See Chapter 2 of the Player's Handbook or Chapter 1 of the EBERRON Campaign Setting for your character's racial traits and record them here. Also, your character might have some special class features at 1st level that should be noted here. See the appropriate class description in Chapter 3 of the Player's Handbook. In the space provided, you can list a book and page reference.

FEATS: Feats represent cool things your character can do or enhance your character in meaningful ways. Your lst-level character begins play with one feat, selected from

Chapter 5 of the Player's Handbook or Chapter 3 of the EBERRON Campaign Setting. If your character is human, he or she gets a second feat. In addition, some classes grant a bonus feat at 1st level (check the appropriate class description for your character). Your character must meet the prerequisites of a feat to take it. In addition to writing down the name of each feat your character possesses, jot down a book and page reference so that you can locate the feat quickly in the rules.

- (a) LANGUAGES: The formula for determining how many languages your character can speak is provided. In addition to the automatic languages noted under Racial Traits in Chapter 2 of the Player's Handbook or Chapter 1 of the EBERRON Campaign Setting, your character gets a number of additional languages equal to his or her Int bonus. Page 47 of the EBERRON Campaign Setting has a list of other languages your character can learn.
- 6 SKILL SYNERGIES: You won't need to refer to this table until your character reaches 2nd level and can have 5 ranks in one or more class skills. Skill synergy is explained on page 66 of the Player's Handbook.

### CHARACTER SHEET INSTRUCTIONS

This annotated sheet offers instructions for new players building a 1-st level character



STEP 1: CHOOSE A CLASS.

CLASS AND LEVEL: Class helps determine your character's role in the adventuring party. See Chapter 3 of the Player's Handbook for eleven class choices. As a starting character, your level is 1.

Examples: Fighter 1, Rogue 1.

2 STEP 2: CHOOSE A RACE.

RACE: Race options can be found in Chapter 2 of the Player's Handbook and Chapter 1 of the EBERRON Campaign Setting. The race you choose can affect your ability scores. Each race also comes with its own set of special abilities. Examples: Human, dwarf, warforged.

3 STEP 3: DETERMINE YOUR CHARACTER'S SIX ABILITY SCORES

 $\label{eq:ABILITY SCORES: Your character has six ability scores, each of which is explained in Chapter 1 of the \textit{Player's Handbook}.$ 

TOTAL: Equals your base score + racial modifier (see below).

BASE SCORE: Roll 4d6, disregard the lowest roll, and total the remaining three dice to get a result between 3 and 18. Make this roll six times, and record the six scores on a piece of scrap paper. Assign each base score to one of your character's abilities, following the advice in Chapter 1 of the Player's Handbook.

RACIAL MODIFIER: Depending on the race you choose, your character may have modifiers to certain ability scores (see Chapter 2 of the *Player's Handbook*). Record these here.

MISC. BONUS/PENALTY: Leave these blank. If an ability score increases or decreases during a game, you can record the adjustment here.

ABILITY MODIFIER: After changes made because of race, each ability has a modifier ranging from -5 to +5, as shown on Table 1-1 of the Player's Handbook (page 8). Record each ability modifier. These modifiers affect everything from attacks and damage rolls to skill checks and saving throws.

- CHARACTER NAME: A cool, evocative name helps set the personality of your character and contributes to the tone of the campaign. Example: Tordek, Brenna.
- SIZE: If you play a gnome or a halfling, your character's size is Small. Otherwise it is Medium. Size can affect your combat abilities.
- 6 ALIGNMENT: Is your character good or evil, lawful or chaotic? Certain classes have alignment constraints (see the individual class descriptions in Chapter 3 of the Player's Handbook). Example: Lawful good, chaotic good.
- RELIGION/PATRON DEITY: If your character is a cleric or paladin, he or she may worship a specific religion or deity. See page 35 of the EBERRON Campaign Setting for choices. Examble: Onatar. The Silver Flame.
- 8 LOOKS: What does your character look like?

  Example: Muscular, with olive skin and brown eyes.
- BASE ATTACK BONUS: As a lst-level character, your base attack bonus is either +0 or +1. Check the appropriate class table in Chapter 3 of the Player's Handbook.
- WEAPONS: Come back to this section once you've purchased weapons for your character. Some classes have special weapon restrictions (check the appropriate class description in Chapter 3 of the Player's Handbook).

  Keep track of each weapon's combat statistics here.

ATTACK BONUS: Equals your base attack bonus + your character's Str modifier (for a melee weapon) or Dex modifier (for a ranged weapon). OTHER STATS: See Table 7-5 in the Player's Handbook (pages 116-117) for weapon damage, critical threat range/multiplier, range increment (for ranged weapons only), and weapon type. If the weapon is an unarmed attack, light melee weapon, one-handed melee weapon, or composite bow, add your character's Str modifier to the weapon's damage. If it's a two-handed melee weapon, add 1.5 times your character's Str modifier.

- ACTION POINTS: Your 1st-level character begins play with 5 action points. You spend action points during the game to improve certain die rolls. See page 45 of the EBERRON Campaign Setting for details.
- SPEED: Your character's speed is either 20 feet or 30 feet, depending on race (see the appropriate race description in Chapter 2 of the Player's Handbook or Chapter 1 of the EBERRON Campaign Setting).
- INITIATIVE MODIFIER: This is equal to your character's Dexterity modifier (see above). If you take the Improved Initiative feat, you get an additional +4 bonus.

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- HIT POINTS: When you take damage, you lose hit points.

  Each character class has an associated Hit Die (see the individual class descriptions in Chapter 3 of the Player's Handbook). At 1st level, your character gets the maximum hit points based on his or her class's Hit Die (a fighter with a d10 Hit Die gets 10 hit points, for example).

  Add your Con modifier to this number. Your hit points will go up and down; keep track of them in the box provided.
- GRAPPLE MODIFIER: Grappling is a special attack described on pages 155–156 of the Player's Handbook. Fill in your character's base attack bonus and Str modifier. If your character is Small, your size modifier is -4; if your character is Medium, it is +0.
- 6 SAVING THROWS: Your character makes saving throws to avoid or resist the effects of spells, traps, and other dangers. TOTAL: This equals your base save + ability modifier. BASE SAVE: Your class determines your base Fortitude, Reflex, and Will saves (see the appropriate class table in Chapter 3 of the Ployer's Handbook).

ABILITY MODIFIER: Write your Con modifier,
Dex modifier, or Wis modifier in the appropriate box.
MAGIC/MISC./TEMPORARY MODIFIER: Leave these
blank. Certain effects may increase or reduce your save
modifiers during play.

ARMOR CLASS (AC): This represents how hard it is for opponents to hit your character in combat. You won't be able to calculate your character's AC until you've purchased armor and a shield (or elected not to).

Every character starts with a base AC of 10. Add to that the bonus for any armor worn or shield carried (see Table 7-6 on page 123 of the *Player's Handbook* for options), plus your character's Dex modifier and size modifier (+1 for Small characters, +0 for Medium characters). Leave miscellaneous modifiers blank for now.

- B TOUCH AC: This is your character's AC without his or her armor and shield modifiers factored in.
- FLAT-FOOTED AC: This is your character's AC without his or her Dex modifier factored in.
- ARMOR WORN/SHIELD CARRIED: Depending on your class, you may not be able to wear armor or carry a shield (check the class description, under Weapon and Armor Proficiency). Once you've purchased a suit of armor and a shield for your character, write them in here. The maximum Dex bonus, armor check penalty, and weight for armor and shields are explained on pages 122–123 of the Player's Handbook.
- 2 SPECIAL DEFENSES: This is where you list special defenses such as damage reduction, energy resistance, light fortification, and spell resistance. Few lst-level characters have such abilities, so don't be surprised if you have nothing to write here.

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- character hasn't had any adventures yet, so he or she begins play with 0 XP. Your DM will award XP for slaying monsters and completing adventure goals. Your character needs 1,000 XP to reach 2nd level.
- 2 POSSESSIONS ON PERSON: Before you can equip your character, you need money (see Money, below). Chapter 7 of the Player's Handbook describes various weapons, suits of armor, shields, and adventuring gear available. Chapter 6 of the EBERRON Campaign Setting includes items specific to the world of Eberron.

Items kept on your character's person can be listed here. List weapons and armor first, followed by other gear. If you are playing a cleric, you will need to buy a holy symbol (1 gp for a wooden one, 25 gp for a silver one) to turn undead and cast spells.

- If you are playing a rogue, you will need to buy thieves' tools (30 gp) to use skills such as Disable Device and Open Lock. If you are playing a sorcerer or wizard, you will need a spell component pouch (5 gp). A wizard also needs a wizard's spellbook (15 gp). All Eberron characters should buy standard identification papers (2 gp) and traveling papers (2 sp).
- POSSESSIONS NOT ON PERSON: You may want to spend some of your character's money on a pack animal or mount, which can be listed here. Items not carried by the character (including things carried by a pack animal) are also listed here.
- MAGIC ITEMS WORN: Your character begins play with no magic items. However, if you find a magic item designed to be worn, such as a cloak or ring, use this section to keep track of which space on the body the item occupies. A single space on the body can bear only one magic item.

- 6 CARRYING CAPACITY: How much can you carry depends onyour Strength score. See pages 161-162 of the Player's Handbook for more information.
- 6 MONEY: Table 7–1 on page 111 of the Player's Handbook lists the starting gold for 1st-level characters based on class. You can either roll dice or take the average amount. Keep track of how much money you have here.

#### QUICK COIN CONVERTER:

l gold piece (gp) = 10 silver pieces (sp) = 100 copper pieces (cp) = 1/10 platinum piece (pp).



#### SPELLS

If you are playing a 1st-level bard, cleric, druid, sorcerer, or wizard, you will need to use one of the Spell Record Sheets in this product to keep track of your spells.

- DRAGONMARK: If your character has a dragonmark (see pages 62-66 of the EBERRON Campaign Setting), fill in the dragonmarked house to which you are affiliated and the mark type. Example: House Cannith, Least Mark of Making. Also list the least mark ability you've chosen and the number of times per day you can use its power.
- 2 DOMAINS: Only clerics have domains. See page 32 of the Player's Handbook for rules on how domains work. However, do not use Table 3-7, as instructed. Instead, use the Eberron-specific deities listed in the table on page 35 of the EBERRON Campaign Setting.
- 3 SPECIALTY SCHOOL: Only wizards have specialty schools, and then only wizards who choose to become specialists. If you wish to play a specialist wizard, read the School Specialization sidebar on page 57 of the Player's Handbook, which will help you choose a specialty school of magic and two prohibited schools.

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- ARCANE SPELL FAILURE: Bards, sorcerers, and wizards are hampered by wearing armor and carrying shields. See page 122 of the Player's Handbook for more information about arcane spell failure.
- **TURN/REBUKE UNDEAD:** Clerics have the ability to turn or rebuke undead (as do paladins, but only at higher levels). Rules for turning undead creatures are explained on pages 159–160 of the *Player's Handbook*.
- RAGE: Fill out this section if you're playing a barbarian, See page 25 of the Player's Handbook for rage rules.
- NAME: Give your animal companion or familiar a good name.
- 8 CREATURE KIND: What kind of creature is your animal companion or familiar?

  Examples: Wolf, raven.
- ANIMAL COMPANION OR FAMILIAR: Fill out this section if you're playing a druid with an animal companion, or a sorcerer or wizard with a familiar. Rules for the druid's animal companion are found on page 36 of the Player's Handbook, while rules for familiars are found on pages 52–53. Statistics for various animal companions and familiars appear in the Monster Manual.

TRICKS: An animal companion with an Int score of 1 knows a maximum of 3 tricks, while one with an Int score of 2 or higher knows a maximum of 6 tricks (for sample tricks, see the Handle Animal skill description on pages 74–75 of the Player's Handbook).

SAMPLE ANIMAL COMPANION: If you are a 1st-level druid, here's a sample animal companion you can use.

WOLF: STR 13, DEX 15, CON 15, INT 2, WIS 12, CHA 6; Init +2; Speed 50 ft. (10 squares); AC 14 (+2 Dex modifier, +0 size modifier, +2 natural armor), touch AC 12, flat-footed AC 12; Hit Points 13; Saves Fortitude +5, Reflex +5, Will +1; Attack bite +3 melee (1d6+1 damage, critical 20); Grapple +2.

SKILLS: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent).

FEATS: Track, Weapon Focus (bite).

TRICKS: attack, come, defend, down, guard, heel, track.

 ${\it SPECIAL\,ABILITIES:}\ {\tt link},\ {\tt share\,spells.}$ 

Inside the pockets of this protective folder, you'll find a full set of DUNGEONS & DRAGONS\* character sheets for use in any EBERRON\* or other D&D\* campaign. Each character sheet features an attractive folio-style layout, giving you plenty of room to keep track of everything that makes your characters unique.

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- Four-page adventure log sheets, which you can use to keep track of encounters, NPCs, and campaign details.
- Spell lists for all the spellcasting classes in the Player's Handbook™, Complete Adventurer™, Complete Arcane™, and Complete Divine™, plus spell lists for the assassin and blackguard prestige classes described in the Dungeon Master's Guide™.
- \* A list of infusions for the artificer class described in the EBERRON Campaign Setting.

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Developed and assembled by Christopher Perkins









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