

Spellbook:

The following spellbooks can be found in this adventure. If a player wishes to purchase one then give them this handout. Circle the spellbook that corresponds to the APL played at and cross off the rest. Sign this sheet and keep it with the AR for this adventure.

APL8

Spell Book: 1st—cause fear, charm person, chill touch, lesser cold orb**, mage armor, protection from good, ray of enfeeblement, shield; 2nd—cat's grace, choke**, endurance, ghoul touch, Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, gentle repose, greater magic weapon, negative energy burst**, slow, vampiric touch.

(Frequency: Adventure; Cost: 450 gp.)

APL10

Spell Book: 1st—cause fear, charm person, chill touch, lesser acid orb, lesser cold orb, mage armor, protection from good, ray of enfeeblement, shield; 2nd—cat's grace, choke, endurance, ghoul touch, Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, gentle repose, greater magic weapon, negative energy burst, slow, vampiric touch; 4th—acid orb, cold orb, contagion, enervation, fear, minor globe of invulnerability, solid fog.

(Frequency: Adventure; Cost: 740 gp.)

APL12

Spell Book: 1st—cause fear, charm person, chill touch, lesser acid orb, lesser cold orb, mage armor, protection from good, ray of enfeeblement, shield; 2nd—cat's grace, choke, endurance, fox's cunning, ghoul touch, Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, gentle repose, greater magic weapon, negative energy burst, slow, vampiric touch; 4th—acid orb, cold orb, contagion, enervation, fear, ice storm, minor globe of invulnerability, solid fog; 5^h—animate dead, cone of cold, magic jar, spirit wall, teleport, wall of force.

(Frequency: Adventure; Cost: 1,080 gp.)

APL14

Spell Book: 1st—cause fear, charm person, chill touch, lesser acid orb, lesser cold orb, mage armor, protection from good, ray of enfeeblement, shield; 2nd—cat's grace, choke, endurance, fox's cunning, ghoul touch, Melf's Acid Arrow, scare, see invisibility; 3rd—displacement, fly, gentle repose, greater magic weapon, negative energy burst, slow, vampiric touch; 4th—acid orb, cold orb, contagion, enervation, fear, ice storm, minor globe of invulnerability, solid fog; 5^h—animate dead, cone of cold, feeblemind, magic jar, spirit wall, teleport, wall of force; 6^h—acid fog, circle of death, disintegrate, flesh to stone; 7th—finger of death, phase door, prismatic spray.

(Frequency: Adventure; Cost: 1,550 gp.)