

DUNGEONS & DRAGONS®

Official Game Accessory

PLAYER CHARACTER RECORD SHEETS

Now
For Use With
BASIC, EXPERT,
COMPANION,
and MASTERS
rulesets!



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™



OFFICIAL GAME ACCESSORY

Lord Grimshar the Dour's Character Sheet
Simon McGruthe, player

Strength	To Hit/Dmg Adj:	# To Hit AC 0 (THAC0)	HP
18	+3/+3	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	75
Intelligence	Add. Lang.	SAVING THROWS	Wounds
12	—	Poison or Death Ray	—
Wisdom	Save Adj.	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	AC
10	—	Magic Wands	-5
Dexterity	AC/Missile Adj.	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	Class/Lvl
8	-1	Turn to Stone or Paralysis	Fighter/22
Constitution	HP Adj.	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	X.P.
17	+2	Dragon Breath	1,879,771
Charisma	React Adj.	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	Alignment
13	+1	Spells, Rods, or Staves	Lawful

Special Abilities, Thief Abilities, or Turning Undead

Languages
 Lawful
 Common

Basic Weapon Mastery (Wpn, Mstr, Range, DMG, Defense, Special—from Masters ruleset)

1st: **Sword**

3rd: **Battle Axe BS** — 1D8 —

6th: **Sword**

9th: **Dagger SK** 15/25/35 1D6 H:-1AC/1 X2 DAMAGE (20)

11th: **Sword**

15th: **Sword MS** -/5/10 P:2d8+4 H:-3AC/3 Deflect(2) Disarm (save)

23rd: Masters Weapon Mastery

30th: Masters Weapon Mastery

36th: Masters Weapon Mastery

Magical Items

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Spells or Equipment	1st	2nd	3rd	4th
Immortal Sponsor (Masters Rules)	Lord Snowiz			
Sphere of Power (Masters Rules)	Equipment, Retainers and Notes			
8th	+4 Plate armor			
	+4 Medium shield			
	Helm			
	+5 Sword			
	+3 Dagger			
	Pack *			
	Standard rations			
	Treasure			

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_____ 's Character Sheet
 _____, player

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Wounds	HP
AC	WR <small>(Companion Rules)</small>
Class/Lvl	X.P.
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MAGIC USER AND ELF SPELL BOOK

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lv, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lv, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lv, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lv, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20' r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

Character: _____ Player: _____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lv, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lv, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lvl)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lv, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lv, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lv, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lv, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lv, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

MAGIC USER AND ELF SPELL BOOK

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lvl, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lvl, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lvl, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lvl, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20' r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

Character: _____ Player: _____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lvl, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lvl)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lvl, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lvl, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lvl, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lvl, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

MAGIC USER AND ELF SPELL BOOK

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lv, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lv, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lv, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lv, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20'r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

Character: _____ Player: _____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lv, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lv, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lv)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lv, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lv, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lv, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lv, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lv, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

MAGIC USER AND ELF SPELL BOOK

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lv, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lv, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lv, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lv, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20'r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

Character: _____ Player: _____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lv, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lv, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lvl)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lv, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lv, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lv, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lv, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lv, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

MAGIC USER AND ELF SPELL BOOK

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lv, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lv, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lv, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lv, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20' r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

Character: _____ Player: _____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lv, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lv, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lv)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lv, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lv, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lv, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lv, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lv, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

MAGIC USER AND ELF SPELL BOOK

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lv, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lv, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lv, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lv, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20' r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

Character: _____ Player: _____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lv, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lv, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lv)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lv, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lv, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lv, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lv, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lv, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

MAGIC USER AND ELF SPELL BOOK

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lv, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lv, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lv, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lv, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20'r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

Character: _____ Player: _____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lv, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lv, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lv)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lv, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lv, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lv, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lv, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lv, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

MAGIC USER AND ELF SPELL BOOK

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lv, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lv, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lv, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lv, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20' r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

Character: _____ Player: _____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lv, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lv, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lv)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lv, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lv, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lv, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lv, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lv, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

CLERIC/DRUID SPELL LIST

Character: _____ Player: _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r., ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t., ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	

CLERIC/DRUID SPELL LIST

Character: _____ Player: _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r., ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t., ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	

CLERIC/DRUID SPELL LIST

Character: _____ Player: _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r., ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t., ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	

CLERIC/DRUID SPELL LIST

Character: _____ Player: _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r., ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t., ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	

CLERIC/DRUID SPELL LIST

Character: _____ Player: _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r., ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t., ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	

CLERIC/DRUID SPELL LIST

Character: _____ Player: _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r, ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t, ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	

CLERIC/DRUID SPELL LIST

Character: _____ Player: _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r., ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t., ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	

CLERIC/DRUID SPELL LIST

Character: _____ Player: _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r., ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t., ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	

BE IT KNOWN THAT the dominion of _____ in
the lands of _____ is
ruled by the great and powerful _____,
vassal of _____;

SO THAT YE MAY KNOW this land is ruled with wisdom and skill, BEHOLD:

For the month _____

POPULATION:

- 1. Last recorded census (number of peasant families) _____
- 2. Population Growth: (percent) _____ %
- 3. New Peasant Families (line 1 times line 2) _____

- 4. New Census Rolls (add lines 1 and 3) _____

INCOME:

- 5. Remaining Treasury Reserve (from previous month) _____
- 6. Standard Income (enter sum from line 4) _____
- 7. Tax Income _____
 - a. GP Tax per peasant family _____
 - b. Tax Income (multiply line 6 by line 7a) _____
- 8. Resource Income _____
 - a. Animal Resource (2GP times line 6) _____
 - b. Vegetable Resource (1 GP times line 6) _____
 - c. Mineral Resource (3 GP times line 6) _____
- 9. Salt Tax (or Vassalage) Income _____

- 10. Current Treasury (add lines 5 through 9) _____
- 11. Current Treasury Cash Reserves _____
 - a. Cash Base (20-50%; DM determines) _____
 - b. Cash on hand (multiply line 10 by line 11a) _____

EXPENSES:

- 12. Payment to Liege Lord (multiply line 10 by .2) _____
- 13. Payment of tithe (multiply line 10 by .1) _____
- 14. Debt Payments (if any) _____
- 15. Salaries _____

a. Position: _____	Amount: _____
b. Position: _____	Amount: _____
c. Position: _____	Amount: _____
d. Position: _____	Amount: _____
e. Position: _____	Amount: _____
f. Position: _____	Amount: _____
g. Position: _____	Amount: _____
h. Position: _____	Amount: _____
i. Position: _____	Amount: _____
j. Position: _____	Amount: _____
k. Total Salaries (add lines 15a through 15k) _____	

- 16. Special Expenses (visits, holidays, etc.) _____

- 17. Total Expenses (add lines 12 through 16) _____

ADJUSTED INCOME:

- 18. Current Treasury (enter line 10) _____
- 19. Current Expenses (enter line 17) _____
- 20. Adjusted Income (subtract line 19 from line 18) _____



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