

Advanced Dungeons & Dragons®

Official Game Accessory

PLAYER CHARACTER RECORD SHEETS



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

How to Use:

The AD&D® Player Character Sheets consist of two parts: the Character Record and Spell Planners. Each form is easy to fill out and use. Brief explanations of how to complete each form follow.

You should use a pencil when filling out these sheets!

The Character Record (Front)

This Character Record has been designed so that it can be used with any character class, including Oriental Classes. The variety of special abilities for each class may be recorded in the special section at the base of the front page. Some examples of how to organize this information is given on the inside back cover.

Most of the special abilities due to the character's race may be recorded in special areas located about the front.

The front of the Record sheet is designed to list all the information commonly used during encounters.

Abilities: First, fill out the character's ability scores and note any attendant modifiers beside them.

Identifiers: Next, select your character's name, alignment, race, and character class and fill in the top of the page.

Saving Throws: Record any bonuses or penalties for saving throws in the spaces to the right of the column of circles and note what causes these modifiers. Then record the modified Save Scores in the appropriate circles.

Honor: If this is an Oriental character, you should record his current Honor in the large oval, and his family or class Base Honor in the small oval at its foot.

Reaction Modifier: Charisma, Comeliness, Honor and character racial preferences may create monster reaction modifiers.

Resistances: If the character is nonhuman, he may possess some natural immunities to attacks. Note them here.

Senses: If your character is nonhuman he may possess special Vision and Detection abilities. If not, you may use this space to record special ability notes.

Languages: Here you can list the languages your character speaks or reads.

Movement: In this section you may record your character's unencumbered movement rate. There are spaces to note your encumbered rates too. If you are wearing metal armor, you will probably be moving at one of the encumbered rates and should circle the appropriate one. Further, space has been provided for noting speeds of commonly used methods of movement. Note, that the speed for hidden movement may also be used for moving across hazardous terrain.

Armor: Note your normal armor class with all modifiers including magic and Dexterity, in the shield. Spaces have also been provided

to record one's AC without shield, or when being attacked from behind. If the character is Oriental, the pieces of armor and their AC adjustments may be noted.

Hit Points: Record the character's full hit point total here and keep a record of wounds by ticking them off in the space provided.

Weapons: You can record each weapon you use, the number of times you can use it each round, any modifiers to attacks and damage, the chance to hit AC0, armor class modifiers, damage or other effects, and ranges or any special notes in these rows.

The section for Ammunition may be used to record exhaustable weapons such as arrows, oil flasks, holy water and so forth. Write the name of each item in the blank and place a slash across the number of boxes equaling the amount of ammunition your character possesses. When an item is used, just cross it off.

Unarmed Combat: This section is very similar to the weapon sections, but you also record the style of fighting. If martial arts are known, special maneuvers should be noted.

Magic Items: As useful items are found note them here with a page reference or brief note of effects.

Proficiencies/Secondary Skills: If the character possesses any proficiencies or secondary skills, these should be noted here. Record the name of the proficiency, the abbreviation of the Ability Score that controls the skill and any modifiers to the roll after the slash.

"Blacksmith (Str/ +4)"

If you are not using proficiencies, this space may be used to record further notes on magic items or special abilities.

Secondary Skills work just like Proficiencies as detailed in the DUNGEONEERS SURVIVAL GUIDE. To determine if a difficult task related to the skill succeeds, an Ability Save at a +4 penalty must be made using the related Ability score. Below is a synopsis of which scores influence which skills.

STRENGTH: Carpenter

Mason

Teamster/Freighter

INTELLIGENCE: Armorer

Leather worker/Tanner

Shipwright(boats or ships)

Tailer/Weaver

WISDOM: Farmer/Gardener

Fisher(netter)

Forester

Hunter/Fisherman(hook & line)

Husbandry(animal raising)

Limner/Painter

Navigator

Trapper/Furrier

DEXTERITY: Bowyer/Fletcher

Jeweler/Lapidary

Sailor(fresh or salt water)

Woodworker/Cabinetmaker

CHARISMA: Gambler

Trader/merchant

The Character Record (Back)

The back of the Character record is used to record personal history and backgrounds, list possessions, and note henchmen or animal companions.

Description: This section is used to record the character's appearance, general personality, background and social standing, particularly valuable for Oriental characters.

Gear & Supplies: The next sections are provided to list miscellaneous possessions and to check off use of supplies. To use the supply section, place a slash across each box to note the number of supplies you have ([/]). When you use the item, cross the box off ([X]).

Treasure & Experience: These sections are to record your hard won rewards.

Family: This section is particularly valuable for Oriental characters who want to maintain a record of his father, grandsire and relations. You may develop your own families or use this space to note important NPCs and friends.

Henchmen/Animal Companions: Space is provided here for loyal lieutenants, familiars, mounts and trained animal statistics. If you possess a wealth of information on these characters, you may want to fill out a separate character record for each.

The Spell Planners

These record sheets provide complete, detailed listings of all the spells available to each character class. If the character class is able to utilize a combination of spells, he is usually very limited in his spell use, and may find it easier to record the few spells he knows right on the character sheet.

To use these records, first underline all the spells a character possesses in his spell books. If the character is a cleric, certain spells may be restricted from use and should also be noted.

Reversed versions of the spells are titled in upper/lower case type following the spell of which they are the reverse.

Next, note how many spells of each level your character is permitted to memorize each day.

To note which spells your character has memorized, place a slash across the appropriate number of boxes ([/]). When a spell is cast, either erase the slash or cross it off ([X]).

Credits:

Design/Development: Harold Johnson

Cover Artist: Keith Parkinson

Typography: Kim Lindau

Character _____

Alignment _____ Race _____ Class _____ Level _____

PLAYER CHARACTER RECORD

ABILITIES

<input type="text"/>	STR	Hit Adj	Dmg Adj	Wt Adj	Open Doors	Bend Bars
<input type="text"/>	INT	Add Lang.	Know Spell	Min Spells	Max Spells	
<input type="text"/>	WIS	Mental Save	Spell Failure	Bonus Spells		
<input type="text"/>	DEX	Surprise Adj	Missile Adj	Defense Adj		
<input type="text"/>	CON	HP Adj	System Shock	Resurrect Survival		
<input type="text"/>	CHR	Max # Hench.	Loyalty Base	Reaction Adj	Cms Adj	
<input type="text"/>	CMS	Response				

HONOR

Base

Reaction Adj _____

Resistances _____

SAVING THROWS

Modifiers: _____

Paralyze / Poison

Petrify / Polymorph

Rod, Staff, or Wand

Breath Weapon

Spells

Cause _____

Modifier _____

Vision _____

Languages _____

Detections _____

MOVEMENT

Hvy (x $\frac{3}{4}$) _____ Run (x10) _____ Day _____ Special Move _____

Base Rate

Load (x $\frac{1}{2}$) _____ Normal (x5) _____ Hidden / Hazard (x $\frac{1}{2}$) _____

Max (x $\frac{1}{4}$) _____ Crawl (x $\frac{1}{2}$) _____ Swim _____

ARMOR

Adjusted AC _____ Armor Type(Pieces) _____ AC Adj _____



Surprised _____

Shieldless _____

Rear _____

Defenses _____

HIT POINTS

Wounds

WEAPON COMBAT

Weapon	#AT	To Hit Adj/Dmg Adj	TH	AC0	10	9	8	7	6	5	4	3	2	1	0	Damage vs Size	Range/Special

Special Attacks _____

Ammunition: _____

UNARMED COMBAT

Style	Attack Form	AC Adj	#AT	To Hit Adj/Dmg Adj	TH	AC0	Damage/Effect	Special Maneuvers

Magic Items

Proficiencies/Skills

(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)

Special Abilities

Description

Name _____ Family _____ Race/Clan _____
 Homeland _____ Liege/Patron _____ Religion _____
 Sex _____ Age _____ Social Class _____ Status _____
 Ht _____ Wt _____ Birth Rank _____ #Siblings _____
 Hair _____ Eyes _____ Appearance _____
 Personality (Mannerisms/Fears/Dislikes/Desires) _____ History (Events that shaped life) _____

Gear

Item	Location	Size	Item	Location	Size	Item	Location	Size

Supplies

Water/Wine	Rations	Feed
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Experience

Treasure

Coins _____

Gems _____

Valuables _____ Size _____ Worth _____

Family

Name/Relation	Age	Status	Profession	RX	Name/Relation	Age	Status	Profession	RX

Henchmen/Animal Companions

Name	AC	Race/Class	HD/LVL	#AT	TH	AC0	Dmg/Effects	hp	Skills/Abilities
Background									
Background									
Background									

Noteworthy Events:

Advanced Dungeons & Dragons®

SPELL PLANNER

MAGIC-USER SPELLS

Character: _____

Spells Available by Level

— 1 — 2 — 3 — 4 — 5 — 6 — 7 — 8 — 9

Underline all Spells in Spellbook

FIFTHLEVEL:			FOURTHLEVEL:			THIRDLEVEL:			SECONDLEVEL:			FIRSTLEVEL:																																																																																																																		
□□ AFFECT NORMAL FIRES (C 1s; R 1 1/2L; D 1r/L; A 3' dia; S Nil)	□□ ARMOR (C 1r; R 1; D 2s; A 1/1; A 20sqft/L; S Nil)	□□ ARMOR (C 1r; R Tsh; D Spl; A 20sqft/L; S Nil)	□□ BLINK (C 1s; R 0; D 1r/L; A MU; S Nil)	□□ CLAIRAUDIENCE (C 3s; R Spl; D 1r/L; A 6' rad; S Nil)	□□ CLAIRVOYANCE (C 3s; R 1; D 1r/L; A 10' rad; S Nil)	□□ CLOUDBURST (C 3s; R 1; D 1r/L; A 10' rad; S Nil)	□□ DETECT ILLUSION (C 3s; R 1; D 1r/L; A 10' rad; S Nil)	□□ DETECT MAGIC (C 3s; R 1; D 1r/L; A 10' rad; S Nil)	□□ EXPLOSIVE RUNES (C 3s; R Tsh; D Spl; A 1' rad; S 1/2)	□□ FELON DEATH (C 1s; R Tsh; D 6r + 1/L; A 10' rad; S Nil)	□□ FIREBALL (C 3s; R 10; + 1/L; D 1st; A 2' sphere; S 1/2)	□□ FLAME ARROW (C 3s; R Tsh; D 1st; L; A 10' rad; S Nil)	□□ FIX (C 3s; R Tsh; D 1s; A 1/1; A 10' rad; S Nil)	□□ GUST OF WIND (C 3s; R 0; D 1s; A 1' 1/2; S Nil)	□□ CHARM MONSTER (C 4s; R 6; D Spl; A Spl; S Neg)	□□ CONFUSION (C 4s; R 12; D 2+ 1/L; A 6' sq; S Spl)	□□ DIG (C 4s; R 3; D 1r/L; A 5' cube/L; S Spl)	□□ DIMENSION DOOR (C 1s; R 0; D Spl; A MU; S Nil)	□□ DISPEL ILLUSION (C 4s; R 1 1/2L; D Pmt; A Spl; S Nil)	□□ ENCHANTED WEAPON (C 1r; E Tsh; D Spl; A Spl; S Nil)	□□ Cursed Weapon (C 1r; R Tsh; D 5r/L; A Spl; S Nil)	□□ EVARD'S TENTACLES (C 8s; R 3; D 1r/L; A 30sqft/L; S Nil)	□□ EXTENSION (C 2s; R 0; D + 50%; A 1 Spl (1st 3rd); S Nil)	□□ FEAR (C 4s; R 0; D Spl 1r/L; A Cone 6' x 3'; S Neg)	□□ FIRE CHARM (C 4s; R 1; D 2r/L; A 30' dia; S Neg)	□□ FIRE SHIELD (C 4s; R 0; D 2r + 1/L; A MU; S Nil)	□□ AIRY WATER (C 5s; R 0; D 1r/L; A 2' sphere; S Nil)	□□ ANIMAL GROWTH (C 5s; R 6; D 1r/L; A 1' 8dia; In 2' sq; S Nil)	□□ Shrink Animal (C 5s; R 6; D 1r/L; A 1' 8dia; In 2' sq; S Neg)	□□ ANIMATE DEAD (C 5s; R 1; D Pmt; A 1 Dead/L; S Nil)	□□ AVOIDANCE (C 5s; R 1; D Dispel; A 10ft up to 3' cube; S Spl)	□□ Attraction (C 3s; R 1; D Dispel; A 10ft up to 3' cube; S Spl)	□□ BIGBY'S INTERPOSSING HAND (C 5s; R 1 1/2L; D 1r/L; A Spl; S Nil)	□□ CLOUDKILL (C 1s; R 1; D 1r/L; A 4' x 2' x 2'; S Nil)	□□ CONE OF COLD (C 5s; R 0; D 1st; A Cone 1' 1/2L; S 1/2)	□□ CONJURE ELEMENTAL (C 1r; R 6; D 1r/L; A Control 3' 1/2; S Nil)	□□ CONTACT OTHER PLANE (C 1r; R 0; D Spl; A 1 1/2L; S Nil)	□□ DISMISSAL (C 1r; R 1; D Pmt; A 1 Cr; S Neg)	□□ FRIENDS (C 1s; R 0; D 1r/L; A 1' + 1/L; S Spl)	□□ GREAT (C 1s; R 1; D Pmt; A 1sqft/L; S Spl)	□□ HOLD PORTAL (C 1r; R 2; D 1r/L; A 80sqft/L; S Nil)	□□ IDENTIFY (C 1r; R 0; D 1r/L; A 10ft; S Spl)	□□ JUMP (C 1s; R Tsh; D Spl; A 1 Cr; S Nil)	□□ MAGC MISSILE (C 1s; R 6; D 1r/L; A 2' sphere; S Nil)	□□ MEIT (C 1s; R 3; D 1r/L; A 10' dia; S Neg)	□□ MENDING (C 1s; R 3; D Pmt; A 10ft; S Nil)	□□ MESSAGE (C 1s; R 6; D 1r/L; A 10' dia; S Nil)	□□ MOUNT (C 1r; R 1; D 12r + 6/L; A 1 Cr; S Nil)	□□ NYSTUL'S MAGCADURA (C 1r; R Tsh; D 1day/L; A Spl; S Spl)	□□ PRECITATION (C 1s; R Tsh; D 2r/L; A 1 Cr; S Nil)	□□ PROT/AVIL (C 1s; R Tsh; D 2r/L; A 1 Cr; S Nil)	□□ PROT/Good (C 1s; R Tsh; D 2r/L; A 1 Cr; S Nil)	□□ IRRITATION (C 2s; R 1 1/2L; D Spl; A 1 Cr; S Neg)	□□ KNOCK (C 1s; R 6; D Spl; A 10' sqft/L; S Nil)	□□ KNOW ALIGNMENT (C 1r; R 1; D 1r/L; A 1 Cr; 2r; S Nil)	□□ Observe Alignment (C 1r; R 1; D 1r/L; A 1 Cr; 2r; S Nil)	□□ LEOMUND'S TRAP (C 3r; R Tsh; D Pmt; A 10ft; S Nil)	□□ LEVITATE (C 2s; R 2 1/2L; D 1r/L; A Spl; S Neg)	□□ LOCUTE OBJECT (C 2s; R 2 1/2L; D 1r/L; A Spl; S Nil)	□□ Observe Object (C 2s; R 2 1/2L; D 1r/L; A Spl; S Nil)	□□ MAGC/MOUTH (C 2s; R 1 1/2L; D Spl; A 10ft; S Nil)	□□ MELE'S ACID ARROW (C 4s; R 3; D Spl; A 10ft; S Spl)	□□ MIRROR IMAGE (C 2s; R 0; D 2r/L; A 6' rad; S Nil)	□□ PRESERVE (C 2r; R Tsh; D Pmt; A 1' cube/L; S Nil)	□□ PROT/CANTRIPS (C 2s; R Tsh; D 1day/L; A 1km; S Spl)	□□ HASTE (C 3s; R 6; D 3r + 1/L; A 1 Cr; 1 In 4' sq; S Nil)	□□ HOLD PERSON (C 3s; R 12; D 2r/L; A 1' 4' dia; S Neg)	□□ INFRAVISION (C 1r; R Tsh; D 12r - 6/L; A 1 Cr; S Nil)	□□ INVISIBILITY 10' rad (C 3s; R Tsh; D Spl; A 10' rad; S Nil)	□□ ITEM (C 3s; R Tsh; D 6r/L or 24r/L; A 2' cube/L; S Spl)	□□ LEOMUND'S TINY HUT (C 3s; R 0; D 6r/L; A 10' sphere; S Nil)	□□ LIGHTNING BOLT (C 3s; R 4 + 1/L; D 1st; A Spl; S 1/2)	□□ MATERIAL (C 1r; R 1; D Pmt; A 1' cube/L; S Nil)	□□ MELE'S MINUTE METEORS (C 3s; R 1 1/2L; D Spl; A Spl; S Nil)	□□ MONSTER SUMMON 1 (C 3s; R 3; D 2r + 1/L; A Spl; S Nil)	□□ PHANTM FORCE (C 3s; R 8 + 1/L; D Spl; A 8sq + 1/1; Spl)	□□ PROT/AVIL 10' rad (C 3s; R Tsh; D 2r/L; A 10' rad; S Nil)	□□ FIRE TRAP (C 3r; R Tsh; D Spl; A 10ft; S 1/2)	□□ FUNBLE (C 4s; R 1 1/2L; D 1r/L; A 1 Cr; S 1/2)	□□ HALLUCINERAIN (C 1r; R 2 1/2L; D Spl; A 1' x 1' 1/2; S Nil)	□□ ICE STORM (C 4s; R 1 1/2L; D 1r; A Spl; S Nil)	□□ LEOMUND'S SHELTER (C 4r; R 2; D 6r/L; A 30sqft/L; S Nil)	□□ MAGC MIRROR (C 1r; R Tsh; D 1r/L; A Spl; S Nil)	□□ MASSMORPH (C 1r; R 1 1/2L; D Spl; A 1' x 1' 1/2; S Nil)	□□ MINOR GLOBE OF INVULN (C 4s; R 0; D 1r/L; A 1' dia; S Nil)	□□ MONSTER SUMMON II (C 4s; R 2; D 3r + 1/L; A Spl; S Nil)	□□ OTTILUE'S RES. SPHERE (C 4s; R 2; D 1r/L; A 1' dia; S Neg)	□□ PLANT GROWTH (C 4s; R 1 1/2L; D Pmt; A 1' x 1' 1/2; S Nil)	□□ Beaton (C 1r; R Spl; D Pmt; A 1 Cr; S Neg)	□□ DISTANCE DETECTOR (C 6s; R 1 1/2L; D 1r/L; A 100sq' 1/L; S Nil)	□□ DOLOR (C 5s; R 1; D 2r + 1/1; A Spl)	□□ EXTENSION II (C 4s; R 0; D + 50%; A 1 Spl (1st 4th); S Nil)	□□ FABRICATE (C Spl; R 1 1/2L; 0; Pmt; A 10' dia; S Nil)	□□ FEEBLE MIND (C 5s; R 1 1/2L; D Pmt; A 1 Cr; S Neg)	□□ HOLD MONSTER (C 5s; R 1 1/2L; D 1r/L; A 1' 4' dia; S Neg)	□□ LEOMUND'S SHELTERMENT (C 3s; R 1; D 2r/L; A Cr; In 1' rad; S Spl)	□□ LEOMUND'S CHEST (C 1r; R Spl; D 6r/L; A 2' x 2' x 3' 1/2; S Nil)	□□ MAGC/CR (C 1r; R 1 1/2L; D Spl; A 1 Cr; S Spl)	□□ MONSTER SUMMON III (C 5s; R 5; D 4r + 1/L; A Spl; S Nil)	□□ PUSH (C 1s; R 1 1/2L; D 1st; A Spl; S Neg)	□□ READ MAGIC (C 1r; R 0; D 2r/L; A Spl; S Nil)	□□ Unreadable Magic (C 1r; R 0; D 2r/L; A Spl; S Nil)	□□ RUN (C 1r; R Tsh; D 5r/L; A Spl; S Nil)	□□ SHEILD (C 1s; R 0; D 5r/L; A Spl; S Nil)	□□ SHOCKING GRASP (C 1s; R Tsh; D 10' dia; A 1 Cr; S Nil)	□□ SLEEP (C 1s; R 1; D 5r/L; A 3' dia; S Nil)	□□ SPIDER CLAMB (C 1r; R Tsh; D 10' dia; A 1 Cr; S Nil)	□□ TAUNT (C 1r; R 3; D 1st; A 2HD/L; S Neg)	□□ TENSEN'S HOATING DISC (C 1s; R 2; D 3r + 1/L; A Spl; S Nil)	□□ UNSUN SEMANT (C 1s; R 0; D 6r + 1/L; A 3' rad; S Nil)	□□ VENTRILLOUSM (C 1s; R 1 1/2L; D 2r + 1/L; A 10ft; S Nil)	□□ WIZARD MARK (C 1s; R Tsh; D Pmt; A 1sqft; S Nil)	□□ WRITE (C 1r; R 0; D 1hr/L; A Spell; S Spl)	□□ PYROTECHNICS (C 2s; R 12; D Spl; A Spl; S Nil)	□□ RAY OF ENWEEMENT (C 2s; R 1 + 1/4L; D 1r/L; A 1 Cr; S Neg)	□□ ROBE TRICK (C 2s; R Tsh; D 2r/L; A Spl; S Nil)	□□ SCARE (C 2s; R 1; D 3-12r; A Cr up to 5HD; S Neg)	□□ STARTER (C 2s; R 6; D Pmt; A 10ft; S Neg)	□□ STINKING CLOUD (C 2s; R 3; D 1r/L; A 2' x 2' x 2'; S Spl)	□□ STRENGTH (C 1r; R Tsh; D 6r/L; A 10' dia; S Nil)	□□ TASHAN'S LAUGHTER (C 2s; R 5; D 1r; A 1 Cr; S Spl)	□□ VOCALIZE (C 1r; R Tsh; D 5r; A 1 Cr; S Nil)	□□ WEB (C 2s; R 1 1/2L; D 2r/L; A Spl; S Neg or 1/2)	□□ WHIP (C 2s; R 1; D 1r/L; A Spl; S Spl)	□□ WIZARD LOCK (C 2s; R Tsh; D Pmt; A 30sqft/L; S Nil)	□□ ZEPHR (C 2s; R 0; D 1s; A 1' cube; 1/2 1/2L; S Nil)
□□ POLYMORPH OTHER (C 4s; R 1 1/2L; 0; Pmt; A 1 Cr; S Neg)	□□ POLYMORPH SELF (C 3s; R 0; D 2r/L; A MU; S Nil)	□□ RARY'S MINEMONIC ENHANCER (C 1r; R 0; D 1day; A MU; S Nil)	□□ REMOVE CURSE (C 4s; R Tsh; D Pmt; A 1 Cr; S Spl)	□□ Besow Curse (C 3r; R Tsh; D 1r/L; A 1 Cr; S Neg)	□□ SHOUT (C 1s; R 0; D 1st; A Cone 3' x 1'; S Neg)	□□ STONESKIN (C 1s; R Tsh; D Spl; A 1 Cr; S Nil)	□□ ULTRAVISION (C 4s; R Tsh; D 6r; A 1 Cr; S Nil)	□□ WALL OF FIRE (C 4s; R 6; D Spl; A Spl; S Spl)	□□ WALL OF ICE (C 4s; R 1 1/2L; D 1r/L; A Spl; S Spl)	□□ WIZARD EYE (C 1r; R 0; D 1r/L; A 1-3' 1/2; S Nil)	□□ POLYMORPH OTHER (C 4s; R 1 1/2L; 0; Pmt; A 1 Cr; S Neg)	□□ POLYMORPH SELF (C 3s; R 0; D 2r/L; A MU; S Nil)	□□ RARY'S MINEMONIC ENHANCER (C 1r; R 0; D 1day; A MU; S Nil)	□□ REMOVE CURSE (C 4s; R Tsh; D Pmt; A 1 Cr; S Spl)	□□ Besow Curse (C 3r; R Tsh; D 1r/L; A 1 Cr; S Neg)	□□ SHOUT (C 1s; R 0; D 1st; A Cone 3' x 1'; S Neg)	□□ STONESKIN (C 1s; R Tsh; D Spl; A 1 Cr; S Nil)	□□ ULTRAVISION (C 4s; R Tsh; D 6r; A 1 Cr; S Nil)	□□ WALL OF FIRE (C 4s; R 6; D Spl; A Spl; S Spl)	□□ WALL OF ICE (C 4s; R 1 1/2L; D 1r/L; A Spl; S Spl)	□□ WIZARD EYE (C 1r; R 0; D 1r/L; A 1-3' 1/2; S Nil)	□□ PROT/Good 10' rad (C 3s; R Tsh; D 2r/L; A 10' rad; S Nil)	□□ SECRET PAGE (C 1r; R Tsh; D Dispel; A 2' sqft; S Nil)	□□ SEPIA SNAKE SGL (C 3s; R 1; D Spl; A 10' dia; S Nil)	□□ SLOW (C 3s; R 9 + 1/L; D 3r + 1/L; A 1 Cr; 1 In 4' sq; S Nil)	□□ SUGGESTION (C 3s; R 3; D 6r + 6/L; A 1 Cr; S Neg)	□□ TONGUES (C 3s; R 0; D 1r/L; A 6' dia; S Nil)	□□ Bubble (C 3s; R 0; D 1r/L; A 6' dia; S Nil)	□□ WATER BREATHING (C 3s; R Tsh; D 3r/L; A 1 Cr; S Nil)	□□ Air Breathing (C 3s; R Tsh; D 3r/L; A 1 Cr; S Nil)	□□ WIND WALL (C 3s; R 1 1/2L; D 1r/L; A 1' wide x 1' 1/2L; S Spl)																																																																																															
□□ MORDEENKAMEN'S HOUND (C 5s; R 1; D 2r/L; A Hound; S Nil)	□□ PASS WALL (C 1s; R 3; D 6r + 1/L; A 5' x 8' x 10' hole; S Nil)	□□ SENDIN (C 1r; R Spl; D Spl; A 1 Cr; S Nil)	□□ STONE SHAPE (C 1r; E Tsh; D Pmt; A 10' dia; S Nil)	□□ TELEKINESIS (C 5s; R 1 1/2L; D 2r + 1/L; A 250' gpw/L; S Nil)	□□ TELEPORT I (C 2s; R Tsh; D 1st; A Spl; S Nil)	□□ TRANSMUTE TO MOD (C 5s; R 1 1/2L; D Spl; A 2nd' TL; S Nil)	□□ Transmute Mind to Rock (C 5s; R 1 1/2L; D Pmt; A 2nd' TL; S Nil)	□□ WALL OF FORCE (C 5s; R 3; D 1r + 1/L; A 20sqft/L; S Nil)	□□ WALL OF IRON (C 5s; R 1 1/2L; D Pmt; A 15sqft/L; S Nil)	□□ WALL OF STONE (C 5s; R 1 1/2L; D Pmt; A 3in/L + 20sqft/L; S Nil)	□□ MORDEENKAMEN'S HOUND (C 5s; R 1; D 2r/L; A Hound; S Nil)	□□ PASS WALL (C 1s; R 3; D 6r + 1/L; A 5' x 8' x 10' hole; S Nil)	□□ SENDIN (C 1r; R Spl; D Spl; A 1 Cr; S Nil)	□□ STONE SHAPE (C 1r; E Tsh; D Pmt; A 10' dia; S Nil)	□□ TELEKINESIS (C 5s; R 1 1/2L; D 2r + 1/L; A 250' gpw/L; S Nil)	□□ TELEPORT I (C 2s; R Tsh; D 1st; A Spl; S Nil)	□□ TRANSMUTE TO MOD (C 5s; R 1 1/2L; D Spl; A 2nd' TL; S Nil)	□□ Transmute Mind to Rock (C 5s; R 1 1/2L; D Pmt; A 2nd' TL; S Nil)	□□ WALL OF FORCE (C 5s; R 3; D 1r + 1/L; A 20sqft/L; S Nil)	□□ WALL OF IRON (C 5s; R 1 1/2L; D Pmt; A 15sqft/L; S Nil)	□□ WALL OF STONE (C 5s; R 1 1/2L; D Pmt; A 3in/L + 20sqft/L; S Nil)																																																																																																									

Underline all Spells in Spellbook

NINTH:

- ASTRAL SPELL** (C 9s; R Tchs; D Spl; A 10obj; S Nil)
- BIGBY'S GRUISHING HAND** (C 9s; R 17/L; D 1r/L; A Spl; S Nil)
- CRYSTALBRITLE** (C 9s; R Tchs; D Pmt; A 2cstr/L; S Spl)
- ENERGY DRAIN** (C 9s; R Tchs; D Pmt; A 10obj; S Nil)
- GATE** (C 9s; R 3; D Spl; A 10obj; S Nil)
- IMPRISONMENT** (C 9s; R Tchs; D Pmt; A 10obj; S Nil)

CANTRIPS:

USEFUL CANTRIPS:

- CHILL** (C 17/2s; R 1; D 1st; A 1cstr; S Spl)
- CLEAN** (C 17/2s; R 1; D Pmt; A 4sqd; S Spl)
- COLOUR** (C 17/2s; R 1; D 30 days; A 1cstr; S Spl)
- DAMPEN** (C 17/2s; R 1; D Pmt; A 1cstr; S Spl)
- DRY** (C 17/2s; R 1; D Pmt; A 1cstr; S Spl)
- DUST** (C 17/2s; R 1; D Pmt; A 10rad; S Spl)

REVERSED CANTRIPS:

- CURDLE** (C 17/2s; R 1; D Pmt; A 10obj; S Spl)
- DIRTY** (C 17/2s; R 1; D Pmt; A 4sqd; S Nil)
- DUSTY** (C 17/2s; R 1; D Pmt; A 10rad; S Nil)
- HAIRY** (C 17/2s; R 1; D Pmt; A 10obj; S Nil)
- CHANGE** (C 17/2s; R 1; D Spl; A 10obj; S Spl)
- DISTRACT** (C 17/2s; R 1; D 1st; A Spl; S Spl)

PERSON-EFFECT CANTRIPS:

- BELCH** (C 17/2s; R 1; D 1st; A 10obj; S Spl)
- BLINK** (C 17/2s; R 1; D 1st; A 10obj; S Spl)
- COUGH** (C 17/2s; R 1; D Spl; A 10obj; S Spl)

PERSONAL CANTRIPS:

- BEE** (C 17/2s; R 1; D Pmt; A 10obj; S Nil)
- BLEDLIGHT** (C 17/2s; R 1; D Spl; A 17/2sphere; S Spl)
- BUG** (C 17/2s; R 1; D Pmt; A 10obj; S Nil)

HAUNTING SOUND CANTRIPS:

- CREAK** (C 17/2s; R 1; D 17/2s; A Spl; S Neg)
- FOOTFALL** (C 17/2s; R 1; D 1st; A Spl; S Neg)

EIGHTH

- ANTIPATHY** (C 6s; R 3; D 12/L; A Spl; S Spl)
- Sympathy** (C 6s; R 3; D 12/L; A Spl; S Spl)
- BIGBY'S GLENCHED FIST** (C 8s; R 17/L; D 1r/L; A Spl; S Nil)
- BINDING** (C 8s; R 1; D Spl; A 10obj; S Spl)
- CLONE** (C 17/2s; R 1; D Pmt; A 10obj; S Nil)
- DEMAND** (C 17/2s; R 1; D Spl; A 10obj; S Nil)
- GLASSHEEL** (C 8s; R Tchs; D Pmt; A 10obj; S Nil)

SEVENTHLEVEL:

- BANISHMENT** (C 7s; R 2; D Pmt; A 2HD/L=MU; S Spl)
- BIGBY'S GRASPING HAND** (C 7s; R 17/L; D 1r/L; A Spl; S Nil)
- CACODEMON** (C 1hr/ope; R 1; D Spl; A 10obj; S Spl)
- CHARM PLANTS** (C 17/2s; R 3; D Pmt; A 3xt; S Neg)
- DELAYED BLAST FIREBALL** (C 7s; R 10; D 17/L; A Spl; S Nil)
- DRYING** (C 7s; R 1; D Spl; A 10obj; S Nil)
- DUO-DIMENSION** (C 7s; R 0; D 3r; A 10obj; S Nil)
- FORCEAGE** (C 3-4s; R 17/2L; D 6r; A 10obj; S Nil)

SIXTHLEVEL:

- ANTI-MAGIC SHELL** (C 1s; R 0; D 1r/L; A 10obj; S Nil)
- BIGBY'S FORCEFUL HAND** (C 6s; R 17/L; D 1r/L; A Spl; S Nil)
- CHAINLIGHTNING** (C 6s; R 4; D 17/2L; D 1st; A Spl; S 1/2 or Neg)
- CONTINGENCY** (C 17/2s; R 0; D 1st; A Spl; S Nil)
- CONTROL WEATHER** (C 17/2s; R 0; D 4-24hrs; A 4-16mi; S Nil)
- DEATHSPELL** (C 6s; R 17/L; D 1st; A 17/2sq/L; S Nil)
- DISINTGRATE** (C 6s; R 17/2L; D Pmt; A Spl; S Neg)
- ENCHANTMENT** (C 17/2s; R 1; D Spl; A Spl; S Neg)
- ENSNAREMENT** (C 17/2s; R 1; D Spl; A Spl; S Neg)
- EXTENSION** (C 5s; R 0; D +100% or +50%; A 10obj; S Nil)
- EYEBITE** (C 1s; R 20; D 1st; A 10obj; S Spl)

- GEAS** (C 4s; R Tchs; D Spl; A 10obj; S Nil)
- GLASSE** (C 17/2s; R Tchs; D 1r/L; A Spl; S Nil)
- GLOBE OF INVULN** (C 17/2s; R 0; D 17/L; A 17/2sphere; S Nil)
- GUARDS & WARDS** (C 3r; R 0; D 6r/L; A 2rad + 1/L; S Nil)
- INVISIBLE STALKER** (C 17/2s; R 1; D Spl; A Spl; S Nil)
- LEGEND LORE** (C 14hr-24hr; R 0; D Spl; A Spl; S Nil)
- LOWER WATER** (C 17/2s; R 8; D 5r/L; A 17/2xt/2L; S Nil)
- Raise Water** (C 17/2s; R 8; D 5r/L; A 17/2xt/2L; S Nil)
- MORNDENKAINEN'S LUCUBRATION** (C 17/2s; R 0; D 1st; A MU; S Nil)
- MOVE EARTH** (C 17/2s; R 17/L; D Pmt; A 10obj; S Nil)
- LIMITED WISH** (see page 88 Player's Handbook for guide)
- MASS INVISIBILITY** (C 7s; R 17/L; D Spl; A Spl; S Nil)
- MORNDENKAINEN'S WORD** (C 7s; R 7; D 6r; A 10obj; S Nil)
- MONDENKAINEN'S MANSION** (C 7r; R 1; D 1hr/L; A 300sqft/L; S Nil)
- MORNDENKAINEN'S SWORD** (C 7s; R 3; D 17/L; A Spl; S Nil)
- PHASE DOOR** (C 7s; R Tchs; D 1hr; A Spl; S Nil)
- POWER WORD, STUN** (C 17/2s; R 17/2L; D Spl; A 10obj; S Nil)
- REVERSE GRAVITY** (C 7s; R 17/2L; D 1st; A 3xt; S Nil)
- INCENDIARY CLOUD** (C 2s; R 3; D 1-6r; A Spl; S 1/2)
- MASS CHARM** (C 8s; R 17/2L; D Spl; A Spl; S Neg)
- MAZE** (C 3s; R 17/2L; D 14hr-14dr; A 10obj; S Nil)
- MIND BLANK** (C 17/2s; R 3; D 1hr; A 10obj; S Nil)
- MONSTER SUMMON VII** (C 8s; R 8; D 7r; A Spl; S Nil)
- OTTLUKES'S TELESPHERE** (C 4s; R 2; D 17/L; A 17/2dia; S Neg)
- OTTO'S IRRESISTABLE DANCE** (C 5s; R Tchs; D 2-5r; A 10obj; S Nil)
- MELEOR SWARM** (C 9s; R 4; D 17/L; D 1st; A Spl; S 1/2)
- MONSTER SUMMON VII** (C 9s; R 9; D 8r; A Spl; S Nil)
- MORNDENKAINEN'S DISJUNCTION** (C 9s; R 0; D Pmt; A 3rad; S Spl)
- POWER WORD, KILL** (C 17/2s; R 17/4L; D Pmt; A 2dia; S Nil)
- PRISMATIC SPHERE** (C 7s; R 0; D 17/L; A 2sphere; S Spl)
- Freedom** (C 9s; R Spl; D Pmt; A 10obj; S Nil)
- FLAVOR** (C 17/2s; R 1; D Pmt; A 10obj; S Spl)
- FRESHEN** (C 17/2s; R 1; D 1hr; A 10obj; S Spl)
- GATHER** (C 17/2s; R 1; D Pmt; A 10obj; S Spl)
- POLISH** (C 17/2s; R 1; D Pmt; A 10obj; S Spl)
- SALT** (C 17/2s; R 1; D Pmt; A 10obj; S Spl)
- SHINE** (C 17/2s; R 1; D Pmt; A 10obj; S Spl)
- KNOT** (C 17/2s; R 1; D Pmt; A 10obj; S Nil)
- RAVEL** (C 17/2s; R 1; D Pmt; A Spl; S Spl)
- SOUL** (C 17/2s; R 1; D Pmt; A 10obj; S Spl)
- SPILL** (C 17/2s; R 1; D Pmt; A 10obj; S Spl)
- HIDE** (C 17/2s; R 1; D Spl; A 10obj; S Spl)
- MUTE** (C 17/2s; R 1; D 1st; A 10obj; S Neg)
- GIGGLE** (C 17/2s; R 1; D Spl; A 10obj; S Spl)
- NOD** (C 17/2s; R 1; D 1st; A 10obj; S Neg)
- SCRATCH** (C 17/2s; R 1; D 1st; A 10obj; S Neg)
- SNEEZE** (C 17/2s; R 1; D 1st; A 10obj; S Neg)
- FIREFINGER** (C 17/2s; R 1; D 1st; A 10obj; S Nil)
- GNATS** (C 17/2s; R 1; D 1-4r; A 10obj; S Spl)
- MOUSE** (C 17/2s; R 1; D Pmt; A 10obj; S Nil)
- SMOKEPUFF** (C 17/2s; R 1; D Pmt; A 10obj; S Nil)
- GROAN** (C 17/2s; R 1; D 1st; A Spl; S Neg)
- MOAN** (C 17/2s; R 1; D 1st; A Spl; S Neg)
- RATTLE** (C 17/2s; R 1; D 1st; A Spl; S Neg)
- OTTLUKES' ERZN. SPHERE** (C 6s; R Spl; D Spl; A 100sqft/L; S Spl)
- PART WATER** (C 17/2s; R 17/L; D 5r/L; A Spl; S Nil)
- PROJECT IMAGE** (C 6s; R 17/L; D 17/L; A Spl; S Nil)
- REINCARNATION** (C 17/2s; R Tchs; D Pmt; A 10obj; S Nil)
- REPUSSION** (C 6s; R 17/L; D 17/L; A 17/2psh; S Nil)
- SPIRITWRACK** (C 3r + 8-32hr prep; R 1 + 1/L; D Spl; A Spl; S Spl)
- STONE TO FLESH** (C 6s; R 17/L; D Pmt; A 9cstr/L; S Spl)
- Flesh to Stone** (C 6s; R 17/L; D Pmt; A 10obj; S Neg)
- TENSERS' TRANSFORMATION** (C 6s; R 0; D 17/L; A MU; S Nil)
- TRANSMUTE WATER TO DUST** (C 6s; R 6; D Pmt; A 10obj; S Spl)
- Transmute Water to Water** (C 6s; R 6; D Pmt; A 10obj; S Spl)
- SEQUESTER** (C 17/2s; R Tchs; D 1wk + 1day/L; A 2cube/L; S Spl)
- SIMULACRUM** (C 17/2s; R Tchs; D Pmt; A 10obj; S Nil)
- STATUS** (C 7s; R Tchs; D 6r/L; A 10obj; S Spl)
- TELEPORT W/OUT ERROR** (C 17/2s; R Tchs; D 1st; A Spl; S Nil)
- TORMENT** (C 17/2s; R 1; D Spl; A 10obj; S Spl)
- TRUENAME** (C 3s + 3r; Spl; A 10obj; S Neg)
- VANISH** (C 2s; R Tchs; D Spl; A 500gp/L or 3cstr/L; S Nil)
- YOLLEY** (C 17/2s; R Spl; D Spl; A 10obj; S Spl)
- PERMANENCY** (C 2r; R Spl; D Pmt; A 10obj; S Nil)
- PODMORPH ANY OBJECT** (C 17/2s; R 17/2L; D Spl; A 10obj; S Spl)
- POWER WORD, BLIND** (C 17/2s; R 17/2L; D Pmt; A 3dia; S Nil)
- SPIRITEN'S SPELL IMMUNITY** (C 17/2s; R Tchs; D 17/L; A 10obj; S Nil)
- SINK** (C 8s; R 17/L; D Spl; A 10obj; S Spl)
- SYMBOL** (C 8s; R Tchs; D 17/2s; A 10obj; S Spl)
- TRAP THE SOUL** (C 1s + prep; R 1; D Pmt; A 10obj; S Neg)
- SHAPE CHANGE** (C 9s; R 0; D 17/L; A MU; S Nil)
- SUCCESSOR** (C 1-4days; R Tchs; D Pmt; A 10obj; S Nil)
- TEMPORAL STASIS** (C 9s; R 1; D Pmt; A 10obj; S Nil)
- Temporal Reincarnation** (C 9s; R 1; D Pmt; A 10obj; S Nil)
- TIME STOP** (C 9s; R 0; D 1-8s + 1/L; A 3sphere; S Nil)
- WISH** (see page 94 Player's Handbook for guide)

Advanced Dungeons & Dragons®

SPELL PLANNER

CLERIC SPELLS Character _____

Spells Available by Level

— 1 — 2 — 3 — 4 — 5 — 6 — 7

Underline all Spells in Spellbook

FIRST LEVEL:

- BLESS !(C 1r; R 6"; D 6r; A 5"×5"; S Nil)
- Curse !(C 1r; R 6"; D 6r; A 5"×5"; S Neg)
- CEREMONY @(C 1hr; R Tch; D Pmt; A 1 Itm; S Spl)
- COMBINE @(C 1r; R Tch; D Spl; A Spl; S Nil)
- COMMAND !(C 1s; R 1"; D 1r; A 1 Crt; S Spl)
- CREATE WATER !(C 1r; R 1"; D Pmt; A 27 cuft; S Nil)
- Destroy Water !(C 1r; R 1"; D Pmt; A 27 cuft; S Spl)
- CURE LIGHT WOUNDS !(C 5s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Light Wounds !(C 5s; R Tch; D Pmt; A 1 Crt; S Neg)
- DETECT EVIL !(C 1r; R 12"; D 1t+1/2/L; A 1" path; S Nil)
- Detect Good !(C 1r; R 12"; D 1t+1/2/L; A 1" path; S Nil)
- DETECT MAGIC !(C 1r; R 3"; D 1t; A 1"×3"; S Nil)
- ENDURE COLD @(C 1r; R Tch; D 9t/L; A 1 Crt; S Nil)
- Endure Heat @(C 1r; R Tch; D 9t/L; A 1 Crt; S Nil)
- INVISIBILITY TO UNDEAD @(C 4s; R Tch; D 6r; A 1 Crt; S Neg)

- LIGHT !(C 4s; R 12"; D 6t+1/L; A 2" sphere; S Spl)
- Darkness !(C 4s; R 12"; D 6t+1/L; A 2" sphere; S Spl)
- MAGIC STONE @(C 1r; R 2"; D 6r; A 1 Stone; S Nil)
- PENETRATE DISGUISE @(C 2r; R 12"; D 1r; A 1 Crt; S Neg)
- PORTENT @(C 1t; R Tch; D Spl; A 1 Crt; S Nil)
- PRECIPITATION @(C 3s; R 1"/L; D 1s/L; A Cyl 12"×3" dia; S Nil)
- PROTECTION FROM EVIL !(C 4s; R Tch; D 3r/L; A 1 Crt; S Nil)
- Protection From Good !(C 4s; R Tch; D 3r/L; A 1 Crt; S Nil)
- PURIFY FOOD & DRINK !(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
- Putrefy Food & Drink !(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
- REMOVE FEAR !(C 4s; R Tch; D 1t; A 1 Crt; S Nil)
- Cause Fear !(C 4s; R Tch; D 1r/L; A 1 Crt; S Neg)
- RESIST COLD !(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)
- SANCTUARY !(C 4s; R Tch; D 2r+1/L; A 1 Crt; S Nil)

SECOND LEVEL:

- AID @(C 4s; R Tch; D 1r+1/L; A 1 Man; S Nil)
- AUGURY !(C 2r; R 0; D Spl; A 3t; S Nil)
- CHANT !(C 1r; R 0; D Spl; A 3" rad; S Nil)
- DETECT CHARM !(C 1r; R 3"; D 1t; A 1-10 Crt; S Nil)
- Undetectable Charm !(C 1r; R 3"; D 1t; A 1 Crt; S Nil)
- DETECT LIFE @(C 1r; R 10"/L; D 5r; A 1 Crt; S Nil)
- DUST DEVIL @(C 3r; R 3"; D 1r/L; A Spl; S Nil)
- ENTHRALL @(C 1r; R 3"; D Spl; A 90" rad; S Neg)
- FIND TRAPS !(C 5s; R 3"; D 3t; A 1" path; S Nil)
- HOLD PERSON !(C 5s; R 6"; D 4r+1/L; A 1-3 Crt; S Neg)
- HOLY SYMBOL @(C 1r; R Tch; D Pmt; A 1 Obj; S Nil)

- KNOW ALIGNMENT !(C 1r; R 1"; D 1t; A 1 Crt/r; S Nil)
- Obscure Alignment !(C 1r; R 1"; D 1t; A 1 Crt for 10r; S Nil)
- MESSENGER @(C 1r; R 2"/L; D 1hr/L; A 1 Crt; S Neg)
- RESIST FIRE !(C 5s; R Tch; D 1r/L; A 1 Crt; S Nil)
- SILENCE, 15' RADIUS !(C 5s; R 12"; D 2r/L; A 30' sphere; S Spl)
- SLOW POISON !(C 1s; R Tch; D 1hr/L; A 1 Crt; S Nil)
- SNAKE CHARM !(C 5s; R 3"; D Spl; A hp = CL; S Nil)
- SPEAK WITH ANIMALS !(C 5s; R 0; D 2r/L; A 1 Ani w/in 3"; S Nil)
- SPIRITUAL HAMMER (C 5s; R 3"; D 1r/L; A 1 Foe; S Spl)
- WITHDRAW @(C 3s; R 0; D 2s+ 1/L; A CL; S Nil)
- WYVERN WATCH @(C 5s; R 3"; D 8hr; A 1' sphere; S Neg)

THIRD LEVEL:

- ANIMATE DEAD !(C 1r; R 1"; D Pmt; A 1Dead/L; S Nil)
- CLOUDBURST @(C 5s; R 1"/L; D 1r; A Cyl 6"×3" dia; S Spl)
- CONTINUAL LIGHT !(C 6s; R 12"; D Pmt; A 6" sphere; S Spl)
- Continual Darkness !(C 6s; R 12"; D Pmt; A 6" sphere; S Spl)
- CREATE FOOD & WATER !(C 1t; R 1"; D Pmt; A 1 cuft/L; S Nil)
- CURE BLINDNESS !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Blindness !(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)
- CURE DISEASE !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Disease !(C 1r; R Tch; D Spl; A 1 Crt; S Neg)
- DEATH'S DOOR @(C 5s; R Tch; D 1hr/L; A 1 Man; S Nil)
- DISPEL MAGIC !(C 6s; R 6"; D Pmt; A 3" cube; S Nil)
- FEIGN DEATH !(C 2s; R Tch; D 1t+ 1r/L; A 1 Man; S Nil)
- FLAME WALK @(C 5s; R Tch; D 1t+ 1/L; A Spl; S Nil)

- GLYPH OF WARDING !(C 1s+1/sqft; R Tch; D Spl; A 25 sqft/L; S Spl)
- LOCATE OBJECT !(C 1t; R 6"+1/L; D 1r/L; A 1 Obj; S Nil)
- Obscure Object !(C 1t; R Spl; D 1r/L; A 1 Obj; S Nil)
- MAGICAL VESTMENT @(C 1r; R Tch; D 6r/L; A CL; S Nil)
- MELD INTO STONE @(C 7s; R Tch; D 1d8+8r; A Spl; S Nil)
- NEGATIVE PLANE PROTECTION @(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)
- PRAYER !(C 6s; R 0; D 1r/L; A 6" rad; S Nil)
- REMOVE CURSE !(C 6s; R Tch; D Pmt; A Spl; S Spl)
- Bestow Curse !(C 6s; R Tch; D 1r/L; A 1 Crt; S Neg)
- REMOVE PARALYSIS @(C 6s; R 1"/L; D Pmt; A 1-4 Crt w/in 2" sq; S Nil)
- Cause Paralysis @(C 6s; R Tch; D 1-6r+1/L; A 1 Crt; S Neg)
- SPEAK WITH DEAD !(C 1t; R 1"; D Spl; A 1 Crt; S Nil)
- WATER WALK @(C 7s; R Tch; D 1t+1/L; A Spl; S Nil)

FOURTH LEVEL:

- ABJURE @(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
- Implore @(C 1r; R Spl; D Pmt; A 1 Crt; S Neg)
- CLOAK OF FEAR @(C 6s; R 0; D 1t/L; A CL; S Neg)
- Cloak of Bravery @(C 6s; R 0; D 1t/L; A 1 Crt; S Nil)
- CURE SERIOUS WOUNDS !(C 7s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Serious Wounds !(C 7s; R Tch; D Pmt; A 1 Crt; S Neg)
- DETECT LIE !(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
- Undetectable Lie !(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
- DIVINATION !(C 1r; R 0; D Spl; A Spl; S Nil)
- EXORCISE !(C 1-100+; R 1"; D Pmt; A 1 Itm; S Nil)
- GIANT INSECT @(C 1r/HD; R 2"; D 2r/L; A 1+Insects; S Nil)
- Shrink Insect @(C 1r/HD; R 2"; D 2r/L; A 1 Insect; S Neg)
- IMBUE WITH SPELL ABILITY @(C 1r; R Tch; D Spl; A 1 Man; S Nil)

- LOWER WATER !(C 1t; R 12"; D 1t/L; A 1"sq/L; S Nil)
- Raise Water !(C 1t; R 12"; D 1t/L; A 1"sq/L; S Nil)
- NEUTRALIZE POISON !(C 7s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Nil)
- Poison !(C 7s; R Tch; D Pmt; A 1 Crt or 1cuft/2L; S Neg)
- PROTECTION FROM EVIL, 10' RADIUS !(C 7s; R Tch; D 1r/L; A 20' sphere; S Nil)
- Protection from Good, 10' Radius !(C 7s; R Tch; D 1t/L; A 20' sphere; S Nil)
- SPEAK WITH PLANTS !(C 1t; R 0; D 1r/L; A 6" dia; S Nil)
- SPELL IMMUNITY @(C 1r; R Tch; D 1t/L; A 3" Man; S Nil)
- SPIKE GROWTH @(C 7s; R 6"; D 1-6t+1/L; A 10" sq/L; S Nil)
- STICKS TO SNAKES !(C 7s; R 3"; D 2r/L; A 1" cube; S Nil)
- Snakes to Sticks !(C 7s; R 3"; D 2r/L; A 1" cube; S Neg)
- TONGUES !(C 7s; R 0; D 1t; A 6" dia; S Nil)
- Babble !(C 7s; R 0; D 1t; A 6" dia; S Nil)

FIFTH LEVEL:

- AIR WALK @(C 1s; R Tch; D 6t+1/L; A 1 Crt; S Nil)
- ANIMATE DEAD MONSTER @(C 7s; R 1"; D Pmt; A 1Dead/2L; S Nil)
- ATONEMENT !(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- COMMUNE !(C 1t; R 0; D Spl; A Spl; S Nil)
- CURE CRITICAL WOUNDS !(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Critical Wounds !(C 8s; R Tch; D Pmt; A 1 Crt; S Neg)
- DISPEL EVIL !(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
- Dispel Good !(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
- FLAME STRIKE !(C 8s; R 6"; D 1s; A Cyl 3"×1" dia; S ½)
- GOLEM @(C 8s; R 1"; D Spl; A Spl; S Nil)

- INSECT PLAGUE !(C 1t; R 36"; D 1t/L; A 6"×36" dia; S Nil)
- MAGIC FONT @(C 5t; R Tch; D Spl; A Spl; S Nil)
- PLANE SHIFT !(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)
- QUEST !(C 8s; R 6"; D Spl; A 1 Crt; S Nil)
- RAINBOW @(C 7s; R 12"; D 1r/L; A 1 Man; S Nil)
- RAISE DEAD !(C 1r; R 3"; D Pmt; A 1 Man; S Spl)
- Slay Living !(C 1r; R 3"; D Pmt; A 1 Crt; S Neg)
- SPIKE STONES @(C 6s; R 3"; D 3-12t+1/L; A 1"sq/L; S Nil)
- TRUE SEEING !(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)
- False Seeing !(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)

SIXTH:

- AERIAL SERVANT !(C 9s; R 1"; D 1day/L; A Spl; S Nil)
- ANIMATE OBJECT !(C 9s; R 3"; D 1r/L; A 1cuft/L; S Nil)
- BLADE BARRIER !(C 9s; R 3"; D 3r/L; A Spl; S Nil)
- CONJURE ANIMAL !(C 9s; R 3"; D 2r/L; A Spl; S Nil)
- FIND THE PATH !(C 3t; R Tch; D 1r/L; A 1 Crt; S Nil)
- Lose the Path !(C 3t; R Tch; D 1r/L; A 1 Crt; S Neg)
- FORBIDDANCE !(C 6r; R 3"; D Pmt; A 6 cu"/L; S Spl)

- HEAL !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Harm !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- HEROES' FEAST @(C 1t; R 1"; D 1hr; A 1 Man/L; S Nil)
- PART WATER !(C 1r; R 2"/L; D 1r/L; A Spl; S Nil)
- SPEAK W/MONSTERS !(C 9s; R 3" rad; D 1r/L; A 1 Type; S Nil)
- STONE TELL !(C 1t; R Tch; D 1t; A 1 cuyd; S Nil)
- WORD OF RECALL !(C 1s; R 0; D Spl; A Spl; S Nil)

SEVENTH:

- ASTRAL SPELL !(C 3t; R Tch; D Spl; A Spl; S Nil)
- CONTROL WEATHER !(C 1r; R 0; D 4-48hr; A 4-16mi; S Nil)
- EARTHQUAKE !(C 1r; R 12"; D 1r; A ½" dia/L; S Nil)
- EXACTION @(C 1r; R 1"; D Spl; A 1 Crt; S Spl)
- GATE !(C 5s; R 3"; D Spl; A Spl; S Nil)
- HOLY WORD !(C 1s; R 0; D Spl; A 3" rad; S Nil)
- Unholy Word !(C 1s; R 0; D Spl; A 3" rad; S Nil)
- REGENERATE !(C 3r; R Tch; D Pmt; A 1 Crt; S Nil)
- Wither !(C 3r; R Tch; D Pmt; A 1 Crt; S Neg)

- RESTORATION !(C 3r; R Tch; D Pmt; A 1 Crt; S Nil)
- Energy Drain !(C 3r; R Tch; D Pmt; A 1 Crt; S Nil)
- RESURRECTION !(C 1r; R Tch; D Pmt; A 1 Man; S Nil)
- Destruction !(C 1r; R Tch; D Pmt; A 1 Man; S Nil)
- SUCCOR @(C 1day; R Tch; D Spl; A 1 Man; S Nil)
- Help @(C 1day; R Tch; D Spl; A CL; S Spl)
- SYMBOL !(C 3s; R Tch; D 1t/L; A Spl; S Neg)
- WIND WALK !(C 1r; R Tch; D 6t/L; A Spl; S Nil)

FIRST:	<input type="checkbox"/> <input type="checkbox"/> AUDIBLE GLAMER!(C 5s; R 6'+1/L; D 3r/L; A Hearing; S Spl)	<input type="checkbox"/> <input type="checkbox"/> HYPNOTISM!(C 1s; R 3"; D 1r+1/L; A 1-6 Crt; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> CHANGE SELF!(C 1s; R 0; D 2-12r+2/L; A IL; S Nil)	<input type="checkbox"/> <input type="checkbox"/> LIGHT!(C 1s; R 6"; D 1t/L; A 2" globe; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> CHROMATIC ORB@(C 1s; R 0; D Spl; A 1 Crt; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PHANTASMAL FORCE!(C 1s; R 6'+1"/L; A 4 sq"+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> COLOR SPRAY!(C 1s; R 1"/L; D 1s; A Wedge 2"x2"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PHANTOM ARMOR@(C 1r; R Tch; D Spl; A 1 Man; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DANCING LIGHTS!(C 1s; R 4"+1/L; D 2r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> READ ILLUSIONIST MAGIC@(C 1s; R 0; D 2r/L; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> DARKNESS!(C 1s; R 1"/L; D 2-8r+1/L; A 15" globe; S Spl)	<input type="checkbox"/> <input type="checkbox"/> Unreadable Illusionist Magic@(C 1s; R 0; D 2r/L; A Spl; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> DETECT ILLUSION!(C 1s; R Tch; D 3r+2/L; A Sight 1"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPOOK@(C 1s; R 0; D Spl; A 1 Crt w/in 1"; S Neg)	
<input type="checkbox"/> <input type="checkbox"/> DETECT INVISIBILITY!(C 1s; R 1"/L; D 5r/L; A 1" path; S Nil)	<input type="checkbox"/> <input type="checkbox"/> WALL OF FOG!(C 1s; R 3"; D 2-8r+1/L; A Spl; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> GAZE REFLECTION!(C 1s; R 0; D 1r; A Spl; S Nil)		
SECOND:	<input type="checkbox"/> <input type="checkbox"/> ALTER SELF@(C 2s; R 0; D 3-12r+2/L; A IL; S Nil)	<input type="checkbox"/> <input type="checkbox"/> IMPROVED PHANTASMAL FORCE!(C 1s; R 6'+1/L; D Spl; A 4 sq"+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> BLINDNESS!(C 2s; R 3"; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> INVISIBILITY!(C 2s; R Tch; D Spl; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> BLUR!(C 2s; R 0; D 3r+1/L; A IL; S Nil)	<input type="checkbox"/> <input type="checkbox"/> MAGIC MOUTH!(C 2s; R Spl; D Spl; A 1 Obj; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DEAFNESS!(C 2s; R 6"; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> MIRROR IMAGE!(C 2s; R 0; D 3r/L; A 6" rad; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DETECT MAGIC!(C 2s; R 0; D 2r/L; A 1"x6" path; S Nil)	<input type="checkbox"/> <input type="checkbox"/> MISDIRECTION!(C 2s; R 3"; D 1r/L; A Spl; S Neg)
<input type="checkbox"/> <input type="checkbox"/> FASCINATE@(C 2s; R 3"; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> ULTRA VISION@(C 2s; R Tch; D 6t+1/L; A 1 Crt; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> FOG CLOUD!(C 2s; R 1"; D 4r+1/L; A 4"x2"x2"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> VENTRILLOQUISM!(C 2s; R 1"/L; D 4r+1/L; A 1 Itm; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> HYPNOTIC PATTERN!(C 2s; R 0; D Spl; A 3"x3"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WHISPERING WIND@(C 2s; R Spl; D Spl; A 10"/L or 1 mi/L; S Nil)	
THIRD:	<input type="checkbox"/> <input type="checkbox"/> CONTINUAL DARKNESS!(C 3s; R 6"; D Pmt; A 3" sphere; S Spl)	<input type="checkbox"/> <input type="checkbox"/> NON-DETECTION!(C 3s; R 0; D 1t/L; A 5" rad; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> CONTINUAL LIGHT!(C 3s; R 6"; D Pmt; A 6" sphere; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PARALYZATION!(C 3s; R 1"/L; D Spl; A HD/L=2xIL in 2" sq; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> DELUDE@(C 3s; R 0; D 1t/L; A IL; S Neg)	<input type="checkbox"/> <input type="checkbox"/> PHANTOM STEED@(C 1r; R Tch; D 6t/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DISPEL ILLUSION!(C 3s; R 1"/L; D Pmt; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PHANTOM WIND@(C 3s; R 1"/L; D 1r/L; A 1" path; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> FEAR!(C 3s; R 0; D Spl; A Cone 6"x3"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> ROPE TRICK!(C 3s; R Tch; D 2t/L; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> HALLUCINATORY TERRAIN!(C 5r; R 2"+2/L; D Spl; A 4" sq+1/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPECTRAL FORCE!(C 3s; R 6'+1/L; D Spl; A 4 sq"+1/L; S Spl)	
<input type="checkbox"/> <input type="checkbox"/> ILLUSIONARY SCRIPT!(C Spl; R Spl; D Pmt; A Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SUGGESTION!(C 3s; R 3"; D 4t+4/L; A 1 Crt; S Neg)	
<input type="checkbox"/> <input type="checkbox"/> INVISIBILITY, 10" RADIUS!(C 3s; R Tch; D Spl; A 10" rad; S Nil)	<input type="checkbox"/> <input type="checkbox"/> WRATHFORM@(C 1s; R 0; D 2r/L; A IL; S Nil)	
FOURTH:	<input type="checkbox"/> <input type="checkbox"/> CONFUSION!(C 4s; R 8"; D 1r/L; A 4"x4"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> MINOR CREATION!(C 1r; R Tch; D 6t/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DISPEL EXHAUSTION!(C 4s; R Tch; D 3t/L; A 1-4 Men; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PHANTASMAL KILLER!(C 4s; R 1"/2L; D 1r/L; A 1 Crt; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> DISPEL MAGIC@(C 4s; R 9"; D Pmt; A 3" cube; S Nil)	<input type="checkbox"/> <input type="checkbox"/> RAINBOW PATIERN@(C 4s; R 1"; D Spl; A 3"x3"; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> EMOTION!(C 4s; R 1"/L; D Spl; A 4"x4"; S Neg)	<input type="checkbox"/> <input type="checkbox"/> SHADOW MONSTERS!(C 4s; R 3"; D 1r/L; A 2"x2"; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> IMPROVED INVISIBILITY!(C 4s; R Tch; D 4r+1/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SOLID FOG@(C 4s; R 3"; D 2-8r+1/L; A 2 cu"/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> MASS MORPH!(C 4s; R 1"/L; D Spl; A 1" sq/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> VACANCY@(C 4s; R 1"/L; D 1t/L; A 1" rad/L; S Nil)	
FIFTH:	<input type="checkbox"/> <input type="checkbox"/> ADVANCED ILLUSION@(C 5s; R 6'+1"/L; D 1r/L; A 4 sq"+1/L; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PROJECTED IMAGE!(C 5s; R 1"/2L; D 1r/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> CHAOS!(C 5s; R 1"/2L; D 1r/L; A 4"x4"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SHADOW DOOR!(C 2s; R 1"; D 1r/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DEMI-SHADOW MONSTERS!(C 5s; R 3"; D 1r/L; A 2"x2"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SHADOW MAGIC!(C 5s; R 5"+1/L; D Spl; A Spl; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> DREAM@(C 1day; R Spl; D Spl; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> SUMMON SHADOW!(C 5s; R 1"; D 1r+1/L; A 1"x1"; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> MAGIC MIRROR@(C 1hr; R Tch; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TEMPUS FUGIT@(C 5s; R 0; D 5t/L; A 1" rad; S Nil)
<input type="checkbox"/> <input type="checkbox"/> MAJOR CREATION!(C 1r; R 1"; D 6t/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> Slow Time@(C 5s; R 0; D 5t/L; A 1" rad; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> MAZE!(C 5s; R 1"/2L; D Spl; A 1 Crt; S Nil)		
SIXTH:	<input type="checkbox"/> <input type="checkbox"/> CONJURE ANIMALS!(C 6s; R 3"; D 1r/L; A HD/L=IL; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PERMANENT ILLUSION!(C 6s; R 1"/L; D Pmt; A 4 sq"+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> DEATH FOG@(C 6s; R 3"; D 1d4r+1/L; A 2 cu"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PHANTASMAGORIA@(C 6s; R 6"; D 1r/L; A 4 sq"+1/L; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> DEMI-SHADOW MAGIC!(C 6s; R 6'+1/L; D Spl; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PROGRAMMED ILLUSION!(C 6s; R 1"/L; D Spl; A 4 sq"+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> MASS SUGGESTION!(C 6s; R 3"; D 4t+4/L; A 1 Crt/L; S Neg)	<input type="checkbox"/> <input type="checkbox"/> SHADES!(C 6s; R 3"; D 1r/L; A 2"x2"; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> MIRAGE ARCANE@(C 3 or 6s; R 1"/L; D Spl; A 1"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TRUE SIGHT!(C 1r; R Tch; D 1r/L; A 6" sight; S Nil)
<input type="checkbox"/> <input type="checkbox"/> MISLEAD@(C 1s; R 1"; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> VEIL!(C 3s; R 1"/L; D 1t/L; A 2"x2"/L; S Nil)	
SEVENTH:	<input type="checkbox"/> <input type="checkbox"/> ALTER REALITY (Limited Wish using a Phantasmal Force)	<input type="checkbox"/> <input type="checkbox"/> SHADOW WALK@(C 1s; R Tch; D 6t/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> ASTRAL SPELL!(C 3r; R Tch; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> VISION!(C 1s; R 0; D Spl; A IL; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> PRISMATIC SPRAY!(C 1s; R 0; D 1s; A 7"x1 1/2"x1 1/2"; S Spl)	<input type="checkbox"/> <input type="checkbox"/> WEIRD@(C 1s; R 3"; D Spl; A 2" rad; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> PRISMATIC WALL!(C 7s; R 1"; D 1t/L; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> FIRST LEVEL MAGIC-USER SPELLS (as appropriate for each spell)

CANTRIPS:

USEFUL CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> CHILL@(C 1/2s; R 1"; D 1st; A 1 cuft; S Spl)	<input type="checkbox"/> <input type="checkbox"/> EXTERMINATE@(C 1/10s; R 1"; D Pmt; A 1/2 cuft or 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> SPICE@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> CLEAN@(C 1/2s; R 1"; D Pmt; A 4 sqyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> FLAVOR@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SPROUT@(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)
<input type="checkbox"/> <input type="checkbox"/> COLOR@(C 1/2s; R 1"; D 30 days; A 1 cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> FRESHEN@(C 1/2s; R 1"; D 1hr; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> STITCH@(C 1/2s; R 1"; D Pmt; A Spl; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DAMPEN@(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> GATHER@(C 1/6s; R 1"; D Pmt; A 1 sqyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SWEETEN@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DRY@(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> POLISH@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> TIE@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DUST@(C 1/2s; R 1"; D Pmt; A 10" rad; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SALT@(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> WARM@(C 1/2s; R 1"; D 1st; A 1" cu; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> SHINE@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> WRAP@(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)

REVERSED CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> CURDLE@(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> KNOT@(C 1/10s; R 1"; D Pmt; A 1 Obj; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TANGLE@(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DIRTY@(C 1/6s; R 1"; D Pmt; A 4 sqyd; S Nil)	<input type="checkbox"/> <input type="checkbox"/> RAVEL@(C 1/10s; R 1"; D Pmt; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> TARNISH@(C 1/2s; R 1"; D 1st; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> DUSTY@(C 1/6s; R 1"; D Pmt; A 10" rad; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SOUR@(C 1/10s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> UNTIE@(C 1/3s; R 1"; D Pmt; A 1 Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> HAIRY@(C 1/10s; R 1"; D Pmt; A 1 Obj; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPILL@(C 1/6s; R 1"; D Pmt; A 1 Container; S Spl)	<input type="checkbox"/> <input type="checkbox"/> WILT@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)

LEGEDEMAIN CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> CHANGE@(C 1/10s; R 1"; D Spl; A 1 Itm; S Spl)	<input type="checkbox"/> <input type="checkbox"/> HIDE@(C 1/10s; R 1"; D Spl; A 1 Itm; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PALM@(C 1/10s; R 1"; D 1s; A 1 Itm; S Nil)
<input type="checkbox"/> <input type="checkbox"/> DISTRACT@(C 1/2s; R 1"; D 1s; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> MUTE@(C 1/10s; R 1"; D 1r; A 1 Obj; S Neg)	<input type="checkbox"/> <input type="checkbox"/> PRESENT@(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl)

PERSON-EFFECT CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> BELCH@(C 1/10s; R 1"; D 1st; A 1 Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> GIGGLE@(C 1/3s; R 1"; D Spl; A 1 Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> TWITCH@(C 1/3s; R 1"; D 1st; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> BLINK@(C 1/10s; R 1"; D 1st; A 1 Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> NOD@(C 1/10s; R 1"; D 1st; A 1 Man; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WINK@(C 1/10s; R 1"; D Spl; A 1 Man; S Spl)
<input type="checkbox"/> <input type="checkbox"/> COUGH@(C 1/3s; R 1"; D Spl; A 1 Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SCRATCH@(C 1/6s; R 1"; D 1st; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> YAWN@(C 1/6s; R 1"; D 1r; A 1 Crt; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> SNEEZE@(C 1/3s; R 1"; D 1st; A 1 Crt; S Neg)	

PERSONAL CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> BEE@(C 1/2s; R 1"; D Pmt; A 1 Bee; S Nil)	<input type="checkbox"/> <input type="checkbox"/> FIREFINGER@(C 1/3s; R 1"; D 1s; A 1/2" line; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPIDER@(C 1/2s; R 1"; D Pmt; A 1 Spider; S Spl)
<input type="checkbox"/> <input type="checkbox"/> BLUEUGHT@(C 1/2s; R 1"; D Spl; A 1/4" sphere; S Spl)	<input type="checkbox"/> <input type="checkbox"/> GNATS@(C 1/2s; R 1"; D 1-4r; A 1 cuft; S Spl)	<input type="checkbox"/> <input type="checkbox"/> TWEAK@(C 1/3s; R 1"; D 1st; A 1 Crt; S Spl)
<input type="checkbox"/> <input type="checkbox"/> BUG@(C 1/2s; R 1"; D Pmt; A 1 Bug; S Nil)	<input type="checkbox"/> <input type="checkbox"/> MOUSE@(C 1/2s; R 1"; D Pmt; A 1 Mouse; S Nil)	<input type="checkbox"/> <input type="checkbox"/> UNLOCK@(C 1/2s; R 1"; D 1s; A 1 Lock; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> SMOKEPUFF@(C 1/3s; R 1"; D Pmt; A 1" dia; S Nil)	

HAUNTING SOUND CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> CREAK@(C 1/6s; R 1"; D 1/3-1/2s; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> GROAN@(C 1/6s; R 1"; D 1s; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> TAP@(C 1/6s; R 1"; D Spl; A 1 sqft; S Neg)
<input type="checkbox"/> <input type="checkbox"/> FOOTFALL@(C 1/6s; R 1"; D 1r; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> MOAN@(C 1/10s; R 1"; D 1r; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> THUMP@(C 1/10s; R 1"; D 1st; A Spl; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> RATTLE@(C 1/10s; R 1"; D Spl; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WHISTLE@(C 1/6s; R 1"; D 1st; A Spl; S Neg)

MINOR ILLUSION CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> COLORED LIGHTS@(C 1/2s; R 1"; D Spl; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> HAZE@(C 1/2s; R 1"; D Pmt; A 1" cu; S Spl)	<input type="checkbox"/> <input type="checkbox"/> NOISE@(C 1/6s; R 1"; D Pmt; A 1" rad; S Neg)
<input type="checkbox"/> <input type="checkbox"/> DIM@(C 1/2s; R 1"; D Pmt; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> MASK@(C 1/6s; R 1"; D 3-6r; A 1" cu; S Spl)	<input type="checkbox"/> <input type="checkbox"/> RAINBOW@(C 1/3s; R 1"; D 1r; A Spl; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> MIRAGE@(C 1/2s; R 1"; D Spl; A 2" sq; S Neg)	<input type="checkbox"/> <input type="checkbox"/> TWO-DLUSION@(C 1/6s; R 1"; D Spl; A 4" sq; S Spl)

Advanced Dungeons & Dragons®

SPELL PLANNER

DRUID SPELLS Character: _____

Spells Available by Level

— 1 — 2 — 3 — 4 — 5 — 6 — 7

Underline all Spells in Spellbook

FIRST LEVEL:	<input type="checkbox"/> ANIMAL FRIENDSHIP !(C 6t; R 1"; D Pmt; A 1 Ani; S Neg)	<input type="checkbox"/> LOCATE ANIMALS!(C 1r; R 0; D 1r/L; A 2" path×2"/L; S Nil)	
	<input type="checkbox"/> CEREMONY @(C 1hr; R Tch; D Pmt; A 1 Itm; S Spl)	<input type="checkbox"/> PASS WITHOUT TRACE!(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> DETECT BALANCE @(C 1s; R 6"; D 1r/L; A 1 Itm/r; S Nil)	<input type="checkbox"/> PRECIPITATION @(C 3s; R 1"/L; D 1s/L; A Cy 12"×3" dia; S Spl)	
	<input type="checkbox"/> DETECT MAGIC !(C 3s; R 0; D 12r; A 1"×4"; S Nil)	<input type="checkbox"/> PREDICT WEATHER!(C 1r; R 0; D 2hr/L; A 9 sqmi; S Nil)	
	<input type="checkbox"/> DETECT POISON @(C 1r; R 0; D 1r/L; A 1 cu yd; S Nil)	<input type="checkbox"/> PURIFY WATER!(C 1r; R 4"; D Pmt; A 1 cuft/L; S Nil)	
	<input type="checkbox"/> DETECT SNARES & PITS!(C 3s; R 0; D 4r/L; A 1"×4"; S Nil)	<input type="checkbox"/> Contaminate Water!(C 1r; R 4"; D Pmt; A 1 cuft/L; S Nil)	
	<input type="checkbox"/> ENTANGLE!(C 3s; R 8"; D 1t; A 4" dia; S Slows 50%)	<input type="checkbox"/> SHILLELAGH!(C 1s; R Tch; D 1r/L; A 1 Club; S Nil)	
	<input type="checkbox"/> FAERIE FIRE!(C 3s; R 8"; D 4r/L; A 12"/L w/in 4" rad; S Nil)	<input type="checkbox"/> SPEAK WITH ANIMALS!(C 3s; R 0; D 2r/L; A 1 Type in 4" rad; S Nil)	
	<input type="checkbox"/> INVISIBILITY TO ANIMALS!(C 4s; R Tch; D 1t+1r/L; A 1 Crt; S Nil)		
	SECOND LEVEL:	<input type="checkbox"/> BARKSKIN!(C 3s; R Tch; D 4r+1/L; A 1 Crt; S Nil)	<input type="checkbox"/> HEAT METAL!(C 4s; R 4"; D 7r; A Spl; S Nil)
<input type="checkbox"/> CHARM PERSON or MAMMAL!(C 4s; R 8"; D Spl; A 1 Crt; S Neg)		<input type="checkbox"/> Chill Metal!(C 4s; R 4"; D 7r; A Spl; S Nil)	
<input type="checkbox"/> CREATE WATER!(C 1t; R 1"; D Pmt; A 1 cuft/L; S Nil)		<input type="checkbox"/> LOCATE PLANTS!(C 1r; R 0; D 1t/L; A 1" dia/L; S Nil)	
<input type="checkbox"/> CURE LIGHT WOUNDS!(C 4s; R Tch; D Pmt; A 1 Crt; S Nil)		<input type="checkbox"/> OBSCUREMENT!(C 4s; R 0; D 4r/L; A L×1" cube; S Nil)	
<input type="checkbox"/> Cause Light Wounds!(C 4s; R Tch; D Pmt; A 1 Crt; S Nil)		<input type="checkbox"/> PRODUCE FLAME!(C 4s; R 0; D 2r/L; A Hurl 4", 3" dia; S Nil)	
<input type="checkbox"/> FEIGN DEATH!(C 3s; R 1"; D 4r+2/L; A 1 Crt; S Nil)		<input type="checkbox"/> REFLECTING POOL @(C 2hr; R 1"; D 1r/L; A 1 Itm; S Nil)	
<input type="checkbox"/> FIRE TRAP!(C 1r; R Tch; D Spl; A 1 Obj; S 1/2)		<input type="checkbox"/> SLOW POISON @(C 1s; R Tch; D 1hr/L; A 1 Crt; S Nil)	
<input type="checkbox"/> FLAME BLADE @(C 1s; R 0; D 1r/L; A 3" sword; S Nil)		<input type="checkbox"/> TRIP!(C 4s; R Tch; D 1t/L; A 1 Obj; S Neg)	
<input type="checkbox"/> GOODBERRY @(C 1r; R Tch; D 1day+1/L; A 2-8 Berries; S Nil)		<input type="checkbox"/> WARP WOOD!(C 4s; R 1"/L; D Pmt; A 1 Arrow/L; S Nil)	
<input type="checkbox"/> BadBerry @(C 1r; R Tch; D 1day+1/L; A 2-8 Berries; S Nil)			
THIRD LEVEL:	<input type="checkbox"/> CALL LIGHTNING!(C 1t; R 0; D 1t/L; A 36" rad; S 1/2)	<input type="checkbox"/> PYROTECHNICS!(C 5s; R 16"; D 1s/L or 1r/L; A Spl; S Nil)	
	<input type="checkbox"/> CLOUDBURST @(C 5s; R 1"/L; D 1r; A Cyl 6"×3" dia; S Spl)	<input type="checkbox"/> SNARE!(C 3r; R Tch; D Spl; A 2" dia+1"/L; S Nil)	
	<input type="checkbox"/> CURE DISEASE!(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> SPIKE GROWTH @(C 5s; R 6"; D 3-12t+1/L; A 10" sq/L; S Nil)	
	<input type="checkbox"/> Cause Disease!(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> STARSHINE @(C 5s; R 1"/L; D 1t/L; A 10" sq/L; S Nil)	
	<input type="checkbox"/> HOLD ANIMAL!(C 5s; R 8"; D 2r/L; A 1-4 Ani; S Neg)	<input type="checkbox"/> STONE SHAPE!(C 1r; R Tch; D Pmt; A 3 cuft+1/L; Nil)	
	<input type="checkbox"/> KNOW ALIGNMENT @(C 5s; R 1"; D 5r; A 1 Crt/r; S Nil)	<input type="checkbox"/> SUMMON INSECTS!(C 1r; R 3"; D 1r/L; A Spl; S Nil)	
	<input type="checkbox"/> NEUTRALIZE POISON!(C 5s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Nil)	<input type="checkbox"/> TREE!(C 5s; R 0; D 6t+1/L; A DR; S Nil)	
	<input type="checkbox"/> Poison!(C 5s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Neg)	<input type="checkbox"/> WATER BREATHING!(C 5s; R Tch; D 6t/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> PLANT GROWTH!(C 1r; R 16"; D Pmt; A 2"×2"/L; S Nil)	<input type="checkbox"/> Air Breathing!(C 5s; R Tch; D 6t/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> PROT. FROM FIRE!(C 5s; R Tch; D 12 hp of Dmg/L; A 1 Crt; S Nil)		
FOURTH LEVEL:	<input type="checkbox"/> ANIMAL SUMMONING I!(C 6s; R 4"/L; D Spl; A 1-8 Ani; S Nil)	<input type="checkbox"/> HOLD PLANT!(C 6s; R 8"; D 1r/L; A 1-4 Plant or 4-16 sqft; S Neg)	
	<input type="checkbox"/> CALL WOODLAND BEING!(C Spl; R 12"+1/L; D Spl; A Spl; S Neg)	<input type="checkbox"/> PLANT DOOR!(C 6s; R Tch; D 1t/L; A 12"/L; S Nil)	
	<input type="checkbox"/> CONTROL TEMP. 10"rad!(C 6s; R 0; D 4t+1/L; A 20" sphere; S Nil)	<input type="checkbox"/> PRODUCE FIRE!(C 6s; R 4"; D 1r; A 12" sq; S Nil)	
	<input type="checkbox"/> CURE SERIOUS WOUNDS!(C 6s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> Quench Fire!(C 6s; R 4"; D Pmt; A 12" sq; S Neg)	
	<input type="checkbox"/> Cause Serious Wounds!(C 6s; R Tch; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> PROT/LIGHTNING!(C 6s; R Tch; D 12hp of Dmg/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> DISPEL MAGIC!(C 6s; R 8"; D Pmt; A 4" cube; S Nil)	<input type="checkbox"/> REPEL INSECTS!(C 1r; R 0; D 1t/L; A 10" rad; S Nil)	
	<input type="checkbox"/> HALLUCINATORY FOREST!(C 6s; R 8"; D Pmt; A 4" sq/L; S Nil)	<input type="checkbox"/> SPEAK WITH PLANTS!(C 1t; R 0; D 2r/L; A 8" dia; S Nil)	
	<input type="checkbox"/> Vanish Forest!(C 6s; R 8"; D Pmt; A 4" sq/L; S Nil)		
	FIFTH LEVEL:	<input type="checkbox"/> ANIMAL GROWTH!(C 7s; R 8"; D 2r/L; A 1-8 Ani in 2" sq; S Nil)	<input type="checkbox"/> PASS PLANT!(C 7s; R Tch; D Spl; A Spl; S Nil)
		<input type="checkbox"/> Shrink Animal!(C 7s; R 8"; D 2r/L; A 1-8 Ani in 2" sq; S Neg)	<input type="checkbox"/> SPIKE STONES @(C 6s; R 1"; D 3-12t+1/L; A 1" sq/L; S Nil)
<input type="checkbox"/> ANIMAL SUMMONING II!(C 7s; R 6"/L; D Spl; A Up to 12 Ani; S Nil)		<input type="checkbox"/> STICKS TO SNAKES!(C 7s; R 4"; D 2r/L; A 1" cube; S Nil)	
<input type="checkbox"/> ANTI PLANT SHELL!(C 7s; R 0; D 1t/L; A 16" Hemisphere; S Nil)		<input type="checkbox"/> Snakes to Sticks!(C 7s; R 4"; D 2r/L; A 1" cube; S Neg)	
<input type="checkbox"/> COMMUNE W/NATURE!(C 1t; R 0; D Spl; A 1 mi/2L; S Nil)		<input type="checkbox"/> TRANSMUTE ROCK TO MUD!(C 7s; R 16"; D Spl; A 2" cube/L; S Nil)	
<input type="checkbox"/> CONTROL WINDS!(C 7s; R 0; D 1t/L; A 4" Hemisphere/L; S Nil)		<input type="checkbox"/> Transmute Mud to Rock!(C 7s; R 16"; D Pmt; A 2" cube/L; S Spl)	
<input type="checkbox"/> INSECT PLAGUE!(C 1t; R 32"; D 1t/L; A Cloud 4"×32" dia; S Nil)		<input type="checkbox"/> WALL OF FIRE!(C 7s; R 8"; D Spl; A Spl; S Nil)	
<input type="checkbox"/> MOONBEAM @(C 7s; R 1"/L; D 1r/L; A 1" sphere; S Nil)			
SIXTH LEVEL:		<input type="checkbox"/> ANIMAL SUMMONING III!(C 8s; R 8"/L; D Spl; A Spl; S Nil)	<input type="checkbox"/> LIVEOAK @(C 1t; R Tch; D 1day/L; A 1 Tree; S Nil)
		<input type="checkbox"/> ANTI-ANIMAL SHELL!(C 1r; R 0; D 1t/L; A 20" Hemisphere; S Nil)	<input type="checkbox"/> TRANSMUTE WATER TO DUST @(C 8s; R 6"; D Pmt; A 1 cu"/L; S Spl)
	<input type="checkbox"/> CONJURE FIRE ELEMENTAL!(C 6r; R 8"; D 1t/L; A Spl; S Nil)	<input type="checkbox"/> Transmute Dust to Water @(C 8s; R 6"; D Pmt; A 1 cu"/L; S Spl)	
	<input type="checkbox"/> Dismiss Fire Elemental!(C 6r; R 8"; D Pmt; A Spl; S Nil)	<input type="checkbox"/> TRANSPORT VIA PLANTS!(C 3s; R Tch; D Spl; A Spl; S Nil)	
	<input type="checkbox"/> CURE CRITICAL WOUNDS!(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> TURN WOOD!(C 8s; R 0; D 4r/L; A 12" path×2"/L; S Nil)	
	<input type="checkbox"/> Cause Critical Wounds!(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> WALL OF THORNS!(C 8s; R 8"; D 1t/L; A 10" cube/L; S Nil)	
	<input type="checkbox"/> FEEBLEMIND!(C 8s; R 16"; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> WEATHER SUMMONS!(C 1t; R 0; D Spl; A Spl; S Nil)	
	<input type="checkbox"/> FIRE SEEDS!(C 1r/seed; R 4"; D Spl; A Spl; S 1/2)		
	SEVENTH LEVEL:	<input type="checkbox"/> ANIMATE ROCK!(C 9s; R 4"; D 1r/L; A 2cuft/L; S Nil)	<input type="checkbox"/> CREEPING DOOM!(C 9s; R 0; D 4r/L; A Spl; S Nil)
		<input type="checkbox"/> CHANGESTAFF @(C 3s; R Tch; D Spl; A Staff; S Nil)	<input type="checkbox"/> FINGER OF DEATH!(C 5s; R 6"; D Pmt; A 1 Crt; S Neg)
<input type="checkbox"/> CHARIOT OF SUSTARRE!(C 1t; R 1"; D 6t+1/L; A Spl; S Nil)		<input type="checkbox"/> FIRE STORM!(C 9s; R 16"; D 1r; A 2" cube/L; S 1/2)	
<input type="checkbox"/> CONFESSION!(C 9s; R 8"; D 1r/L; A 4"×4"; S Spl)		<input type="checkbox"/> Fire Quench!(C 9s; R 16"; D Pmt; A 2" cube/L; S Spl)	
<input type="checkbox"/> CONJURE EARTH ELEMENTAL!(C 1t; R 4"; D 1t/L; A Spl; S Nil)		<input type="checkbox"/> REINCARNATE!(C 1t; R Tch; D Pmt; A 1 Man; S Nil)	
<input type="checkbox"/> Dismiss Earth Elemental!(C 1t; R 4"; D 1t/L; A Spl; S Nil)		<input type="checkbox"/> SUNRAY @(C 3s; R 1"/L; D 1r; A 1" sphere; S Spl)	
<input type="checkbox"/> CONTROL WEATHER!(C 1t; R 0; D 12d8hr; A 4-32 sqmi; S Nil)		<input type="checkbox"/> TRANSMUTE METAL TO WOOD!(C 9s; R 8"; D Pmt; A 1 Obj; S Spl)	



SPELL PLANNER

SHUKENJA SPELLS Character: _____

Spells Available by Level

— 1 — 2 — 3 — 4 — 5 — 6 — 7

Underline all Spells in Spellbook

FIRST LEVEL:

- ANIMAL COMPANION *(C 1t; R 1mi; D Spl; A 1 Crt; S Neg)
- AUGURY *(C 1r; R 0; D Spl; A SH; S Nil)
- BENEFICENCE *(C 5s; R Tch; D 2r/L; A 1" rad/L; S Nil)
- BLESS *(C 1r; R 6"; D 6t; A 5"×5"; S Nil)
- Curse *(C 1r; R 6"; D 6t; A 5"×5"; S Neg)
- CALM *(C 5s; R 3"; D Pmt; A 1HD/L; S Neg)
- CURE LIGHT WOUNDS *(C 5s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Light Wounds *(C 5s; R Tch; D Pmt; A 1 Crt; S Neg)
- DEFLECTION *(C 1r; R 12"; D 2r/L; A 1 Crt; S Spl)
- Attraction *(C 1r; R 12"; D 2r/L; A 1 Crt; S Spl)
- DETECT DISEASE *(C 1r; R 1"; D 1r/L; A 1HD/L; S Nil)
- DETECT EVIL *(C 1r; R 12"; D 1t + 1/2/L; A 1"×12"; S Nil)
- Detect Good *(C 1r; R 12"; D 1t + 1/2/L; A 1"×12"; S Nil)

- DETECT HARMONY *(C 1t; R 0; D 1st; A 10"sq/L; S Nil)
- DETECT MAGIC *(C 1r; R 3"; D 1t; A 1"×3"; S Nil)
- DETECT POISON *(C 1r; R 0; D 1r/L; A Spl; S Nil)
- DIVINING ROD *(C 1r; R 6"; D 1r/L; A Spl; S Nil)
- KNOW HISTORY *(C 1r; R 12"; D 1st; A 1 Itm; S Spl)
- OMEN *(C 1t; R 0; D Spl; A Spl; S Nil)
- PURIFY FOOD & DRINK *(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
- Putrefy Food & Drink *(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
- RESIST *(C 1r; R Tch; D 1r/L; A 1 Crt; S Nil)
- SNAKE CHARM *(C 5s; R 3"; D Spl; A Spl; S Nil)
- TRANCE *(C 1r; R 0; D 1r/L; A 12"; S Nil)
- WEAPON BLESS *(C 1t; R Tch; D Spl; A 1 Wpn; S Nil)

SECOND LEVEL:

- AID *(C 4s; R Tch; D 1r + 1/L; A 1 Man; S Nil)
- CHANT *(C 1t; R 0; D Spl; A 3" rad; S Nil)
- COMM. WITH LESSER SPIRIT *(C 1t; R 1"; D Spl; A Spl; S Nil)
- CREATE SPRING *(C 1r; R Tch; D Pmt; A Spl; S Nil)
- Dry Spring *(C 1r; R Tch; D Pmt; A Spl; S Nil)
- DETECT CHARM *(C 1r; R 3"; D 1t; A 1 Crt; S Nil)
- Hide Charm *(C 1r; R 3"; D 1t; A 1 Crt; S Nil)
- DETECT LIFE *(C 1r; R 10"/L; D 5r; A 1 Crt; S Nil)
- DREAM SIGHT *(C 1r; R Spl; D 1r/L; A SH; S Nil)
- ENTHRALL *(C 1r; R 3"; D Spl; A 90" rad; S Neg)
- HOLD PERSON *(C 5s; R 6"; D 4r + 1/L; A 1-3 Crt; S Neg)
- HOLY SYMBOL *(C 1t; R 0; D Pmt; A 1 Obj; S Nil)

- KNOW MOTIVATION *(C 1r; R 0; D 1r/L; A 1"×3"; S Nil)
- Conceal Motivation *(C 1r; R 0; D 1r/L; A 1"×3"; S Nil)
- MESSENGER *(C 1r; R 2"/L; D 1hr/L; A 1 Crt; S Neg)
- OBSCUREMENT *(C 4s; R 0; D 4r/L; A 1" cu/L; S Nil)
- PROT. FROM SPIRITS *(C 1r; R 12"; D 1r/L; A 1" dia; S Spl)
- REQUEST *(C 3t; R 0; D Spl; A Spl; S Neg)
- SLOW POISON *(C 1s; R Tch; D 1hr/L; A 1 Crt; S Nil)
- SNAKE SUMMONS *(C 1r; R 12"; D 1t/L; A 12" rad; S Spl)
- SPEAK WITH ANIMALS *(C 5s; R Tch; D 2t/L; A 1 Crt; S Nil)
- WARNING *(C 2s; R Tch; D 1r/L; A 10" rad; S Nil)
- WITHDRAW *(C 3s; R 0; D Spl; A SH; S Nil)

THIRD LEVEL:

- CASTIGATE *(C 3s; R 6"; D 1st; A 2" rad; S Spl)
- CURE BLINDNESS *(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Blindness *(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)
- CURE DISEASE *(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Disease *(C 2t; R Tch; D Pmt; A 1 Crt; S Neg)
- DEATH'S DOOR *(C 5s; R Tch; D 1hr/L; A 1 Man; S Nil)
- DETECT CURSE *(C 1r; R 0; D 1r/L; A 1"×3"; S Nil)
- DISPEL MAGIC *(C 6s; R 6"; D Pmt; A 3" cube; S Nil)
- DIVINATION *(C 1t; R Tch; D Spl; A Spl; S Nil)
- DREAM VISION *(C 1t; R Tch; D Spl; A 1 Crt; S Nil)
- Nightmare *(C 1t; R Tch; D Spl; A 1 Crt; S Neg)
- FLAME WALK *(C 5s; R Tch; D 1t + 1/L; A Spl; S Nil)
- INVISIBILITY TO SPIRITS *(C 1t; R Tch; D 1t/L; A 1 Crt; S Nil)
- KNOW ALIGNMENT *(C 1r; R 1"; D 1t; A 1 Crt/r; S Nil)

- Obscure Alignment *(C 1r; R 1"; D 1t; A 1 Crt/r; S Nil)
- LEVITATE *(C 2s; R 2"/L; D 1t/L; A Spl; S Neg)
- MAGICAL VESTMENT *(C 1r; R Tch; D 6r/L; A SH; S Nil)
- OATH *(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
- Unbind *(C 1r; R 1"; D Pmt; A 1 Crt; S Nil)
- POSSESS ANIMAL *(C 1r; R 1"; D 1r/L; A 1 Crt; S Neg)
- PRAYER *(C 6s; R 0; D 1r/L; A 6" rad; S Nil)
- REMOVE CURSE *(C 6s; R Tch; D Pmt; A Spl; S Spl)
- Bestow Curse *(C 6s; R Tch; D 1t/L; A 1 Crt; S Neg)
- REMOVE PARALYSIS *(C 6s; R 1"/L; D Pmt; A 1-4 Crt; S Nil)
- Cause Paralysis *(C 6s; R 1"/L; D 1-6t + 1/L; A 1 Crt; S Neg)
- SPEAK WITH DEAD *(C 1t; R 1"; D Spl; A 1 Crt; S Nil)
- SUBSTITUTION *(C 3t; R 0; D Spl; A Spl; S Nil)

FOURTH LEVEL:

- ABJURE *(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
- Implore *(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
- CURE SERIOUS WOUNDS *(C 7s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Serious Wounds *(C 7s; R Tch; D Pmt; A 1 Crt; S Neg)
- DETECT LIE *(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
- Undetectable Lie *(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
- DETECT SHAPECHANGER *(C 1r; R 6"; D 3r/L; A 1 Crt/L; S Nil)
- ENDURANCE *(C 1t; R Tch; D 24hr; A 1 Crt/2L; S Nil)
- Fatigue *(C 1r; R Tch; D 24hr; A 1 Crt/2L; S Neg)
- EXORCISE *(C 1-100+; R 1"; D Pmt; A 1km; S Nil)
- FATE *(C 6t; R 0; D Spl; A 1 Crt; S Nil)
- NEUT. POISON *(C 7s; R 0; D Pmt; A 1 Crt or 1 cuft/2L; S Nil)
- Poison *(C 7s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Neg)
- PACIFY *(C 4s; R 0; D 1r/L; A 1 Crt/L; S Nil)

- PENETRATE DISGUISE *(C 2r; R 12"; D 1r; A 1 Crt; S Neg)
- POLYMORPH SELF *(C 3s; R 0; D 2t/L; A SH; S Nil)
- PROT/EVIL, 10' RAD *(C 7s; R Tch; D 1r/L; A 20' dia; S Nil)
- Prot/Good, 10' Radius *(C 7s; R Tch; D 1r/L; A 20' dia; S Nil)
- REANIMATION *(C 1r; R Tch; D 1day; A 1 Crt; S Spl)
- REMORSE *(C 1r; R Tch; D Spl; A 1 Crt; S Neg)
- REWARD *(C 1t; R 0; D Pmt; A 1 Crt; S Nil)
- SNAKE BARRIER *(C 4s; R 12"; D 3t/L; A 2" sq/L; S 1/2)
- SPEAK WITH PLANTS *(C 1t; R 0; D 1r/L; A 6" dia; S Nil)
- SPELL IMMUNITY *(C 1r; R Tch; D 1r/L; A 1 Crt; S Nil)
- SUSTAIN *(C 1r; R 1"; D 6hr/L; A 1 Crt/2L; S Nil)
- TONGUES *(C 7s; R 0; D 1t; A 6" dia; S Nil)
- Babble *(C 7s; R 0; D 1t; A 6" dia; S Nil)

FIFTH LEVEL:

- ADVICE *(C 5s; R 1"; D 1st; A 1 Crt; S Neg)
- AIR WALK *(C 1s; R 0; D 6t + 1/L; A 1 Crt; S Nil)
- ATONEMENT *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- COMMUNE W/GREATER SPIRITS *(C 1t; R 0; D Spl; A Spl; S Nil)
- CURE CRITICAL WOUNDS *(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Critical Wounds *(C 8s; R Tch; D Pmt; A 1 Crt; S Neg)
- DISPEL EVIL *(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
- Dispel Good *(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
- MENTAL STRENGTH *(C 5s; R Tch; D 1r/L; A 1 Crt; S Nil)

- Mental Weakness *(C 5s; R Tch; D 1r/L; A 1 Crt; S Neg)
- POSSESS *(C 1t; R 36"; D 1r/L; A 1 Crt; S Neg)
- RAISE DEAD *(C 1r; R 3"; D Pmt; A 1 Man; S Spl)
- Slay Living *(C 1r; R 3"; D Pmt; A 1 Man; S 2d8+1)
- REMEMBER *(C 1t; R Tch; D Pmt; A 1 Man; S Spl)
- Forget Past *(C 1t; R Tch; D Pmt; A 1 Man; S Neg)
- STRENGTH *(C 1t; R Tch; D 6t/L; A 1 Man; S Nil)
- TRUE SEEING *(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)
- False Seeing *(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)

SIXTH LEVEL:

- FIND THE PATH *(C 3r; R Tch; D 1t/L; A 1 Crt; S Nil)
- Lose the Path *(C 3r; R Tch; D 1t/L; A 1 Crt; S Neg)
- FORCE SHAPECHANGE *(C 1s; R 12"; D 1st; A 1 Crt/L; S 1/2)
- HEAL *(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Harm *(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)
- IMMUNITY TO WEAPONS *(C 1s; R Tch; D 1r/3L; A 1 Crt; S Nil)
- Vulnerability *(C 1s; R Tch; D 1r/3L; A 1 Crt; S Neg)
- INANIMATE SERVANT *(C 1r; R 6"; D 1hr/L; A 1 servant/L; S Nil)

- INSTRUCT *(C 3t; R 0; D Pmt; A 9" rad; S Neg)
- INVISIBILITY TO ENEMIES *(C 1t; R Tch; D 3r/L; A 1 Crt; S Nil)
- LONGEVITY *(C 1day; R 0; D Spl; A SH; S Spl)
- PLANE SHIFT *(C 8s; R Tch; D Pmt; A 1 Crt; S Neg)
- QUICKGROWTH *(C 1r; R 1"; D Pmt; A 1 Plant; S Nil)
- Wither *(C 1r; R 1"; D Pmt; A 1 Plant; S Neg)
- SMITE *(C 1s; R 6"; D 1st; A 2"×2"; S 1/2)
- SPEAK W/MONSTERS *(C 9s; R 3" rad; D 1r/L; A 1 Type; S Nil)

SEVENTH LEVEL:

- ANCIENT CURSE *(C 1t; R 0; D Pmt; A Spl; S Nil)
- ASTRAL SPELL *(C 3t; R Tch; D Spl; A Spl; S Nil)
- COMPEL *(C 1r; R 6"; D Pmt; A 1 Crt; S Neg)
- DIVINE WIND *(C 1t; R 1mi; D 1t/L; A 1/2 sqmi/L; S Nil)
- EXACTION *(C 1r; R 1"; D Spl; A 1Ct; S Spl)
- GATE *(C 5s; R 3"; D Spl; A Spl; S Nil)
- HOLY WORD *(C 1s; R Tch; D Spl; A 3" rad; S Nil)
- Unholy Word *(C 1s; R Tch; D Spl; A 3" rad; S Nil)

- QUEST *(C 8s; R 6"; D Spl; A 1 Crt; S Neg)
- Lift Quest *(C 8s; R 6"; D Spl; A 1 Crt; S Nil)
- REINCARNATE *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- RESTORE SPIRIT *(C 1r; R Tch; D Pmt; A 1 Crt; S Spl)
- RESURRECTION *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- Destruction *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- WIND WALK *(C 1r; R Tch; D 6t/L; A Spl; S Nil)

Oriental Adventures

SPELL PLANNER

WUJEN SPELLS Character: _____

Spells Available by Level

___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9

Underline all Spells in Spellbook

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FIRST:

- | | |
|--|--|
| <ul style="list-style-type: none"> <input type="checkbox"/> ACCURACY *(C 1r; R 1"; D 1r/L; A 1mis/L; S Nil) <input type="checkbox"/> Inaccuracy *(C 1r; R 1"; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> ANIMATE WOOD *(C 1r; R Tch; D 1t; A Spl; S Nil) <input type="checkbox"/> CHAMELEON *(C 1r; R Tch; D 2r/L; A 1 Cr; S Nil) <input type="checkbox"/> CLOUD LADDER *(C 1r; R 0; D 1-4r+1/L; A 1"/L; S Nil) <input type="checkbox"/> COMPREHEND LANGUAGES *(C 1r; R Tch; D 5r/L; A 1tm; S Nil) <input type="checkbox"/> Confuse Language *(C 1r; R Tch; D 5t/L; A 1tm; S Nil) <input type="checkbox"/> DETECT MAGIC *(C 1s; R 0; D 2r/L; A 1"x6"; S Nil) <input type="checkbox"/> DROWSY INSECTS *(C 1r; R 6"; D 1st; A 1/2" sq/L; S Neg) <input type="checkbox"/> ELEMENTAL BURST *(C 3s; R 6"; D 1st; A 1" dia; S 1/2) <input type="checkbox"/> FIERY EYES *(C 5s; R 0; D 3r/L; A WU; S Nil) <input type="checkbox"/> GHOST LIGHT *(C 5s; R 12"; D Spl; A 1" sq; S Nil) <input type="checkbox"/> HAIL OF STONE *(C 1r; R 12"; D 1st; A 1/2" sq/L; S Nil) <input type="checkbox"/> HOLD PORTAL *(C 1s; R 2"/L; D 1r/L; A 80 sqft/L; S Nil) <input type="checkbox"/> HYPNOTISM *(C 1s; R 3"; D 1r+1/L; A 1-6 Cr; S Neg) <input type="checkbox"/> KNOW HISTORY *(C 1r; R 12"; D 1st; A 1 1tm; S Spl) <input type="checkbox"/> MAGIC MISSILE *(C 1s; R 6"+1/L; D Spl; A Spl; S Nil) <input type="checkbox"/> MELT *@ (C 1s; R 3"; D 1r/L; A Spl; S Spl) | <ul style="list-style-type: none"> <input type="checkbox"/> MESSAGE *(C 1s; R 6"+1/L; D 5s+1/L; A 1/4" path; S Nil) <input type="checkbox"/> PRESTIDIGITATION *(C 3s; R 0; D 1r/L; A WU; S Spl) <input type="checkbox"/> Fumble Fingers *(C 3s; R 3"; D 1r/L; A 1 Cr; S Neg) <input type="checkbox"/> READ MAGIC *(C 1r; R 0; D 2r/L; A Spl; S Nil) <input type="checkbox"/> Unreadable Magic *(C 1r; R 0; D 2r/L; A Spl; S Nil) <input type="checkbox"/> SECRET SIGNS *(C 1s; R 0; D 1r; A WU+1; S Nil) <input type="checkbox"/> SHIELD *(C 1s; R 0; D 5r/L; A WU; S Nil) <input type="checkbox"/> SPIDER CLIMB *(C 1s; R Tch; D 1r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> STILL WATER *(C 1r; R 1"/L; D 5r/L; A 10" sq/L; S Spl) <input type="checkbox"/> Turbulence *(C 1r; R 1"/L; D 5r/L; A 10" sq/L; S Spl) <input type="checkbox"/> SWIM *(C 1r; R 12"; D 3r/L; A 1 Cr; S Nil) <input type="checkbox"/> Sinking *(C 1r; R 12"; D 3r/L; A 1 Cr; S Neg) <input type="checkbox"/> UNSEEN SERVANT *(C 1s; R 0; D 6t+1/L; A 3" rad; S Nil) <input type="checkbox"/> VENTRILOQUISM *(C 1s; R Spl; D 2r+1/L; A 1 1tm; S Nil) <input type="checkbox"/> WALLOFFOG *(C 1s; R 3"; D 2-8r+1/L; A 2 cuin/L; S Nil) <input type="checkbox"/> WARP WOOD *(C 4s; R 1"/L; D Pmt; A Spl; S Nil) <input type="checkbox"/> WATER PROTECTION *(C 1r; R Tch; D 1-3r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> WIZARD MARK *(C 1s; R Tch; D Pmt; A 1 sqft; S Nil) |
|--|--|

SECOND:

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| <ul style="list-style-type: none"> <input type="checkbox"/> ANIMAL COMPANION *(C 1t; R 1mi rad; D Spl; A 1 Cr; S Neg) <input type="checkbox"/> ANIMATE WATER *(C 1r; R 2"/L; D 1r/L; A 1/2" cu/L; S Nil) <input type="checkbox"/> APPARITION *(C 1r; R Tch; D 1r/L; A 1 Cr; S Neg) <input type="checkbox"/> BIND *@ (C 2s; R 3"; D 1r/L; A Spl; S Nil) <input type="checkbox"/> DETECT EVIL *(C 2s; R 6"; D 5r/L; A 1" path; S Nil) <input type="checkbox"/> Detect Good *(C 2s; R 6"; D 5r/L; A 1" path; S Nil) <input type="checkbox"/> DETECT INVISIBILITY *(C 2s; R 1"/L; D 5r/L; A 1" path; S Nil) <input type="checkbox"/> ENCHANTED BLADE *(C 1t; R Tch; D Spl; A 1 Cr; S Nil) <input type="checkbox"/> ESP *(C 2s; R Spl; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> FIRE SHURIKEN *(C 3s; R 6"; D 1st; A Spl; S Nil) <input type="checkbox"/> FOG CLOUD *(C 2s; R 1"; D 4r+1/L; A 4"x2"x2"; S Nil) <input type="checkbox"/> HYPNOTIC PATTERN *(C 2s; R 0; D Spl; A 3"x3"; S Neg) <input type="checkbox"/> ICE KNIFE *(C 1r; R 12"; D 1st; A 1+ Cr w/in 1/2"; S Neg) <input type="checkbox"/> INVISIBILITY *(C 2s; R Tch; D Spl; A 1 Cr; S Nil) <input type="checkbox"/> KNOCK *(C 1s; R 6"; D Spl; A 10 sqft/L; S Nil) <input type="checkbox"/> LOCATE OBJECT *(C 2s; R 2"/L; D 1r/L; A Spl; S Nil) | <ul style="list-style-type: none"> <input type="checkbox"/> Obscure Object *(C 2s; R 2"/L; D 1r/L; A Spl; S Nil) <input type="checkbox"/> MISDIRECTION *(C 2s; R 3"; D 1r/L; A Spl; S Neg) <input type="checkbox"/> OMEN *(C 1r; R 0; D Spl; A Spl; S Nil) <input type="checkbox"/> PHANT FORCE *(C 3s; R 8"+1/L; D Spl; A 8 sqin+1/L; S Spl) <input type="checkbox"/> PROT/CHARM *(C 2s; R Tch; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> PYROTECHNICS *(C 21; R 12"; D Spl; A Spl; S Nil) <input type="checkbox"/> ROPETRICK *(C 2s; R Tch; D 2t/L; A Spl; S Nil) <input type="checkbox"/> SMOKE SHAPE *(C 1r; R Tch; D 1r/L; A 1 cuft/L; S Nil) <input type="checkbox"/> SMOKY FORM *(C 1r; R Tch; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> STINKING CLOUD *(C 2s; R 3"; D 1r/L; A 2" cu; S Spl) <input type="checkbox"/> STRENGTH *(C 1r; R Tch; D 6t/L; A 1 Man; S Nil) <input type="checkbox"/> VOCALIZE *@ (C 1r; R Tch; D 5r; A 1 Caster; S Nil) <input type="checkbox"/> WHIP *@ (C 2s; R 1"; D 1r/L; A Spl; S Spl) <input type="checkbox"/> WHISPERING WIND *(C 2s; R Spl; D Spl; A 2" rad; S Nil) <input type="checkbox"/> WIND BREATH *(C 1r; R 0; D 1st; A Cone 6"x3"; S 1/2) <input type="checkbox"/> WIZARD LOCK *(C 2s; R Tch; D Pmt; A 30 sqft/L; S Nil) |
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THIRD:

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| <ul style="list-style-type: none"> <input type="checkbox"/> ANIMATE FIRE *(C 1r; R 1"/L; D 1t/L; A 1 cuft/L; S Nil) <input type="checkbox"/> CLOUDBURST *@ (C 5s; R 1"/L; D 1r; A 3"x6"; S Nil) <input type="checkbox"/> COMMUNE W/LESSER SPIRIT *(C 1t; R 1"; D Spl; A Spl; S Nil) <input type="checkbox"/> DETECT SHAPECHANGER *(C 1r; R 6"; D 3r/L; A 1 Cr/L; S Nil) <input type="checkbox"/> DISGUISE *(C 1t; R 0; D 1t/L; A WU; S Spl) <input type="checkbox"/> DISPEL MAGIC *(C 3s; R 12"; D Pmt; A 3" cu; S Nil) <input type="checkbox"/> FABRICATE *(C Spl; R 1/2"/L; D Pmt; A 1 cuyd/L; S Nil) <input type="checkbox"/> FACE *(C 1t; R Tch; D 2t/L; A 1 Cr; S Spl) <input type="checkbox"/> Lose Face *(C 1t; R Tch; D 2t/L; A 1 Cr; S Nil) <input type="checkbox"/> FEIGN DEATH *(C 1s; R Tch; D 6r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> FIRE RAIN *(C 5s; R 24"; D 1st; A 3" sq; S 1/2) <input type="checkbox"/> FIRE WINGS *(C 1r; R 0; D 1t; A WU; S Nil) <input type="checkbox"/> HASTE *(C 3s; R 12"; D 3r+1/L; A 1 Cr/L w/in 4" sq; S Nil) <input type="checkbox"/> HOLD PERSON *(C 3s; R 12"; D 2r/L; A 1-4 Men; S Neg) | <ul style="list-style-type: none"> <input type="checkbox"/> ILLUSIONARY SCRIPT *(C Spl; R Spl; D Pmt; A 1 Cr; S Nil) <input type="checkbox"/> IMP.PHANT.FORCE *(C 2s; R 6"+1/L; D Spl; A 4 sq"+1/L; S Nil) <input type="checkbox"/> MAGNETISM *(C 3s; R 6"; D 3r/L; A 3" rad; S Neg) <input type="checkbox"/> Demagnetize *(C 3s; R 6"; D 3r/L; A 3" rad; S Neg) <input type="checkbox"/> MEMORY *(C Spl; R 1"; D Pmt; A 1 Cr; S Neg) <input type="checkbox"/> Erasure *(C Spl; R 1"; D Pmt; A 1 Cr; S Neg) <input type="checkbox"/> PROT/NORMAL MISSILES *(C 3s; R Tch; D 1t/L; A 1 Cr; S Nil) <input type="checkbox"/> SCRY *(C 1t; R 0; D 3r/L; A 36"/L; S Nil) <input type="checkbox"/> STATUE *(C 7s; R Tch; D 6t/L; A 1 Cr; S Spl) <input type="checkbox"/> STEAMBREATH *(C 1r; R 0; D 1st; A Cone 3"x2"; S 1/2) <input type="checkbox"/> SUGGESTION *(C 3s; R 3"; D 6t+6/L; A 1 Cr; S Neg) <input type="checkbox"/> TONGUES *(C 3s; R Tch; D 1r/L; A 6" dia; S Nil) <input type="checkbox"/> Babble *(C 3s; R Tch; D 1t/L; A 6" dia; S Neg) <input type="checkbox"/> WOOD SHAPE *(C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil) |
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FOURTH:

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| <ul style="list-style-type: none"> <input type="checkbox"/> BARGAIN *(C 1r; R 1"; D 1st; A 1 Spirit; S Neg) <input type="checkbox"/> CONFUSION *(C 4s; R 12"; D 2r+1/L; A 6"x6"; S Neg) <input type="checkbox"/> DANCING BLADE *(C 1r; R 1"; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> DIMENSION DOOR *(C 1s; R 0; D Spl; A WU; S Nil) <input type="checkbox"/> DISPEL ILLUSION *(C 1s; R 1"/L; D Pmt; A Spl; S Nil) <input type="checkbox"/> DREAM VISION *(C 1t; R Tch; D Spl; A 1 Cr; S Nil) <input type="checkbox"/> Nightmare *(C 1t; R Tch; D Spl; A 1 Cr; S Neg) <input type="checkbox"/> ELEMENTAL TURNING *(C 5s; R Tch; D 1d4+4r; A 6" rad; S Neg) <input type="checkbox"/> EMOTION *(C 4s; R 1"/L; D Spl; A 4"x4"; S Neg) <input type="checkbox"/> FIRE ENCHANTMENT *(C 1r; R 24"; D 1st; A 1" rad; S Neg) <input type="checkbox"/> IMP. INVISIBILITY *(C 4s; R Tch; D 4r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> MELT METAL *(C 1r; R Tch; D 1r/L; A 1 cuin/L; S Nil) <input type="checkbox"/> MINOR CREATION *(C 1t; R 0; D 6t/L; A Spl; S Nil) <input type="checkbox"/> PLANT GROWTH *(C 4s; R 1"/L; D Pmt; A 1"x1"/L; S Nil) | <ul style="list-style-type: none"> <input type="checkbox"/> POLYMORPH OTHER *(C 4s; R 1/2"/L; D Pmt; A 1 Cr; S Neg) <input type="checkbox"/> POLYMORPH SELF *(C 3s; R 0; D 2t/L; A WU; S Nil) <input type="checkbox"/> QUELL *(C 3s; R 3"; D Pmt; A HD/L=WU; S Neg) <input type="checkbox"/> REMOVE CURSE *(C 4s; R Tch; D Pmt; A Spl; S Spl) <input type="checkbox"/> Bestow Curse *(C 4s; R Tch; D 1r/L; A 1 Cr; S Neg) <input type="checkbox"/> REVERSE FLOW *(C 1t; R 6"; D 6t/L; A 1/4 sqmi/L; S Nil) <input type="checkbox"/> Resume Flow *(C 1t; R 6"; D 6t/L; A 1/4 sqmi/L; S Nil) <input type="checkbox"/> SHOUT *@ (C 1s; R 0; D 1st; A Cone 3"x1"; S Neg) <input type="checkbox"/> SPECTRAL FORCE *(C 3s; R 6"+1/L; D Spl; A 4" sq+1/L; S Spl) <input type="checkbox"/> TRANSFIX *(C 1r; R 12"; D Spl; A 2" sq; S Neg) <input type="checkbox"/> VENGEANCE *(C 1r; R 0; D 1r/L; A WU; S Nil) <input type="checkbox"/> WALLOFBONES *(C 1r; R 6"; D 1t; A 10" sqx1/2/L; S Nil) <input type="checkbox"/> WALLOFFIRE *(C 4s; R 6"; D Spl; A Spl; S Nil) |
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FIFTH	<input type="checkbox"/> <input type="checkbox"/> AIMING AT THE TARGET *(C 3s; R 0; D Spl; A WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PASSWALL *(C 5s; R 3"; D 6t+1/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> ANIMAL GROWTH *(C 5s; R 6"; D 1r/L; A 1-8 Ani w/in 8"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SERVANT HORDE *(C 1s; R 0; D 6t+2/L; A 6" rad; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> Animal Diminution *(C 5s; R 6"; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SHADOW DOOR *(C 2s; R 1"; D 1r/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> ANIMATED DEAD *(C 5s; R 1"; D Pmt; A 1 Dead/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPIRIT SELF *(C 3s; R 0; D 3-12r; A 24" rad; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> CONE OF COLD *(C 5s; R 0; D Ist; A Spl; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> STONE SHAPE *(C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> CONJURE ELEMENTAL *(C 1t; R 6"; D 1t/L; A Control 3"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SWORD OF DECEPTION *(C 4s; R 6"+1/L; D 1r/L; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> CREEPING DARKNESS *(C 5s; R 24"; D 3r/L; A 30 cuft; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TELEKINESIS *(C 5s; R 1"/L; D 2r+1/L; A 250gp w/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DISMISSAL *@(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WALL OF FORCE *(C 5s; R 3"; D 1t+1r/L; A 20 sqft/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> Beckon *(C 1r; R Spl; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WALL OF IRON *(C 5s; R 1 1/2"/L; D Pmt; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> FIRE BREATH *(C 1r; R 0; D Ist; A Cone 3" x 1 1/2"; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> WALL OF STONE *(C 5s; R 1 1/2"/L; D Pmt; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> IRONWOOD *(C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> WATER TO POISON *(C 1r; R Tch; D 3t; A 1 cuin/L; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> MAJOR CREATION *(C 1t; R 1"; D 6t/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> Poison to Water *(C 1r; R Tch; D 3t; A 1 cuin/L; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> MASS *(C 1r; R 6"; D 5r+1/L; A 1 cuft/L w/in 10sqft; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WOOD ROT *(C 3s; R 3"; D Pmt; A Spl; S Neg)	
<input type="checkbox"/> <input type="checkbox"/> METAL SKIN *(C 5s; R Tch; D 2-8t; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> Prevent Rot *(C 3s; R 3"; D Pmt; A Spl; S Nil)	
SIXTH	<input type="checkbox"/> <input type="checkbox"/> AURA *(C 1r; R 0; D 1t; A 1mi dia/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PAIN *(C 1s; R 6"; D Ist; A HD/L=WU; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> Mask *(C 1r; R 0; D 1t; A 1mi dia/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PART WATER *(C 1t; R 2"/L; D 1t/L; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> CONTROL WEATHER *(C 1t; R 0; D 4-24hr; A 4-16 sqmi; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PERMILLUSION *(C 6s; R 1"/L; D Pmt; A 4" sq+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> DISINTEGRATE *(C 6s; R 1 1/2"/L; D Pmt; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> PROGRAMMED ILL *(C 6s; R 1"/L; D Spl; A 4" sq+1/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> ENCHANT ITEM *(C Spl; R Tch; D Spl; A 1 Itm; S Neg)	<input type="checkbox"/> <input type="checkbox"/> REPULSION *(C 6s; R 1"/L; D 1r/2L; A 1" path; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> GAMBLER'S LUCK *(C 1s; R Tch; D 1t/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPEAK W/DEAD *(C 1t; R 1"; D Spl; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> GEAS *(C 4s; R Tch; D Spl; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPIRIT WRACK *(C Spl; R 1"+1"/L; D Spl; A Spl; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> GLASSEE *(C 1r; R Tch; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> STONE TO FLESH *(C 6s; R 1"/L; D Pmt; A 9 cuft/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> LOWER WATER *(C 1t; R 8"; D 5r/L; A 1/2" x 1/2" sq/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> Flesh to Stone *(C 6s; R 1"/L; D Pmt; A 1 Crt; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> Raise Water *(C 1t; R 8"; D 5r/L; A 1/2" x 1/2" sq/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SWORD OF DARKNESS *(C 5s; R 6"; D 1r/L A 1 Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> MASS SUGGESTION *(C 6s; R 3"; D 4t+4/L; A 1 Crt/L; S Neg)	<input type="checkbox"/> <input type="checkbox"/> TRUE SIGHT *(C 1r; R Tch; D 1r/L; A 6" sight; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> METAL TORUST *(C 1r; R 0; D Pmt; A 1/2 cuft/L; S Spl)	<input type="checkbox"/> <input type="checkbox"/> VEIL *(C 3s; R 1"/L; D 1t/L; A 2" x 2"/L; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> Rust to Metal *(C 1r; R 0; D Pmt; A 1/2 cuft/L; S Spl)	<input type="checkbox"/> <input type="checkbox"/> VESSEL *(C 1t; R 2"; D 1-3t+2/L; A Spl; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> MOVE EARTH *(C Spl; R 1"/L; D Pmt; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> WARP STONE *(C 1r; R 12"; D Pmt; A 1/2 cuft/L; S Nil)	
SEVENTH	<input type="checkbox"/> <input type="checkbox"/> BODY OUTSIDE BODY *(C 1s; R 1"; D 1r/2L; A 1 dupe/5L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> OBEDIENCE *(C 1r; R Tch; D Spl; A 1 Crt; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> COMMUNE WITH GREATER SPIRIT *(C 1t; R 0; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> POWER WORD: STUN *(C 1s; R 1 1/2"/L; D Spl; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> DUO-DIMENSION *(C 7s; R 0; D 3r+1/L; A WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> REANIMATION *(C 1r; R Tch; D 1day/L; A 1 Crt; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> ELEMENTAL SERVANT *(C 1t; 1 0; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> TOOL *(C 1s; R 0; D Pmt; A 3 cuft/L; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> ICE BLIGHT *(C 1t; R 0; D 1day/L; A 1/2 mi dia/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> VANISH *(C 2s; R Tch; D Spl; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> Drought *(C 1t; R 0; D 1day/L; A 1/2 mi dia/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> WITHERING PALM *(C 4s; R Tch; D Ist; A 1 Crt; S 1/2)
<input type="checkbox"/> <input type="checkbox"/> LIMITED WISH *(C Spl; R UnLtd; D Spl; A Spl; S Spl)		
EIGHTH	<input type="checkbox"/> <input type="checkbox"/> ANTIPATHY *(C 6t; R 3"; D 12t/L; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> MIND BLANK *(C 1s; R 3"; D 1 day; A 1 Crt; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> Sympathy *(C 6t; R 3"; D 12t/L; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PERMANENCY *(C 2r; R Spl; D Pmt; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> CALL *(C 1t; R 0; D Ist; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> POLYMORPH ANY OBJECT *(C 1r; R 1 1/2"/L; D Spl; A 1 Itm; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> CLOUD TRAPEZE *(C 5s; R 0; D 1t; A WU+1 Crt/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> POWER WORD: BLIND *(C 1s; R 1 1/2"/L; D Spl; A 3" dia; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> FINDING THE CENTER *(C 1s; R 0; D 1t; A WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SUMMONING WIND *(C 1t; R 0; D Ist; A Spl; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> GIANT SIZE *(C 1t; R 0; D 2-8r; A WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SURE LIFE *(C 1r; R 0; D 2-8r; A WU; S Nil)
<input type="checkbox"/> <input type="checkbox"/> Minute Form *(C 1t; R 0; D 2-8r; A WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SYMBOL *(C 8s; R Tch; D Spl; A Spl; S Spl)	
<input type="checkbox"/> <input type="checkbox"/> INCENDIARY CLOUD *(C 2s; R 3"; D 1d6+4t; A Spl; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> WHIRLWIND *(C 1t; R 48"; D 2-7r; A Cone 36" x 12"; S 1/2)	
NINTH	<input type="checkbox"/> <input type="checkbox"/> ASTRAL SPELL *(C 9s; R Tch; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PLANAR CALL *(C 1t; R 0; D Ist; A 1 Crt; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> CRYSTAL BRITTLE *(C 9s; R Tch; D Pmt; A 2 cuft/L; S Spl)	<input type="checkbox"/> <input type="checkbox"/> POWER WORD: KILL *(C 1s; R 1/4"/L; D Pmt; A 2" dia; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> GATE *(C 9s; R 3"; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SHAPE CHANGE *(C 9s; R 0; D 1t/L; A WU; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> IMPRISONMENT *(C 9s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SUMMON SPIRIT *(C 1t; R 0; D 1t; A 1 Spirit; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> Freedom *(C 9s; R Spl; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TIME STOP *(C 9s; R 0; D 1d8s+1/2s/L; A 3" sphere; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> INSTANT REGENERATION *(C 1r; R Tch; D Ist; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TSUNAMI *(C 1t; R 1rni; D 2t; A Wave 5" x 10"/L; S 1/2)
<input type="checkbox"/> <input type="checkbox"/> INTERNAL FIRE *(C 1r; R 6"; D Ist; A HD/L=WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> WISH *(C Spl; R UnLtd; D Spl; A Spl; S Spl)	

FOLLOWING are some examples of how you might organize the special information for various character classes.

(Cleric)	(Thief)	(Cavalier)	(Monk)
Spells: Turn/Undead	Backstab: PP-30	#AT = +5 Lvls Mount	1st - KI - 1/2 Dmg OL-25
1st 7+3 Skt D* Mum T	(+4 to Hid) OL-25	+1 Dmg/Lvl=Lance 3rd Van/f-Mount	3rd - Speak w/ Ani F/R/T-20
2nd 7+2 Zom D* Spc T	x2 Dmg (L1-4) F/R/T-20	1 wpn + Vid Parry 5th + 2" Speed	4th - Fall 20'
3rd 7+2 Ghf D* Vmp 4	x3 Drg (L5-8)	(+All Bonuses) 7th Ride Pegusus	ESP (30%) MS-15
4th 6 Shd D* Ght 7	x4 Dmg (L9-12) MS-15		4/5-10
5th 5 Wgt D Lch 10	x5 Dmg (L13+) 4/5-10	85% Avoid Dismount	
6th 3 Gst D Spl 13		Avoid Injury	4/R-10
7th 1 Wrt D	4/R-10		CL-85
	CW-85		SR-
	RD-		

Abbreviations

“	= Scale size; in a building this equals 10 feet, outdoors it equals 10 yards.	Dmg	= Damage	rad	= Radius
'	= Feet	DR	= Druid	RX	= Reaction or attitude modifiers; the abbreviations may be used to denote general tendencies. F = Friendly, N = Neutral, and H = Hostile.
The following abbreviations identify the book in which details may be found.		ft	= Feet	s	= A game segment; 6 seconds
!	= AD&D® Players Handbook	gpw	= Gold piece weight; the average weight of any coin is 1/10th of a pound	S	= Save effect
@	= AD&D® Unearthed Arcana	HD	= Hit Dice	S ½	= Effects of attack is halved if Save is successful.
*	= AD&D® Oriental Adventures	hp	= Hit points	Save	= Saving throw
A	= Area of Effect	hr	= Hour	SH	= Shukenja
AC	= Armor Class	Hvy	= Heavy encumbrance	Spl	= Special; see the appropriate book for details
Adj	= Adjustment; bonus or penalty modifiers	IL	= Illusionist	sq	= Square
Ani	= Animal	in	= Inches	Str	= Strength
#AT	= Number of attacks in one round	Int	= Intelligence	t	= A game turn; 10 minutes
C	= Casting Time; the gametime it takes to cast a spell	Ist	= Instantaneous	Tch	= Touch
Chr	= Charisma	Itm	= An item; any object or creature	THAC0	= To Hit AC0; subtract the foe's AC from this score to determine the number needed to hit
CL	= Cleric	L	= Level	w/	= With
Cms	= Comeliness	Load	= Loaded encumbrance	Wis	= Wisdom
Con	= Constitution	Man	= Any intelligent creature who is defined as a "person" by the rules	wk	= A week
Cone	= A cone; measured in length × width of far end	Max	= Maximum encumbrance	Wpn	= Weapon
Crt	= Any creature; intelligent or not	mi	= Miles	WU	= Wu Jen
cu	= Cubic shape	MU	= Magic-User	SPELLS that are capitalized are normal spells.	
Cyl	= A cylinder; measured by height × diameter	Neg	= Negates the effect	Spells in lower case are the reverse of the preceding spell.	
D	= Duration	Nil	= No saving throw allowed		
Def	= Defenses	NPC	= Non-Player Character		
Dex	= Dexterity	Obj	= Any inanimate object		
dia	= Diameter	Pmt	= Permanent		
		r	= A game round; 1 minute		
		R	= Range		

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This product is for use with the ADVANCED DUNGEONS & DRAGONS® game, and cannot be used without the AD&D® rules produced by TSR, Inc.

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