

DUNGEONS
DRAGONS

EBERRON

DELUXE EBERRON
CHARACTER
SHEETS



SKILLS

CS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ♦	INT	=	_____	+	_____
<input type="checkbox"/>	AUTOHYPNOSIS	WIS	=	_____	+	_____
<input type="checkbox"/>	BALANCE* ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	BLUFF ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	CLIMB* ♦	STR	=	_____	+	_____
<input type="checkbox"/>	CONCENTRATION ♦	CON	=	_____	+	_____
<input type="checkbox"/>	CRAFT (_____) ♦	INT	=	_____	+	_____
<input type="checkbox"/>	CRAFT (_____) ♦	INT	=	_____	+	_____
<input type="checkbox"/>	CRAFT (_____) ♦	INT	=	_____	+	_____
<input type="checkbox"/>	DECIPHER SCRIPT	INT	=	_____	+	_____
<input type="checkbox"/>	DIPLOMACY ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	DISABLE DEVICE	INT	=	_____	+	_____
<input type="checkbox"/>	DISGUISE ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	ESCAPE ARTIST* ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	FORGERY ♦	INT	=	_____	+	_____
<input type="checkbox"/>	GATHER INFORMATION ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	HANDLE ANIMAL	CHA	=	_____	+	_____
<input type="checkbox"/>	HEAL ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	HIDE* ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	INTIMIDATE ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	JUMP* ♦	STR	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (ARCH/ENG)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (DUNGEON)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (NBL/ROYAL)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (PSIONICS)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	=	_____	+	_____
<input type="checkbox"/>	LISTEN ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	MOVE SILENTLY* ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	OPEN LOCK	DEX	=	_____	+	_____
<input type="checkbox"/>	PERFORM (ACT) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (COMEDY) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (DANCE) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (KEYBOARD) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (ORATORY) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (PERCUSSION) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (STRING INSTRUMENT) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (WIND INSTRUMENT) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (SING) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (_____) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PROFESSION (_____)	WIS	=	_____	+	_____
<input type="checkbox"/>	PROFESSION (_____)	WIS	=	_____	+	_____
<input type="checkbox"/>	PSICRAFT	INT	=	_____	+	_____
<input type="checkbox"/>	RIDE ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	SEARCH ♦	INT	=	_____	+	_____
<input type="checkbox"/>	SENSE MOTIVE ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	SLEIGHT OF HAND*	DEX	=	_____	+	_____
<input type="checkbox"/>	SPELLCRAFT	INT	=	_____	+	_____
<input type="checkbox"/>	SPOT ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	SURVIVAL ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	SWIM* ♦	STR	=	_____	+	_____
<input type="checkbox"/>	TUMBLE*	DEX	=	_____	+	_____
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	=	_____	+	_____
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA	=	_____	+	_____
<input type="checkbox"/>	USE ROPE ♦	DEX	=	_____	+	_____

Skills in italics are psionics-related.
 Mark this box with an X if the skill is a class skill for the character.
 ♦ Denotes a skill that can be used untrained.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

RACIAL TRAITS/CLASS FEATURES

FEATS

LANGUAGES

Initial languages - Common + automatic languages + Int bonus

SKILL SYNERGIES

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

SKILLS

CS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ♦	INT	=	_____	+	_____
<input type="checkbox"/>	AUTOHYPNOSIS	WIS	=	_____	+	_____
<input type="checkbox"/>	BALANCE* ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	BLUFF ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	CLIMB* ♦	STR	=	_____	+	_____
<input type="checkbox"/>	CONCENTRATION ♦	CON	=	_____	+	_____
<input type="checkbox"/>	CRAFT (_____) ♦	INT	=	_____	+	_____
<input type="checkbox"/>	CRAFT (_____) ♦	INT	=	_____	+	_____
<input type="checkbox"/>	CRAFT (_____) ♦	INT	=	_____	+	_____
<input type="checkbox"/>	DECIPHER SCRIPT	INT	=	_____	+	_____
<input type="checkbox"/>	DIPLOMACY ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	DISABLE DEVICE	INT	=	_____	+	_____
<input type="checkbox"/>	DISGUISE ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	ESCAPE ARTIST* ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	FORGERY ♦	INT	=	_____	+	_____
<input type="checkbox"/>	GATHER INFORMATION ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	HANDLE ANIMAL	CHA	=	_____	+	_____
<input type="checkbox"/>	HEAL ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	HIDE* ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	INTIMIDATE ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	JUMP* ♦	STR	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (ARCH/ENG)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (DUNGEON)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (NBL/ROYAL)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (PSIONICS)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	=	_____	+	_____
<input type="checkbox"/>	LISTEN ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	MOVE SILENTLY* ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	OPEN LOCK	DEX	=	_____	+	_____
<input type="checkbox"/>	PERFORM (ACT) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (COMEDY) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (DANCE) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (KEYBOARD) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (ORATORY) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (PERCUSSION) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (STRING INSTRUMENT) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (WIND INSTRUMENT) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (SING) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (_____) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PROFESSION (_____)	WIS	=	_____	+	_____
<input type="checkbox"/>	PROFESSION (_____)	WIS	=	_____	+	_____
<input type="checkbox"/>	PSICRAFT	INT	=	_____	+	_____
<input type="checkbox"/>	RIDE ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	SEARCH ♦	INT	=	_____	+	_____
<input type="checkbox"/>	SENSE MOTIVE ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	SLEIGHT OF HAND*	DEX	=	_____	+	_____
<input type="checkbox"/>	SPELLCRAFT	INT	=	_____	+	_____
<input type="checkbox"/>	SPOT ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	SURVIVAL ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	SWIM* ♦	STR	=	_____	+	_____
<input type="checkbox"/>	TUMBLE*	DEX	=	_____	+	_____
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	=	_____	+	_____
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA	=	_____	+	_____
<input type="checkbox"/>	USE ROPE ♦	DEX	=	_____	+	_____

Skills in italics are psionics-related.
 Mark this box with an X if the skill is a class skill for the character.
 ♦ Denotes a skill that can be used untrained.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

RACIAL TRAITS/CLASS FEATURES

FEATS

LANGUAGES

Initial languages - Common + automatic languages + Int bonus

SKILL SYNERGIES

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

7TH-LEVEL CLERIC SPELLS

PER DAY SAVE DC NOTES

DOMAIN SPELLS

- _____
- _____

NUMBER
PREPARED

- ___ BESTOW CURSE, GREATER^{CD} _____
- ___ BLASPHEMY _____
- ___ CONTROL WEATHER _____
- ___ CURE SERIOUS WOUNDS, MASS _____
- ___ DESTRUCTION _____
- ___ DICTUM _____
- ___ ETHEREAL JAUNT _____
- ___ HOLY WORD _____
- ___ HUMANOID ESSENCE, GREATER^{RE} _____
- ___ INFLICT SERIOUS WOUNDS, MASS _____
- ___ REFUGE _____
- ___ REGENERATE _____
- ___ RENEWAL PACT^{CD} _____
- ___ REPULSION _____
- ___ RESTORATION, GREATER _____
- ___ RESURRECTION _____
- ___ RIGHTEOUS WRATH OF THE FAITHFUL^{CD} _____
- ___ SCRYING, GREATER _____
- ___ SLIME WAVE^{CD} _____
- ___ SPELL RESISTANCE, MASS^{CD} _____
- ___ SUMMON MONSTER VII _____
- ___ SYMBOL OF STUNNING _____
- ___ SYMBOL OF WEAKNESS _____
- ___ WITHERING PALM^{CAr} _____
- ___ WORD OF CHAOS _____
- ___ _____
- ___ _____
- ___ _____
- ___ _____
- ___ _____

CAr: Complete Arcane CD: Complete Divine RE: Races of Eberron

8TH-LEVEL CLERIC SPELLS

PER DAY SAVE DC NOTES

DOMAIN SPELLS

- _____
- _____

NUMBER
PREPARED

- ___ ANTIMAGIC FIELD _____
- ___ BRAIN SPIDER^{CD} _____
- ___ BRILLIANT BLADE^{CAr} _____
- ___ CLOAK OF CHAOS _____
- ___ CREATE GREATER UNDEAD _____
- ___ CURE CRITICAL WOUNDS, MASS _____
- ___ DEATH PACT^{CD} _____
- ___ DIMENSIONAL LOCK _____
- ___ DISCERN LOCATION _____

- ___ EARTHQUAKE _____
- ___ FIRE STORM _____
- ___ GOLEM IMMUNITY^{RE} _____
- ___ HOLY AURA _____
- ___ ILLUSION PURGE^{RE} _____
- ___ INFLICT CRITICAL WOUNDS, MASS _____
- ___ PLANAR ALLY, GREATER _____
- ___ SHIELD OF LAW _____
- ___ SPELL IMMUNITY, GREATER _____
- ___ STORMRAGE^{CD} _____
- ___ SUMMON MONSTER VIII _____
- ___ SYMBOL OF DEATH _____
- ___ SYMBOL OF INSANITY _____
- ___ UNHOLY AURA _____
- ___ _____
- ___ _____
- ___ _____
- ___ _____

CAr: Complete Arcane CD: Complete Divine RE: Races of Eberron

9TH-LEVEL CLERIC SPELLS

PER DAY SAVE DC NOTES

DOMAIN SPELLS

- _____
- _____

NUMBER
PREPARED

- ___ ASTRAL PROJECTION _____
- ___ ENERGY DRAIN _____
- ___ ETHEREALNESS _____
- ___ FEAST OF CHAMPIONS^{ECS} _____
- ___ GATE _____
- ___ HEAL, MASS _____
- ___ IMPLOSION _____
- ___ MIRACLE _____
- ___ SOUL BIND _____
- ___ STORM OF VENGEANCE _____
- ___ SUMMON ELEMENTAL MONOLITH^{CAr} _____
- ___ SUMMON MONSTER IX _____
- ___ TRUE RESURRECTION _____
- ___ VISAGE OF THE DEITY, GREATER^{CD} _____
- ___ _____
- ___ _____
- ___ _____
- ___ _____

CAr: Complete Arcane CD: Complete Divine ECS: EBERRON Campaign Setting

- ___ RESIST ENERGY _____
- ___ RESTORATION, LESSER _____
- ___ SHATTER _____
- ___ SHIELD OTHER _____
- ___ SILENCE _____
- ___ SOUND BURST _____
- ___ SPIRITUAL WEAPON _____
- ___ STATUS _____
- ___ SUMMON MONSTER II _____
- ___ UNDETECTABLE ALIGNMENT _____
- ___ UNSEEN CRAFTER^{RE} _____
- ___ WAVE OF GRIEF^{CD} _____
- ___ ZONE OF TRUTH _____
- ___ _____
- ___ _____
- ___ _____
- ___ _____

CA: Complete Adventurer

CD: Complete Divine

RE: Races of Eberron

3RD-LEVEL CLERIC SPELLS

PER DAY SAVE DC NOTES

DOMAIN SPELLS

- _____
- _____

NUMBER
PREPARED

- ___ ANIMATE DEAD _____
- ___ BESTOW CURSE _____
- ___ BLESSED AIM^{CD} _____
- ___ BLINDNESS/DEAFNESS _____
- ___ BRIAR WEB^{CD} _____
- ___ CHAIN OF EYES^{CD} _____
- ___ CONTAGION _____
- ___ CONTINUAL FLAME _____
- ___ CREATE FOOD AND WATER _____
- ___ CURE SERIOUS WOUNDS _____
- ___ DAYLIGHT _____
- ___ DEEPER DARKNESS _____
- ___ DISPEL MAGIC _____
- ___ FLAME OF FAITH^{CD} _____
- ___ FURNACE WITHIN^{RE} _____
- ___ GLYPH OF WARDING _____
- ___ HELPING HAND _____
- ___ HUMANOID ESSENCE, LESSER^{RE} _____
- ___ INFLICT SERIOUS WOUNDS _____
- ___ INVISIBILITY PURGE _____
- ___ IRIAN'S LIGHT^{RE} _____
- ___ LOCATE OBJECT _____
- ___ MAGIC CIRCLE AGAINST CHAOS _____
- ___ MAGIC CIRCLE AGAINST EVIL _____
- ___ MAGIC CIRCLE AGAINST GOOD _____
- ___ MAGIC CIRCLE AGAINST LAW _____
- ___ MAGIC VESTMENT _____
- ___ MELD INTO STONE _____
- ___ MISREPRESENT ALIGNMENT^{RE} _____
- ___ OBSCURE OBJECT _____

- ___ PRAYER _____
- ___ PROTECTION FROM ENERGY _____
- ___ REMOVE BLINDNESS/DEAFNESS _____
- ___ REMOVE CURSE _____
- ___ REMOVE DISEASE _____
- ___ RESIST ENERGY, MASS^{CAr} _____
- ___ RING OF BLADES^{CD} _____
- ___ SEARING LIGHT _____
- ___ SPEAK WITH DEAD _____
- ___ SPIKES^{CD} _____
- ___ STONE SHAPE _____
- ___ SUMMON MONSTER III _____
- ___ TELEPATHIC BOND, LESSER^{CD} _____
- ___ VIGOR^{CD} _____
- ___ VIGOR, MASS LESSER^{CD} _____
- ___ VISAGE OF THE DEITY, LESSER^{CD} _____
- ___ WATER BREATHING _____
- ___ WATER WALK _____
- ___ WIND WALL _____
- ___ WRACK^{CD} _____
- ___ _____
- ___ _____
- ___ _____
- ___ _____

CAr: Complete Arcane

CD: Complete Divine

RE: Races of Eberron

4TH-LEVEL CLERIC SPELLS

PER DAY SAVE DC NOTES

DOMAIN SPELLS

- _____
- _____

NUMBER
PREPARED

- ___ AIR WALK _____
- ___ ASSAY RESISTANCE^{CAr} _____
- ___ BEAST CLAWS^{CD} _____
- ___ CASTIGATE^{CD} _____
- ___ CONTROL WATER _____
- ___ CURE CRITICAL WOUNDS _____
- ___ DEATH WARD _____
- ___ DIMENSIONAL ANCHOR _____
- ___ DISCERN LIES _____
- ___ DISMISSAL _____
- ___ DIVINATION _____
- ___ DIVINE POWER _____
- ___ DOOMTIDE^{CD} _____
- ___ ENERGY VORTEX^{CD} _____
- ___ FREEDOM OF MOVEMENT _____
- ___ GIANT VERMIN _____
- ___ IMBUE WITH SPELL ABILITY _____
- ___ INFLICT CRITICAL WOUNDS _____
- ___ MAGIC WEAPON, GREATER _____
- ___ NEUTRALIZE POISON _____
- ___ PLANAR ALLY, LESSER _____
- ___ POISON _____
- ___ RECITATION^{CD} _____

- ___ REPEL VERMIN _____
- ___ RESTORATION _____
- ___ RESURGENCE, MASS^{CD} _____
- ___ REVENANCE^{CAr} _____
- ___ SENDING _____
- ___ SPELL IMMUNITY _____
- ___ SUMMON MONSTER IV _____
- ___ TONGUES _____
- ___ WEAPON OF THE DEITY^{CD} _____
- ___ WEATHER EYE^{CAr} _____
- ___ _____
- ___ _____
- ___ _____
- ___ _____

CAr: Complete Arcane

CD: Complete Divine

5TH-LEVEL CLERIC SPELLS

PER DAY SAVE DC NOTES

DOMAIN SPELLS

- _____
- _____

NUMBER
PREPARED

- ___ ATONEMENT _____
- ___ BLISTERING RADIANCE^{CAr} _____
- ___ CURE LIGHT WOUNDS, MASS _____
- ___ DANCE OF THE UNICORN^{CD} _____
- ___ DISPEL CHAOS _____
- ___ DISPEL EVIL _____
- ___ DISPEL GOOD _____
- ___ DISPEL LAW _____
- ___ DISRUPTING WEAPON _____
- ___ DIVINE AGILITY^{CD} _____
- ___ DRAGON BREATH^{CD} _____
- ___ FLAME STRIKE _____
- ___ HALLOW _____
- ___ HUMANOID ESSENCE^{RE} _____
- ___ INFLICT LIGHT WOUNDS, MASS _____
- ___ INSECT PLAGUE _____
- ___ MARK OF JUSTICE _____
- ___ PLANE SHIFT _____
- ___ RAISE DEAD _____
- ___ RIGHTEOUS MIGHT _____
- ___ SCRYING _____
- ___ SLAY LIVING _____
- ___ SPELL RESISTANCE _____
- ___ STALWART PACT^{CD} _____
- ___ SUBVERT PLANAR ESSENCE^{CD} _____
- ___ SUMMON MONSTER V _____
- ___ SYMBOL OF PAIN _____
- ___ SYMBOL OF SLEEP _____
- ___ TRUE SEEING _____
- ___ UNHALLOW _____
- ___ VIGOR, GREATER^{CD} _____
- ___ WALL OF STONE _____

CAr: Complete Arcane

CD: Complete Divine

RE: Races of Eberron

6TH-LEVEL CLERIC SPELLS

PER DAY SAVE DC NOTES

DOMAIN SPELLS

- _____
- _____

NUMBER
PREPARED

- ___ ANIMATE OBJECTS _____
- ___ ANTILIFE SHELL _____
- ___ BANISHMENT _____
- ___ BEAR'S ENDURANCE, MASS _____
- ___ BLADE BARRIER _____
- ___ BULL'S STRENGTH, MASS _____
- ___ COMETFALL^{CD} _____
- ___ CREATE UNDEAD _____
- ___ CURE MODERATE WOUNDS, MASS _____
- ___ DISPEL MAGIC, GREATER _____
- ___ EAGLE'S SPLENDOR, MASS _____
- ___ ENERGY IMMUNITY^{CAr} _____
- ___ FIND THE PATH _____
- ___ FORBIDDANCE _____
- ___ GEAS/QUEST _____
- ___ GLYPH OF WARDING, GREATER _____
- ___ HARM _____
- ___ HEAL _____
- ___ HEROES' FEAST _____
- ___ INFLICT MODERATE WOUNDS, MASS _____
- ___ OWL'S WISDOM, MASS _____
- ___ PLANAR ALLY _____
- ___ SUMMON MONSTER VI _____
- ___ SYMBOL OF FEAR _____
- ___ SYMBOL OF PERSUASION _____
- ___ UNDEATH TO DEATH _____
- ___ VIGOROUS CIRCLE^{CD} _____
- ___ VISAGE OF THE DEITY^{CD} _____
- ___ WIND WALK _____
- ___ WORD OF RECALL _____
- ___ ZEALOT PACT^{CD} _____
- ___ _____
- ___ _____
- ___ _____
- ___ _____

CAr: Complete Arcane

CD: Complete Divine

8TH-LEVEL DRUID SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
___		ANIMAL SHAPES
___		AWAKEN, MASS ^{CD}
___		CONTROL PLANTS
___		CURE SERIOUS WOUNDS, MASS
___		EARTHQUAKE
___		FINGER OF DEATH
___		MAELSTROM ^{CD}
___		PHANTOM WOLF ^{CD}
___		REPEL METAL OR STONE
___		REVERSE GRAVITY
___		STORMRAGE ^{CD}
___		STORM OF ELEMENTAL FURY ^{CD}
___		SUMMON NATURE'S ALLY VIII
___		SUNBURST
___		WHIRLWIND
___		WORD OF RECALL

CD: Complete Divine

9TH-LEVEL DRUID SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
___		ANTIPATHY
___		CURE CRITICAL WOUNDS, MASS
___		ELEMENTAL SWARM
___		FORESIGHT
___		NATURE'S AVATAR ^{CD}
___		PHANTOM BEAR ^{CD}
___		REGENERATE
___		SHADOW LANDSCAPE ^{CD}
___		SHAMBLER
___		SHAPECHANGE
___		STORM OF VENGEANCE
___		SUMMON ELEMENTAL MONOLITH ^{CAr}
___		SUMMON NATURE'S ALLY IX
___		SYMPATHY
___		TRANSMUTE ROCK TO LAVA ^{CAr}
___		UNYIELDING ROOTS ^{CD}
___		WHIRLWIND, GREATER ^{CD}

CAr: Complete Arcane CD: Complete Divine

- ___ SCENT^{CD} _____
- ___ SOFTEN EARTH AND STONE _____
- ___ SPIDER CLIMB _____
- ___ SUMMON NATURE'S ALLY II _____
- ___ SUMMON SWARM _____
- ___ SWIM^{CAr} _____
- ___ TRAIN ANIMAL^{CAAd} _____
- ___ TREE SHAPE _____
- ___ WARP WOOD _____
- ___ WILD INSTINCTS^{RE} _____
- ___ WOOD SHAPE _____
- ___ WRACKING TOUCH^{CAAd} _____
- ___ ZONE OF NATURAL PURITY^{ECS} _____

CAAd: Complete Adventurer CAr: Complete Arcane CD: Complete Divine ECS: Eberron Campaign Setting RE: Races of Eberron

3RD-LEVEL DRUID SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
___	___	BEAST CLAWS ^{CD} _____
___	___	CALL LIGHTNING _____
___	___	CONTAGION _____
___	___	CURE MODERATE WOUNDS _____
___	___	DAYLIGHT _____
___	___	DIMINISH PLANTS _____
___	___	DOMINATE ANIMAL _____
___	___	ENHANCED SHIFTING ^{RE} _____
___	___	ENTANGLING STAFF ^{CAAd} _____
___	___	FIRE WINGS ^{CD} _____
___	___	FLY, SWIFT ^{CAAd} _____
___	___	INFESTATION OF MAGGOTS ^{CD} _____
___	___	MAGIC FANG, GREATER _____
___	___	MELD INTO STONE _____
___	___	NEUTRALIZE POISON _____
___	___	PLANT GROWTH _____
___	___	POISON _____
___	___	PROTECTION FROM ENERGY _____
___	___	QUENCH _____
___	___	REMOVE DISEASE _____
___	___	RESIST ENERGY, MASS ^{CAr} _____
___	___	SLEET STORM _____
___	___	SNARE _____
___	___	SPEAK WITH PLANTS _____
___	___	SPIKE GROWTH _____
___	___	SPIKES ^{CD} _____
___	___	STANDING WAVE ^{CD} _____
___	___	STONE SHAPE _____
___	___	SUMMON NATURE'S ALLY III _____
___	___	THORNSKIN ^{CAr} _____
___	___	VIGOR ^{CD} _____
___	___	VIGOR, MASS LESSER ^{CD} _____

- ___ WATER BREATHING _____
- ___ WEATHER EYE^{CD} _____
- ___ WIND WALL _____
- ___ _____
- ___ _____
- ___ _____
- ___ _____

CAAd: Complete Adventurer CAr: Complete Arcane CD: Complete Divine RE: Races of Eberron

4TH-LEVEL DRUID SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
___	___	AIR WALK _____
___	___	ANTIPLANT SHELL _____
___	___	ARC OF LIGHTNING ^{CAr} _____
___	___	ASPECT OF THE WEREBEAST ^{RE} _____
___	___	BLIGHT _____
___	___	BOTTLE OF SMOKE ^{CD} _____
___	___	CAMOUFLAGE, MASS ^{CD} _____
___	___	CHAIN OF EYES ^{CD} _____
___	___	COMMAND PLANTS _____
___	___	CONTROL WATER _____
___	___	CURE SERIOUS WOUNDS _____
___	___	DISPEL MAGIC _____
___	___	ENERGY VORTEX ^{CD} _____
___	___	FLAME STRIKE _____
___	___	FORESTFOLD ^{CAAd} _____
___	___	FREEDOM OF MOVEMENT _____
___	___	GIANT VERMIN _____
___	___	ICE STORM _____
___	___	LANGUOR ^{CD} _____
___	___	MURDEROUS MIST ^{CD} _____
___	___	NATURE'S WRATH ^{ECS} _____
___	___	REINCARNATE _____
___	___	REPEL VERMIN _____
___	___	RUSTING GRASP _____
___	___	SCRYING _____
___	___	SPIKE STONES _____
___	___	SUMMON NATURE'S ALLY IV _____

CAAd: Complete Adventurer CAr: Complete Arcane CD: Complete Divine ECS: Eberron Campaign Setting RE: Races of Eberron



1ST-LEVEL PALADIN SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
___ BLESS		
___ BLESS WATER		
___ BLESS WEAPON		
___ CREATE WATER		
___ CURE LIGHT WOUNDS		
___ DETECT POISON		
___ DETECT UNDEAD		
___ DIVINE FAVOR		
___ DIVINE SACRIFICE ^{CD}		
___ ENDURE ELEMENTS		
___ GOLDEN BARDING ^{CD}		
___ GRAVE STRIKE ^{CAAd}		
___ MAGIC WEAPON		
___ PROTECTION FROM CHAOS		
___ PROTECTION FROM EVIL		
___ READ MAGIC		
___ RESISTANCE		
___ RESTORATION, LESSER		
___ RESURGENCE ^{CD}		
___ TRAVELER'S MOUNT ^{CD}		
___ VIRTUE		

CAAd: Complete Adventurer CD: Complete Divine

2ND-LEVEL PALADIN SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
___ BLESSED AIM ^{CD}		
___ BULL'S STRENGTH		
___ DELAY POISON		
___ DIVINE INSIGHT ^{CAAd}		
___ EAGLE'S SPLENDOR		
___ OWL'S WISDOM		
___ REMOVE PARALYSIS		
___ RESIST ENERGY		
___ SHIELD OTHER		
___ UNDETECTABLE ALIGNMENT		
___ ZEAL ^{CD}		
___ ZONE OF TRUTH		

CAAd: Complete Adventurer CD: Complete Divine

3RD-LEVEL PALADIN SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
___ BLESSING OF BAHAMUT ^{CD}		
___ CURE MODERATE WOUNDS		
___ DAYLIGHT		
___ DISCERN LIES		
___ DISPEL MAGIC		
___ HEAL MOUNT		
___ MAGIC CIRCLE AGAINST CHAOS		
___ MAGIC CIRCLE AGAINST EVIL		
___ MAGIC WEAPON, GREATER		
___ PRAYER		
___ REMOVE BLINDNESS/DEAFNESS		
___ REMOVE CURSE		
___ RESURGENCE, MASS ^{CD}		

CD: Complete Divine

4TH-LEVEL PALADIN SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
___ BREAK ENCHANTMENT		
___ CURE SERIOUS WOUNDS		
___ DEATH WARD		
___ DISPEL CHAOS		
___ DISPEL EVIL		
___ HOLY SWORD		
___ MARK OF JUSTICE		
___ NEUTRALIZE POISON		
___ RESTORATION		
___ REVENANCE ^{CD}		
___ SACRED HAVEN ^{NCD}		
___ SPIRITUAL CHARIOT ^{CD}		
___ VISAGE OF THE DEITY, LESSER ^{CD}		
___ WEAPON OF THE DEITY ^{CD}		
___ WINGED MOUNT ^{CD}		

CD: Complete Divine

ASSASSIN SPELLS



1ST-LEVEL ASSASSIN SPELLS

KNOWN PER DAY SAVE DC NOTES

SPELLS CAST TODAY

SPELLS KNOWN

- CRITICAL STRIKE^{CAd} _____
- DISGUISE SELF _____
- DISTRACT ASSAILANT^{CAd} _____
- DETECT POISON _____
- FEATHER FALL _____
- GHOST SOUND _____
- INSIGHTFUL FEINT^{CAd} _____
- INSTANT LOCKSMITH^{CAd} _____
- INSTANT SEARCH^{CAd} _____
- JUMP _____
- LOW-LIGHT VISION^{CAr} _____
- OBSCURING MIST _____
- SLEEP _____
- SNIPER'S SHOT^{CAd} _____
- TRUE STRIKE _____
- _____
- _____

CAd: Complete Adventurer CAr: Complete Arcane

2ND-LEVEL ASSASSIN SPELLS

KNOWN PER DAY SAVE DC NOTES

SPELLS CAST TODAY

SPELLS KNOWN

- ALTER SELF _____
- CAT'S GRACE _____
- DARKNESS _____
- FIRE SHURIKEN^{CAr} _____
- FOX'S CUNNING _____
- ICE KNIFE^{CAr} _____
- ILLUSORY SCRIPT _____
- INVISIBILITY _____
- INVISIBILITY, SWIFT^{CAd} _____
- IRON SILENCE^{CAd} _____
- PASS WITHOUT TRACE _____
- SPIDER CLIMB _____
- UNDETECTABLE ALIGNMENT _____
- WRAITHSTRIKE^{CAd} _____
- _____
- _____

CAd: Complete Adventurer CAr: Complete Arcane

3RD-LEVEL ASSASSIN SPELLS

KNOWN PER DAY SAVE DC NOTES

SPELLS CAST TODAY

SPELLS KNOWN

- ABSORB WEAPON^{CAd} _____
- DEEP SLUMBER _____
- DEEPER DARKNESS _____
- FALSE LIFE _____
- MAGIC CIRCLE AGAINST GOOD _____
- MISDIRECTION _____
- NONDETECTION _____
- SPECTRAL WEAPON^{CAd} _____
- _____
- _____

CAd: Complete Adventurer

4TH-LEVEL ASSASSIN SPELLS

KNOWN PER DAY SAVE DC NOTES

SPELLS CAST TODAY

SPELLS KNOWN

- CLAIRAUDIENCE/CLAIRVOYANCE _____
- DIMENSION DOOR _____
- FREEDOM OF MOVEMENT _____
- GLIBNESS _____
- HEART RIPPER^{CAr} _____
- INVISIBILITY, GREATER _____
- LOCATE CREATURE _____
- MODIFY MEMORY _____
- POISON _____
- SHADOW FORM^{CAd} _____
- SNIPER'S EYE^{CAd} _____
- _____
- _____

CAd: Complete Adventurer CAr: Complete Arcane

BLACKGUARD SPELLS



1ST-LEVEL BLACKGUARD SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>	CAUSE FEAR	
<input type="checkbox"/>	CORRUPT WEAPON	
<input type="checkbox"/>	CURE LIGHT WOUNDS	
<input type="checkbox"/>	DIVINE SACRIFICE ^{CD}	
<input type="checkbox"/>	DOOM	
<input type="checkbox"/>	GOLDEN BARDING ^{CD}	
<input type="checkbox"/>	INFLICT LIGHT WOUNDS	
<input type="checkbox"/>	MAGIC WEAPON	
<input type="checkbox"/>	RESURGENCE ^{CD}	
<input type="checkbox"/>	SUMMON MONSTER I*	
<input type="checkbox"/>	TRAVELER'S MOUNT ^{CD}	

2ND-LEVEL BLACKGUARD SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>	BLESSED AIM ^{CD}	
<input type="checkbox"/>	BULL'S STRENGTH	
<input type="checkbox"/>	CURE MODERATE WOUNDS	
<input type="checkbox"/>	CURSE OF ILL FORTUNE ^{CD}	
<input type="checkbox"/>	DARKNESS	
<input type="checkbox"/>	DEATH KNELL	
<input type="checkbox"/>	EAGLE'S SPLENDOR	
<input type="checkbox"/>	INFLICT MODERATE WOUNDS	
<input type="checkbox"/>	SHATTER	
<input type="checkbox"/>	SUMMON MONSTER II*	
<input type="checkbox"/>	WAVE OF GRIEF ^{CD}	
<input type="checkbox"/>	ZEAL*	

3RD-LEVEL BLACKGUARD SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>	CONTAGION	
<input type="checkbox"/>	CURE SERIOUS WOUNDS	
<input type="checkbox"/>	DEEPER DARKNESS	
<input type="checkbox"/>	INFLICT SERIOUS WOUNDS	
<input type="checkbox"/>	PROTECTION FROM ENERGY	
<input type="checkbox"/>	RESURGENCE, MASS ^{CD}	
<input type="checkbox"/>	SUMMON MONSTER III*	

4TH-LEVEL BLACKGUARD SPELLS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>	CURE CRITICAL WOUNDS	
<input type="checkbox"/>	FREEDOM OF MOVEMENT	
<input type="checkbox"/>	IMPLACABLE PURSUER ^{CD}	
<input type="checkbox"/>	INFLICT CRITICAL WOUNDS	
<input type="checkbox"/>	POISON	
<input type="checkbox"/>	SUMMON MONSTER IV*	

^{CD}: Complete Divine

*Evil creatures only

SPELLTHIEF SPELLS



THE SPELLTHIEF IS A STANDARD CLASS DESCRIBED IN *COMPLETE ADVENTURER*.

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

1ST-LEVEL SPELLTHIEF SPELLS

KNOWN	PER DAY	SAVE DC	SPELLS CAST TODAY
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SPELLS KNOWN	NOTES		
_____	_____		
_____	_____		
_____	_____		
_____	_____		

2ND-LEVEL SPELLTHIEF SPELLS

KNOWN	PER DAY	SAVE DC	SPELLS CAST TODAY
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SPELLS KNOWN	NOTES		
_____	_____		
_____	_____		
_____	_____		
_____	_____		

3RD-LEVEL SPELLTHIEF SPELLS

KNOWN	PER DAY	SAVE DC	SPELLS CAST TODAY
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SPELLS KNOWN	NOTES		
_____	_____		
_____	_____		
_____	_____		
_____	_____		

4TH-LEVEL SPELLTHIEF SPELLS

KNOWN	PER DAY	SAVE DC	SPELLS CAST TODAY
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SPELLS KNOWN	NOTES		
_____	_____		
_____	_____		
_____	_____		
_____	_____		

STOLEN SPELLS

Empty box for listing stolen spells.

SORCERER SPELLS



0-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

1ST-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

2ND-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

3RD-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

4TH-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____

5TH-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____

6TH-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____

7TH-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____

8TH-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____

9TH-LEVEL SORCERER SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____

ARTIFICER INFUSIONS



1ST-LEVEL ARTIFICER INFUSIONS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>		ARMOR ENHANCEMENT, LESSER ^{ECS}
<input type="checkbox"/>		ENERGY ALTERATION ^{ECS}
<input type="checkbox"/>		ENHANCEMENT ALTERATION ^{ECS}
<input type="checkbox"/>		IDENTIFY
<input type="checkbox"/>		INFLICT LIGHT DAMAGE ^{ECS}
<input type="checkbox"/>		LIGHT
<input type="checkbox"/>		MAGIC STONE
<input type="checkbox"/>		MAGIC VESTMENT
<input type="checkbox"/>		MAGIC WEAPON
<input type="checkbox"/>		NATURAL WEAPON AUGMENTATION, PERSONAL ^{RE}
<input type="checkbox"/>		REPAIR LIGHT DAMAGE ^{ECS}
<input type="checkbox"/>		RESISTANCE ITEM ^{ECS}
<input type="checkbox"/>		SHIELD OF FAITH
<input type="checkbox"/>		SKILL ENHANCEMENT ^{ECS}
<input type="checkbox"/>		SPELL STORING ITEM ^{ECS}
<input type="checkbox"/>		WEAPON AUGMENTATION, PERSONAL ^{ECS}

ECS: *EBERRON Campaign Setting* RE: *Races of Eberron*

2ND-LEVEL ARTIFICER INFUSIONS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>		ALIGN WEAPON
<input type="checkbox"/>		ARMOR ENHANCEMENT ^{ECS}
<input type="checkbox"/>		BEAR'S ENDURANCE
<input type="checkbox"/>		BULL'S STRENGTH
<input type="checkbox"/>		CAT'S GRACE
<input type="checkbox"/>		CHILL METAL
<input type="checkbox"/>		CONSTRUCT ESSENCE, LESSER ^{RE}
<input type="checkbox"/>		EAGLE'S SPLENDOR
<input type="checkbox"/>		FOX'S CUNNING
<input type="checkbox"/>		HEAT METAL
<input type="checkbox"/>		INFLICT MODERATE DAMAGE ^{ECS}
<input type="checkbox"/>		NATURAL WEAPON AUGMENTATION, LESSER ^{RE}
<input type="checkbox"/>		OWL'S WISDOM
<input type="checkbox"/>		REPAIR MODERATE DAMAGE ^{ECS}
<input type="checkbox"/>		SHIELD OF FAITH
<input type="checkbox"/>		TOUGHEN CONSTRUCT ^{ECS}
<input type="checkbox"/>		UNSEEN CRAFTER ^{RE}
<input type="checkbox"/>		WEAPON AUGMENTATION, LESSER ^{ECS}

ECS: *EBERRON Campaign Setting* RE: *Races of Eberron*

3RD-LEVEL ARTIFICER INFUSIONS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>		ARMOR ENHANCEMENT, GREATER ^{ECS}
<input type="checkbox"/>		CONSTRUCT ENERGY WARD ^{ECS}
<input type="checkbox"/>		HUMANOID ESSENCE, LESSER ^{RE}
<input type="checkbox"/>		INFLICT SERIOUS DAMAGE ^{ECS}
<input type="checkbox"/>		MAGIC WEAPON, GREATER
<input type="checkbox"/>		METAMAGIC ITEM ^{ECS}
<input type="checkbox"/>		POWER SURGE ^{ECS}
<input type="checkbox"/>		REPAIR SERIOUS DAMAGE ^{ECS}

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>		STONE CONSTRUCT ^{ECS}
<input type="checkbox"/>		SUPPRESS REQUIREMENT ^{ECS}

ECS: *EBERRON Campaign Setting* RE: *Races of Eberron*

4TH-LEVEL ARTIFICER INFUSIONS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>		CONSTRUCT ENERGY WARD, GREATER ^{ECS}
<input type="checkbox"/>		GLOBE OF INVULNERABILITY, LESSER
<input type="checkbox"/>		HUMANOID ESSENCE ^{RE}
<input type="checkbox"/>		INFLICT CRITICAL DAMAGE ^{ECS}
<input type="checkbox"/>		ITEM ALTERATION ^{ECS}
<input type="checkbox"/>		IRON CONSTRUCT ^{ECS}
<input type="checkbox"/>		MINOR CREATION
<input type="checkbox"/>		NATURAL WEAPON AUGMENTATION ^{RE}
<input type="checkbox"/>		REPAIR CRITICAL DAMAGE ^{ECS}
<input type="checkbox"/>		RUSTING GRASP
<input type="checkbox"/>		SHIELD OF FAITH, LEGION'S ^{ECS}
<input type="checkbox"/>		WEAPON AUGMENTATION ^{ECS}

ECS: *EBERRON Campaign Setting* RE: *Races of Eberron*

5TH-LEVEL ARTIFICER INFUSIONS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>		CONSTRUCT ESSENCE ^{RE}
<input type="checkbox"/>		DISRUPTING WEAPON
<input type="checkbox"/>		DOMINATE LIVING CONSTRUCT ^{RE}
<input type="checkbox"/>		FABRICATE
<input type="checkbox"/>		INFLICT LIGHT DAMAGE, MASS ^{RE}
<input type="checkbox"/>		MAJOR CREATION
<input type="checkbox"/>		REPAIR LIGHT DAMAGE, MASS ^{RE}
<input type="checkbox"/>		WALL OF FORCE
<input type="checkbox"/>		WALL OF STONE

RE: *Races of Eberron*

6TH-LEVEL ARTIFICER INFUSIONS

PER DAY	SAVE DC	NOTES
NUMBER PREPARED		
<input type="checkbox"/>		BLADE BARRIER
<input type="checkbox"/>		DISABLE CONSTRUCT ^{ECS}
<input type="checkbox"/>		GLOBE OF INVULNERABILITY
<input type="checkbox"/>		HARDENING ^{ECS}
<input type="checkbox"/>		HUMANOID ESSENCE, GREATER ^{RE}
<input type="checkbox"/>		INFLICT MODERATE DAMAGE, MASS ^{RE}
<input type="checkbox"/>		MOVE EARTH
<input type="checkbox"/>		NATURAL WEAPON AUGMENTATION, GREATER ^{RE}
<input type="checkbox"/>		REPAIR MODERATE DAMAGE, MASS ^{RE}
<input type="checkbox"/>		TOTAL REPAIR ^{ECS}
<input type="checkbox"/>		WALL OF IRON
<input type="checkbox"/>		WEAPON AUGMENTATION, GREATER ^{ECS}

ECS: *EBERRON Campaign Setting* RE: *Races of Eberron*

WARLOCK INVOCATIONS

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



LEAST ELDRITCH ESSENCE INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|---|------------------------|
| <input type="checkbox"/> FRIGHTFUL BLAST: Target must make Will save or become shaken. | 2nd |
| <input type="checkbox"/> SICKENING BLAST: Target must make Fortitude save or become sickened. | 2nd |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

LESSER ELDRITCH ESSENCE INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|---|------------------------|
| <input type="checkbox"/> BESHADOWED BLAST: Target must make Fortitude save or become blind for 1 round. | 4th |
| <input type="checkbox"/> BRIMSTONE BLAST: Blast deals fire damage and target must make Reflex save or catch fire. | 3rd |
| <input type="checkbox"/> HELLRIME BLAST: Blast deals cold damage and target must make Fortitude save or take -2 penalty to Dexterity. | 4th |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

GREATER ELDRITCH ESSENCE INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|--|------------------------|
| <input type="checkbox"/> BEWITCHING BLAST: Target must make Will save or be confused for 1 round. | 4th |
| <input type="checkbox"/> NOXIOUS BLAST: Target must make Fortitude save or be nauseated. | 6th |
| <input type="checkbox"/> REPELLING BLAST: Target must make Reflex save or be knocked back. | 6th |
| <input type="checkbox"/> VITRIOLIC BLAST: Blast ignores spell resistance and deals acid damage for several rounds. | 6th |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

DARK ELDRITCH ESSENCE INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|--|------------------------|
| <input type="checkbox"/> UTTERDARK BLAST: Target must make Fortitude save or gain two negative levels. | 8th |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

LEAST BLAST SHAPE INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|--|------------------------|
| <input type="checkbox"/> ELDRITCH SPEAR: Blast range increases to 250 feet. | 2nd |
| <input type="checkbox"/> HIDEOUS BLOW: Melee attack channels eldritch blast. | 1st |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

LESSER BLAST SHAPE INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|--|------------------------|
| <input type="checkbox"/> ELDRITCH CHAIN: Blast jumps from initial target to secondary targets. | 4th |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

GREATER BLAST SHAPE INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|--|------------------------|
| <input type="checkbox"/> ELDRITCH CONE: Blast takes the shape of a cone. | 5th |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

DARK BLAST SHAPE INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|---|------------------------|
| <input type="checkbox"/> ELDRITCH DOOM: Blast affects all enemies within 20 feet. | 8th |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

LEAST INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|--|------------------------|
| <input type="checkbox"/> BALEFUL UTTERANCE: Speak word of the Dark Speech and shatter objects as the <i>shatter</i> spell. | 2nd |
| <input type="checkbox"/> BEGUILING INFLUENCE: Gain bonus on Bluff, Diplomacy, and Intimidate checks. | 2nd |
| <input type="checkbox"/> BREATH OF THE NIGHT: Create a <i>fog cloud</i> as the spell. | 1st |
| <input type="checkbox"/> DARK ONE'S OWN LUCK: Gain a luck bonus on one type of saves. | 2nd |
| <input type="checkbox"/> DARKNESS: Use <i>darkness</i> as the spell. | 2nd |
| <input type="checkbox"/> DEVIL'S SIGHT: See normally in darkness and magical darkness. | 2nd |
| <input type="checkbox"/> EARTHEN GRASP: Use <i>earthen grasp</i> as the spell. | 2nd |

- | | |
|--|-----|
| <input type="checkbox"/> ENTROPIC WARDING: Deflect ranged attacks, leave no trail, prevent being tracked by scent. | 2nd |
| <input type="checkbox"/> LEAPS AND BOUNDS: Gain bonus on Balance, Jump, and Tumble checks. | 2nd |
| <input type="checkbox"/> MIASMIC CLOUD: Create a cloud of mist that grants concealment, fatigues those who enter. | 1st |
| <input type="checkbox"/> SEE THE UNSEEN: Gain <i>see invisibility</i> as the spell and <i>darkvision</i> . | 2nd |
| <input type="checkbox"/> SPIDERWALK: Gain <i>spider climb</i> as the spell and you are immune to webs. | 2nd |
| <input type="checkbox"/> SUMMON SWARM: Use <i>summon swarm</i> as the spell. | 2nd |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

LESSER INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|--|------------------------|
| <input type="checkbox"/> CHARM: Cause a single creature to regard you as a friend. | 4th |
| <input type="checkbox"/> CURSE OF DESPAIR: Curse one creature as the <i>bestow curse</i> spell, or hinder their attacks. | 4th |
| <input type="checkbox"/> THE DEAD WALK: Create undead as the <i>animate dead</i> spell. | 4th |
| <input type="checkbox"/> FELL FLIGHT: Gain a fly speed with good maneuverability. | 3rd |
| <input type="checkbox"/> FLEE THE SCENE: Use short-range <i>dimension door</i> as the spell, and leave behind a <i>major image</i> that remains for one round. | 4th |
| <input type="checkbox"/> HUNGRY DARKNESS: Create shadows filled with a swarm of bats. | 3rd |
| <input type="checkbox"/> STONY GRASP: Use <i>stony grasp</i> as the spell. | 3rd |
| <input type="checkbox"/> VOIDSENSE: Gain <i>blindsight</i> 30 feet. | 4th |
| <input type="checkbox"/> VORACIOUS DISPELLING: Use <i>dispel magic</i> as the spell, causing damage to creatures whose effects are dispelled. | 4th |
| <input type="checkbox"/> WALK UNSEEN: Use <i>invisibility</i> (self only) as the spell. | 2nd |
| <input type="checkbox"/> WALL OF GLOOM: Use <i>wall of gloom</i> as the spell. | 2nd |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

GREATER INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|---|------------------------|
| <input type="checkbox"/> CHILLING TENTACLES: Use <i>Evard's black tentacles</i> as the spell, and deal extra cold damage to creatures in the area. | 5th |
| <input type="checkbox"/> DEVOUR MAGIC: Use targeted <i>greater dispel magic</i> with a touch and gain temporary hit points based on the level of spells successfully dispelled. | 6th |
| <input type="checkbox"/> ENERVATING SHADOW: Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures. | 5th |
| <input type="checkbox"/> TENACIOUS PLAGUE: Use <i>insect plague</i> as the spell, but the summoned locust swarm deals damage as a magic weapon. | 6th |
| <input type="checkbox"/> WALL OF PERILOUS FLAME: Create a <i>wall of fire</i> as the spell, but half the damage from the wall results from supernatural power. | 5th |
| <input type="checkbox"/> WARLOCK'S CALL: Use <i>sending</i> as the spell, but risk damage from recipient. | 5th |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

DARK INVOCATIONS KNOWN

- | | EQUIVALENT SPELL LEVEL |
|--|------------------------|
| <input type="checkbox"/> DARK DISCORPORATION: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype. | 8th |
| <input type="checkbox"/> DARK FORESIGHT: Use <i>foresight</i> as the spell, and communicate telepathically with a close target of the effect. | 9th |
| <input type="checkbox"/> PATH OF SHADOW: Use <i>shadow walk</i> as the spell and speed up natural healing. | 6th |
| <input type="checkbox"/> RETRIBUTIVE INVISIBILITY: Use <i>greater invisibility</i> as the spell (self only) that deals damage in a burst if dispelled. | 6th |
| <input type="checkbox"/> WORD OF CHANGING: Use <i>baleful polymorph</i> as the spell, but the effect could become permanent. | 5th |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |
| <input type="checkbox"/> _____: _____ | |

WARMAGE SPELLS

THE WARMAGE IS A STANDARD CLASS DESCRIBED IN *COMPLETE ARCANES*



0-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ ACID SPLASH _____
- ___ DISRUPT UNDEAD _____
- ___ LIGHT _____
- ___ RAY OF FROST _____
- ___ _____

1ST-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ ACCURACY^{CAr} _____
- ___ BURNING HANDS _____
- ___ CHILL TOUCH _____
- ___ FIST OF STONE^{CAr} _____
- ___ HAIL OF STONE^{CAr} _____
- ___ MAGIC MISSILE _____
- ___ ORB OF ACID, LESSER^{CAr} _____
- ___ ORB OF COLD, LESSER^{CAr} _____
- ___ ORB OF ELECTRICITY, LESSER^{CAr} _____
- ___ ORB OF FIRE, LESSER^{CAr} _____
- ___ ORB OF SOUND, LESSER^{CAr} _____
- ___ SHOCKING GRASP _____
- ___ TRUE STRIKE _____
- ___ _____

CAr: Complete Arcane

2ND-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ BLADES OF FIRE^{CAr} _____
- ___ CONTINUAL FLAME _____
- ___ FIRE TRAP _____
- ___ FIREBURST^{CAr} _____
- ___ FLAMING SPHERE _____
- ___ ICE KNIFE^{CAr} _____
- ___ MELF'S ACID ARROW _____
- ___ PYROTECHNICS _____
- ___ SCORCHING RAY _____
- ___ SHATTER _____
- ___ _____

CAr: Complete Arcane

3RD-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ FIRE SHIELD _____
- ___ FIREBALL _____
- ___ FLAME ARROW _____
- ___ GUST OF WIND _____
- ___ ICE STORM _____
- ___ LIGHTNING BOLT _____
- ___ POISON _____
- ___ RING OF BLADES^{CAr} _____
- ___ SLEET STORM _____
- ___ STINKING CLOUD _____
- ___ _____

CAr: Complete Arcane

4TH-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ BLAST OF FLAME^{CAr} _____
- ___ CONTAGION _____
- ___ EVARD'S BLACK TENTACLES _____
- ___ ORB OF ACID^{CAr} _____
- ___ ORB OF COLD^{CAr} _____
- ___ ORB OF ELECTRICITY^{CAr} _____
- ___ _____

- ___ ORB OF FIRE^{CAr} _____
- ___ ORB OF FORCE^{CAr} _____
- ___ ORB OF SOUND^{CAr} _____
- ___ PHANTASMAL KILLER _____
- ___ SHOUT _____
- ___ WALL OF FIRE _____
- ___ _____

CAr: Complete Arcane

5TH-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ ARC OF LIGHTNING^{CAr} _____
- ___ CLOUDKILL _____
- ___ CONE OF COLD _____
- ___ FIRE SHIELD, MASS^{CA} _____
- ___ FIREBURST, GREATER^{CAr} _____
- ___ FLAME STRIKE _____
- ___ PRISMATIC RAY^{CAr} _____
- ___ _____

CAr: Complete Arcane

6TH-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ ACID FOG _____
- ___ BLADE BARRIER _____
- ___ CHAIN LIGHTNING _____
- ___ CIRCLE OF DEATH _____
- ___ DISINTEGRATE _____
- ___ FIRE SEEDS _____
- ___ OTILUKE'S RESILIENT SPHERE _____
- ___ TENSER'S TRANSFORMATION _____
- ___ _____

7TH-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ DELAYED BLAST FIREBALL _____
- ___ EARTHQUAKE _____
- ___ FINGER OF DEATH _____
- ___ FIRE STORM _____
- ___ MORDENKAINEN'S SWORD _____
- ___ PRISMATIC SPRAY _____
- ___ SUNBEAM _____
- ___ WAVES OF EXHAUSTION _____
- ___ _____

8TH-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ HORRID WILTING _____
- ___ INCENDIARY CLOUD _____
- ___ POLAR RAY _____
- ___ PRISMATIC WALL _____
- ___ SCINTILLATING PATTERN _____
- ___ SHOUT, GREATER _____
- ___ SUNBURST _____
- ___ _____

9TH-LEVEL WARMAGE SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

SPELLS KNOWN

- ___ ELEMENTAL SWARM _____
- ___ IMPLOSION _____
- ___ METEOR SWARM _____
- ___ PRISMATIC SPHERE _____
- ___ WAIL OF THE BANSHEE _____
- ___ WEIRD _____
- ___ _____

FAVORED SOUL SPELLS

THE FAVORED SOUL IS A STANDARD CLASS DESCRIBED IN *COMPLETE DIVINE*



0-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

_____ : _____
_____ : _____

5TH-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

1ST-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

6TH-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

2ND-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

7TH-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

3RD-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

8TH-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

4TH-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

SPELLS KNOWN	NOTES
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____
_____:	_____

9TH-LEVEL FAVORED SOUL SPELLS

KNOWN PER DAY SAVE DC SPELLS CAST TODAY

_____:	_____
_____:	_____
_____:	_____
_____:	_____

SHUGENJA SPELLS

THE SHUGENJA IS A STANDARD CLASS DESCRIBED IN *COMPLETE DIVINE*



FAVORED ELEMENT _____ ORDER _____

0-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____

_____ : _____

_____ : _____

_____ : _____

_____ : _____

_____ : _____

_____ : _____

_____ : _____

1ST-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____

_____ : _____

_____ : _____

_____ : _____

_____ : _____

2ND-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____

_____ : _____

_____ : _____

_____ : _____

3RD-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____

_____ : _____

_____ : _____

_____ : _____

4TH-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____
_____ : _____
_____ : _____
_____ : _____
_____ : _____

5TH-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____

_____ : _____

_____ : _____

_____ : _____

6TH-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____

_____ : _____

_____ : _____

_____ : _____

7TH-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____

_____ : _____

_____ : _____

_____ : _____

8TH-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____

_____ : _____

_____ : _____

_____ : _____

9TH-LEVEL SHUGENJA SPELLS

KNOWN _____ PER DAY _____ SAVE DC _____ SPELLS CAST TODAY

ORDER SPELL KNOWN _____ NOTES _____

SPELLS KNOWN _____ NOTES _____

_____ : _____

_____ : _____

NOTES



CHARACTER DEVELOPMENT SHEET

USE THIS SHEET AS A ROLEPLAYING AID TO FLESH OUT YOUR CHARACTER



CHARACTER'S NAME _____ PLAYER'S NAME _____

BIRTHPLACE/ORIGIN _____ HOUSE AFFILIATION (IF ANY) _____

SKETCH OF CHARACTER,
DRAGONMARK, OR SYMBOL

PHYSICAL TRAITS

WHAT DOES YOUR CHARACTER LOOK LIKE?

EYES _____ HAIR _____ HEIGHT _____ WEIGHT _____ AGE _____

DISTINGUISHING FEATURE _____

DISTINGUISHING FEATURE _____

DISTINGUISHING FEATURE _____

PERSONALITY TRAITS

WHAT ARE SOME WORDS THAT BEST DESCRIBE YOUR CHARACTER'S PERSONALITY? (SOME EXAMPLES ARE LISTED BELOW.)

ADVERSARIAL
ALOOF
ALTRUISTIC
ARROGANT
BLUNT
BOISTEROUS
BOMBASTIC
CALLOUS
CALM
CAREFREE
CHARITABLE

CHIVALROUS
CONFIDENT
CURIOUS
DECEPTIVE
DECISIVE
DOMINEERING
EFFERVESCENT
EGOTISTICAL
FLIPPANT
FOCUSED
FREE-SPIRITED

FUSSY
IMAGINATIVE
INDEPENDENT
LACKADAISICAL
LIGHT-HEARTED
LOUD
METHODICAL
MISERLY
MOROSE
MYSTERIOUS
NERVOUS

PENSIVE
QUIRKY
RECKLESS
REPENTANT
RESERVED
RESOLUTE
SCHEMING
SHALLOW
SHORT-TEMPERED
SHREWD
SINCERE

SOCIABLE
SOFT-SPOKEN
STUBBORN
STUDIOUS
TACTFUL
TALKATIVE
TRUSTING
UNFLAPPABLE
VENGEFUL
WORLD-WISE
ZEALOUS

NOTABLE QUOTES

WHAT ARE SOME "TRADEMARK" THINGS YOUR CHARACTER IS FOND OF SAYING?

GOALS AND OBJECTIVES

WHAT IS YOUR CHARACTER'S DRIVING FORCE OR DESTINY?

PERSONAL HISTORY

WHAT ARE SOME OF THE HIGHLIGHTS FROM YOUR CHARACTER'S PAST?

NOTES



CHARACTER DEVELOPMENT SHEET

USE THIS SHEET AS A ROLEPLAYING AID TO FLESH OUT YOUR CHARACTER



CHARACTER'S NAME

PLAYER'S NAME

BIRTHPLACE/ORIGIN

HOUSE AFFILIATION (IF ANY)

PHYSICAL TRAITS

WHAT DOES YOUR CHARACTER LOOK LIKE?

EYES HAIR HEIGHT WEIGHT AGE

DISTINGUISHING FEATURE

DISTINGUISHING FEATURE

DISTINGUISHING FEATURE

SKETCH OF CHARACTER,
DRAGONMARK, OR SYMBOL

PERSONALITY TRAITS

WHAT ARE SOME WORDS THAT BEST DESCRIBE YOUR CHARACTER'S PERSONALITY? (SOME EXAMPLES ARE LISTED BELOW.)

ADVERSARIAL
ALOOF
ALTRUISTIC
ARROGANT
BLUNT
BOISTEROUS
BOMBASTIC
CALLOUS
CALM
CAREFREE
CHARITABLE

CHIVALROUS
CONFIDENT
CURIOUS
DECEPTIVE
DECISIVE
DOMINEERING
EFFERVESCENT
EGOTISTICAL
FLIPPANT
FOCUSED
FREE-SPIRITED

FUSSY
IMAGINATIVE
INDEPENDENT
LACKADAISICAL
LIGHT-HEARTED
LOUD
METHODICAL
MISERLY
MOROSE
MYSTERIOUS
NERVOUS

PENSIVE
QUIRKY
RECKLESS
REPENTANT
RESERVED
RESOLUTE
SCHEMING
SHALLOW
SHORT-TEMPERED
SHREWD
SINCERE

SOCIABLE
SOFT-SPOKEN
STUBBORN
STUDIOUS
TACTFUL
TALKATIVE
TRUSTING
UNFLAPPABLE
VENGEFUL
WORLD-WISE
ZEALOUS

NOTABLE QUOTES

WHAT ARE SOME "TRADEMARK" THINGS YOUR CHARACTER IS FOND OF SAYING?

GOALS AND OBJECTIVES

WHAT IS YOUR CHARACTER'S DRIVING FORCE OR DESTINY?

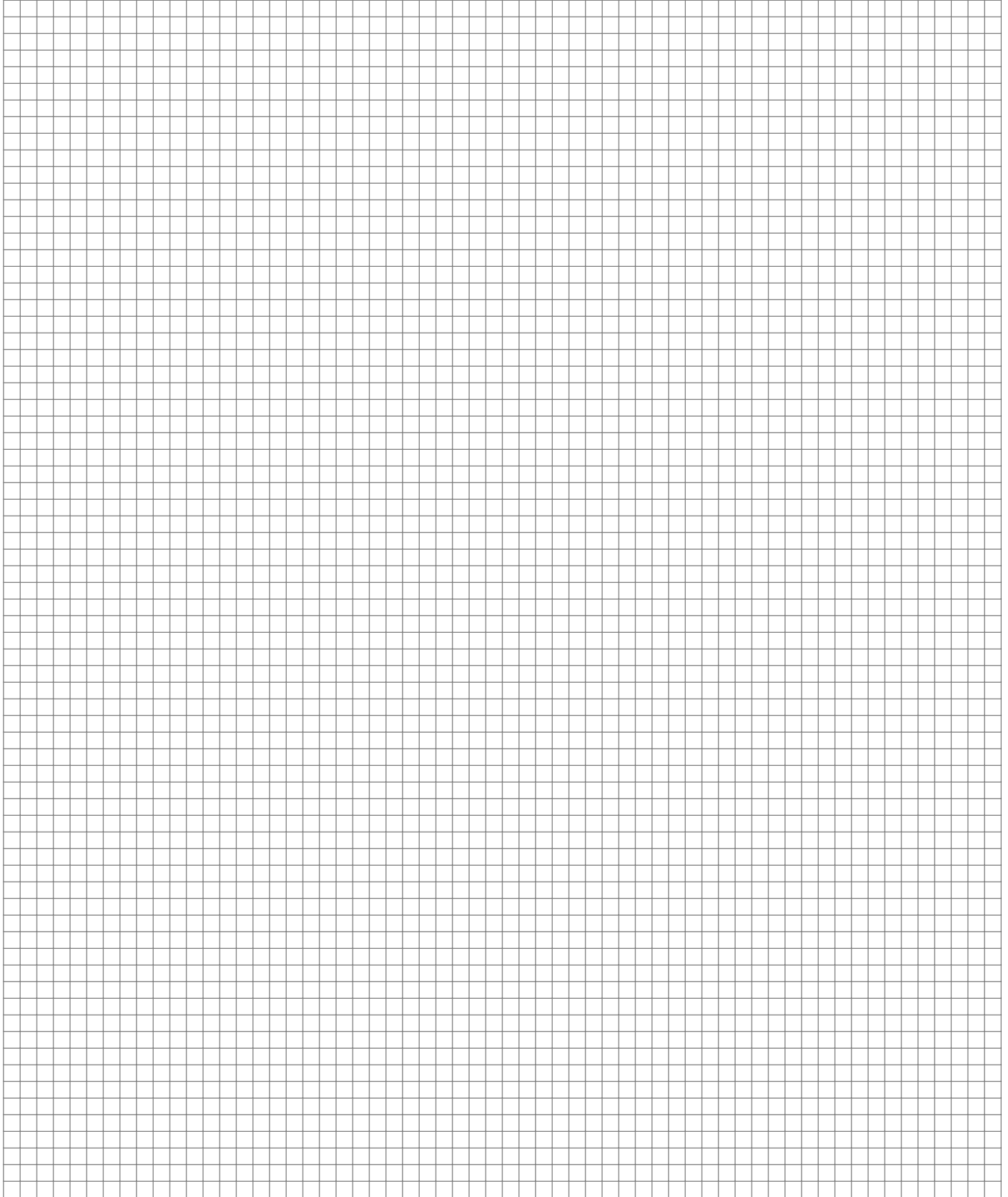
PERSONAL HISTORY

WHAT ARE SOME OF THE HIGHLIGHTS FROM YOUR CHARACTER'S PAST?

ADVENTURE MAP



MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE LOG

USE THIS SHEET TO RECORD IMPORTANT DETAILS OF A SPECIFIC ADVENTURE



ADVENTURE NAME

CHARACTER

LEVEL

ADVENTURE OBJECTIVE(S)

WHAT WERE THE MAIN GOALS OF THE ADVENTURE, AND WERE THEY ACCOMPLISHED?

ACCOMPLISHED? YES NO

ACCOMPLISHED? YES NO

CHALLENGES OVERCOME

WHAT KEY MONSTERS, TRAPS, AND VILLAINS WERE DEFEATED DURING THE ADVENTURE?

<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
---	---

ITEMS FOUND

WHAT WERE SOME OF THE ITEMS RECOVERED DURING THE ADVENTURE?

<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
-------------------------------------	-------------------------------------

NPCS ENCOUNTERED

WHO WERE SOME OF THE IMPORTANT NPCs (NONPLAYER CHARACTERS) ENCOUNTERED DURING THE ADVENTURE?

<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
-------------------------------------	-------------------------------------

INFORMATION GAINED

WHAT NOTEWORTHY INFORMATION WAS REVEALED DURING THE ADVENTURE?

<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
---	---

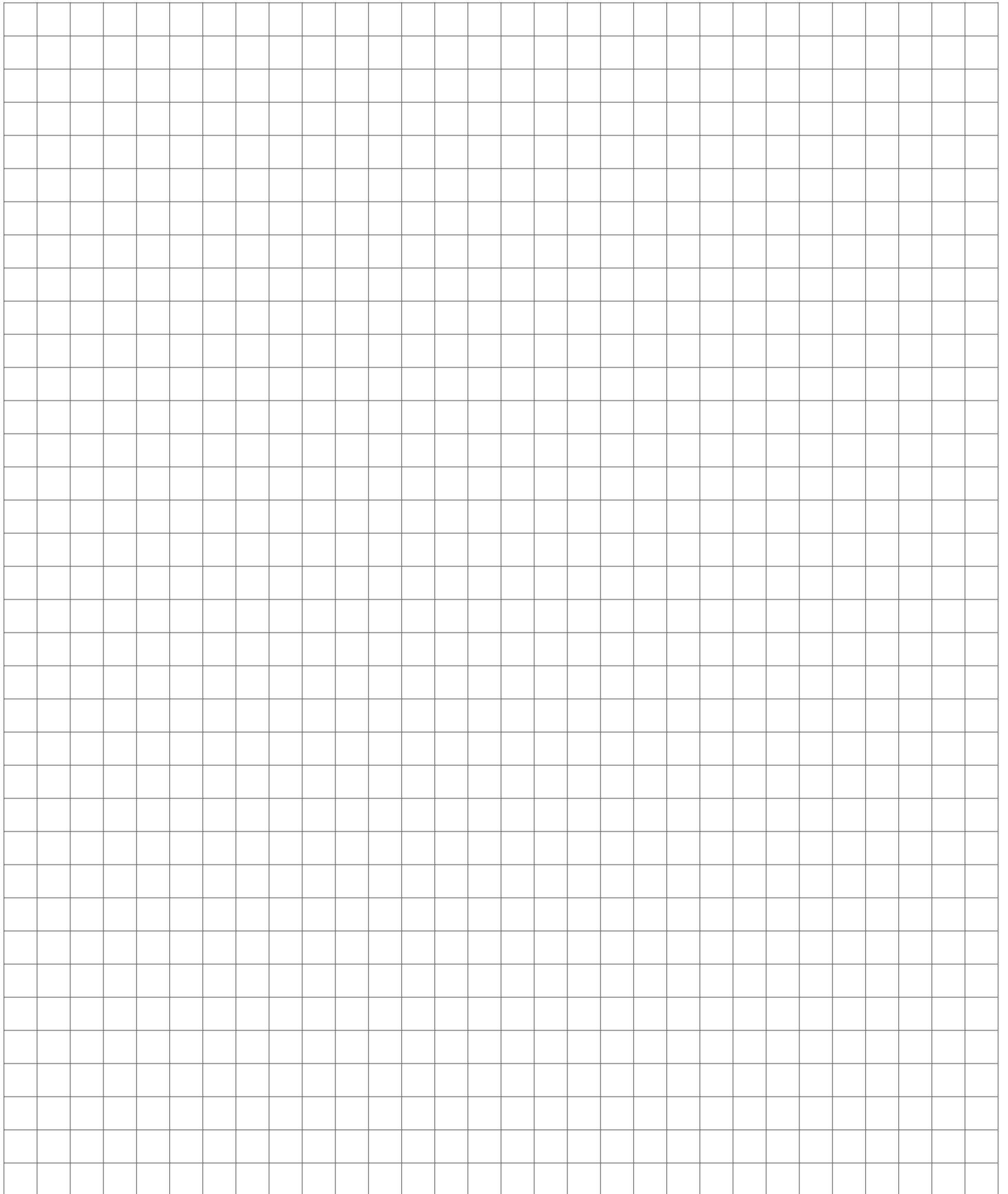
 **NOTES** ANYTHING IMPORTANT THAT YOU NEED TO REMEMBER ABOUT THE ADVENTURE CAN BE NOTED HERE

 **ADVENTURE SKETCH PAD** IMPORTANT DIAGRAMS CAN BE SKETCHED HERE

ADVENTURE MAP



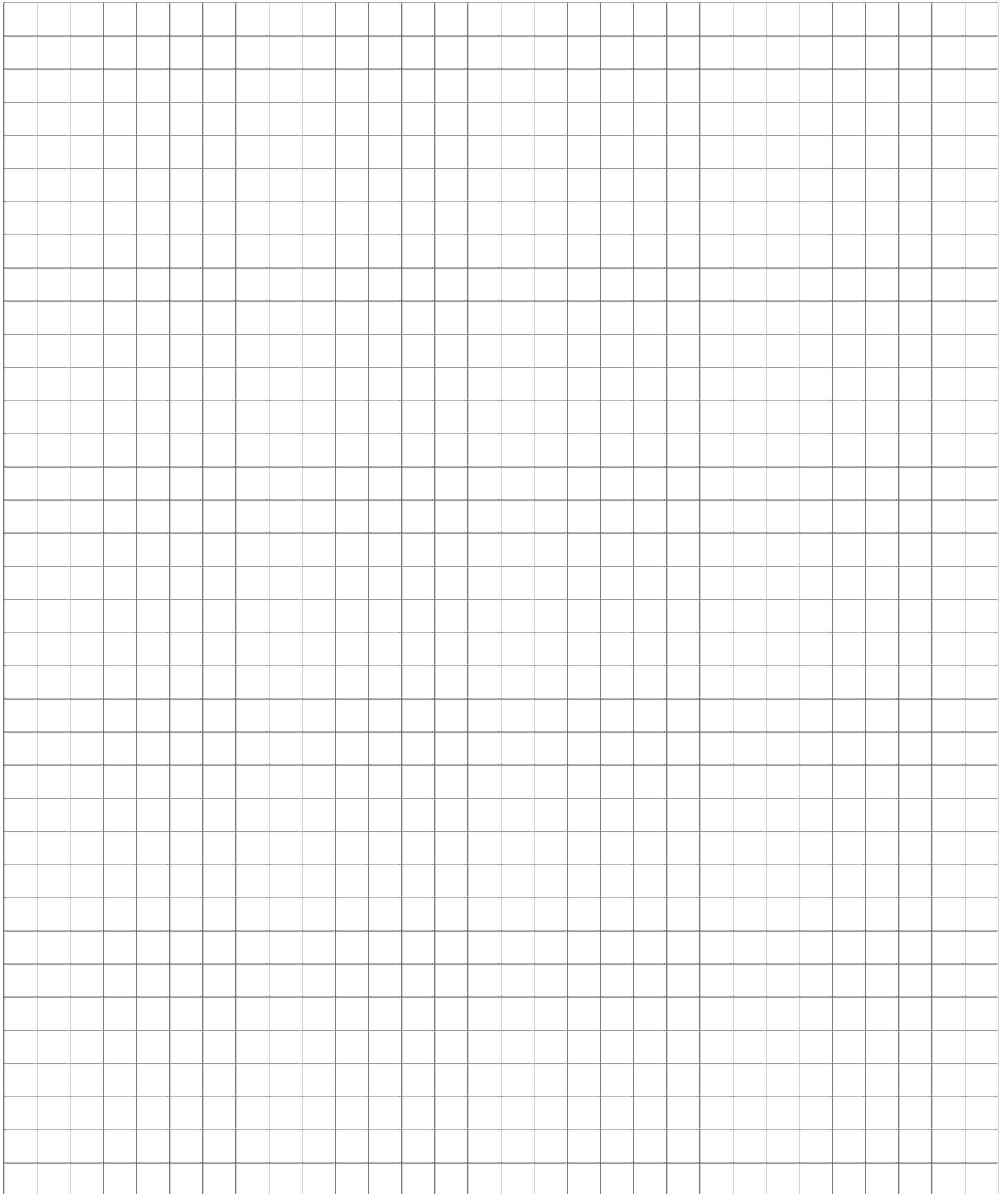
MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE MAP



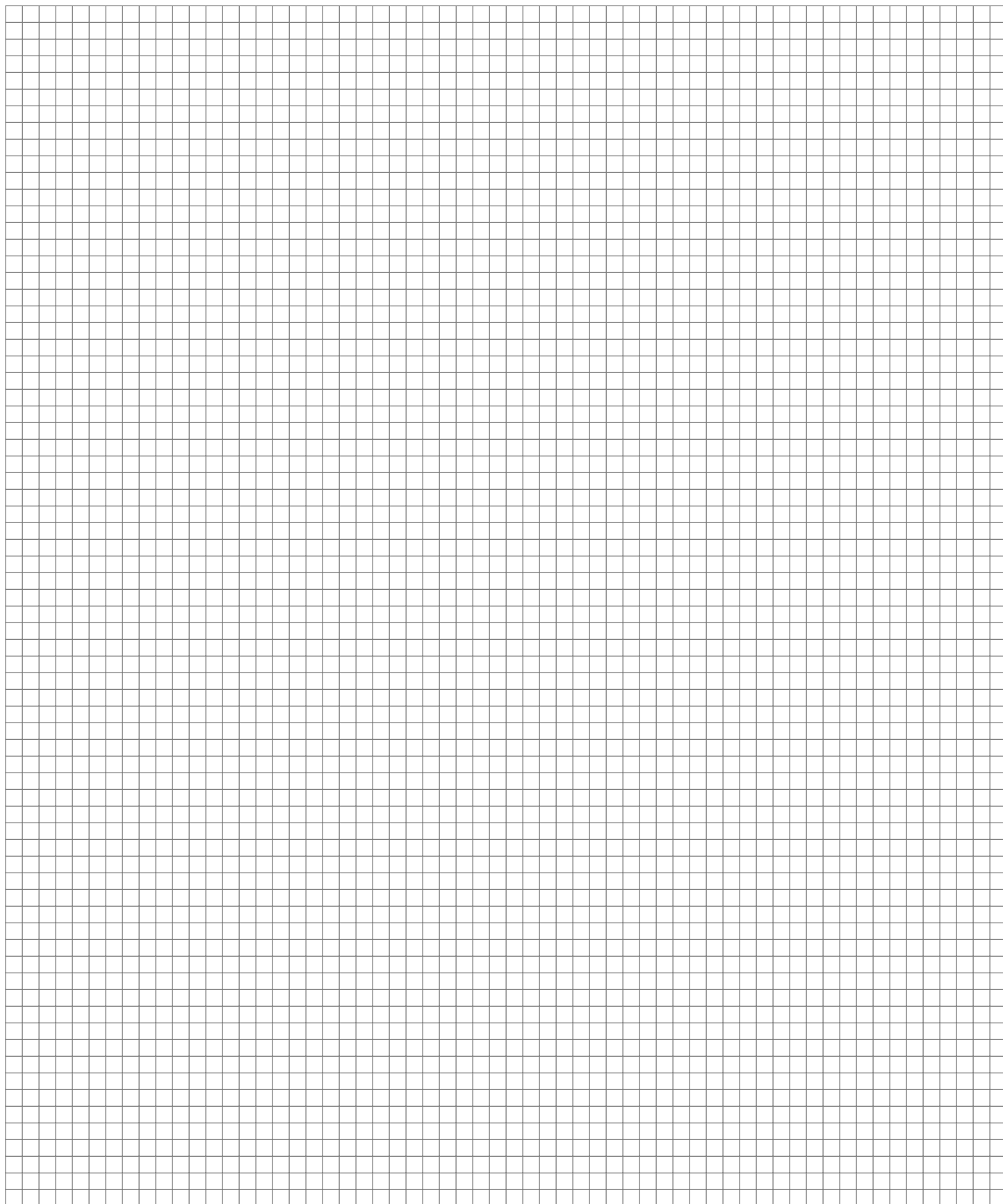
MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE MAP



MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE LOG

USE THIS SHEET TO RECORD IMPORTANT DETAILS OF A SPECIFIC ADVENTURE



ADVENTURE NAME

CHARACTER

LEVEL

ADVENTURE OBJECTIVE(S)

WHAT WERE THE MAIN GOALS OF THE ADVENTURE, AND WERE THEY ACCOMPLISHED?

ACCOMPLISHED? YES NO

ACCOMPLISHED? YES NO

CHALLENGES OVERCOME

WHAT KEY MONSTERS, TRAPS, AND VILLAINS WERE DEFEATED DURING THE ADVENTURE?

ITEMS FOUND

WHAT WERE SOME OF THE ITEMS RECOVERED DURING THE ADVENTURE?

NPCS ENCOUNTERED

WHO WERE SOME OF THE IMPORTANT NPCs (NONPLAYER CHARACTERS) ENCOUNTERED DURING THE ADVENTURE?

INFORMATION GAINED

WHAT NOTEWORTHY INFORMATION WAS REVEALED DURING THE ADVENTURE?

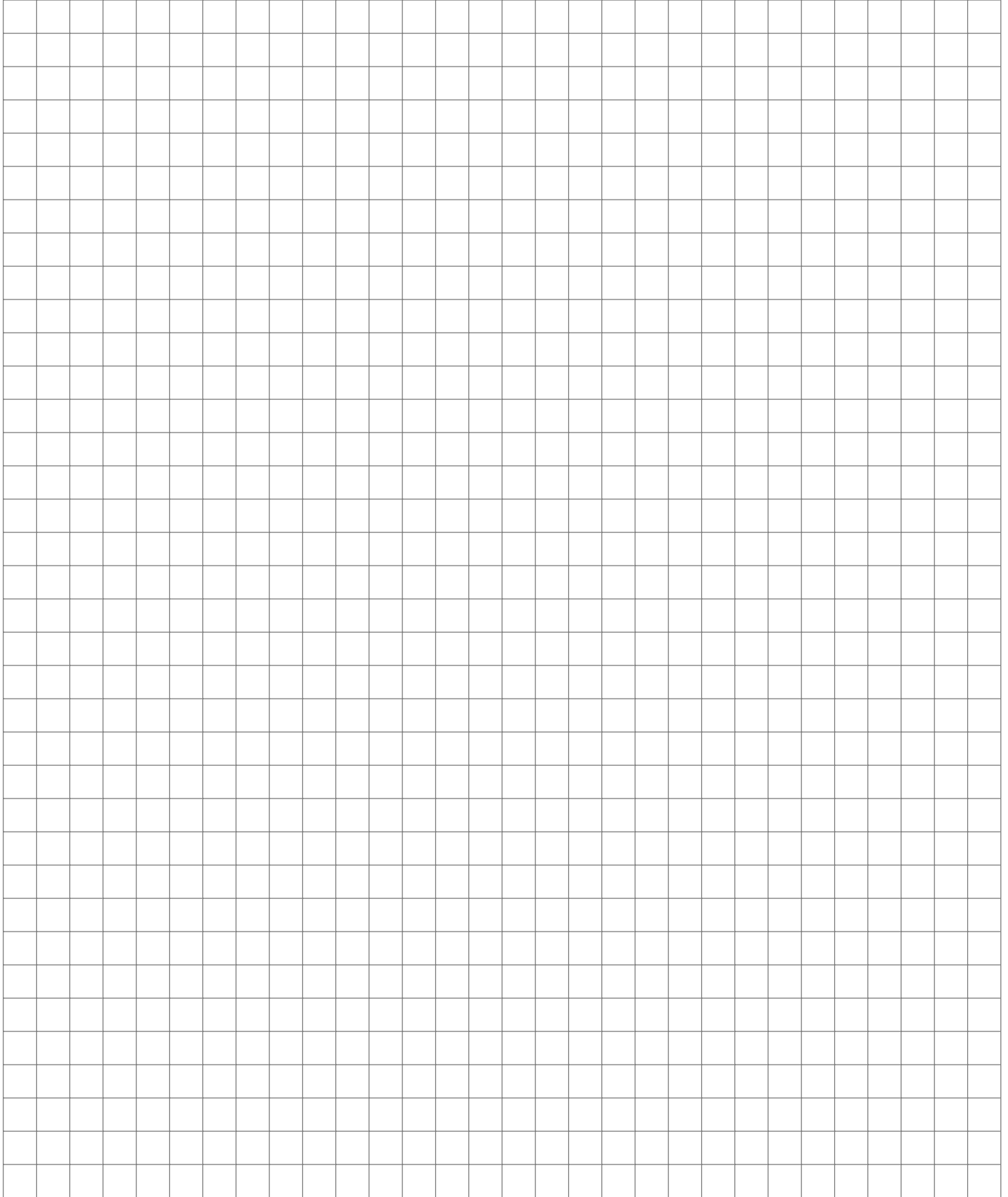
 **NOTES** ANYTHING IMPORTANT THAT YOU NEED TO REMEMBER ABOUT THE ADVENTURE CAN BE NOTED HERE

 **ADVENTURE SKETCH PAD** IMPORTANT DIAGRAMS CAN BE SKETCHED HERE

ADVENTURE MAP



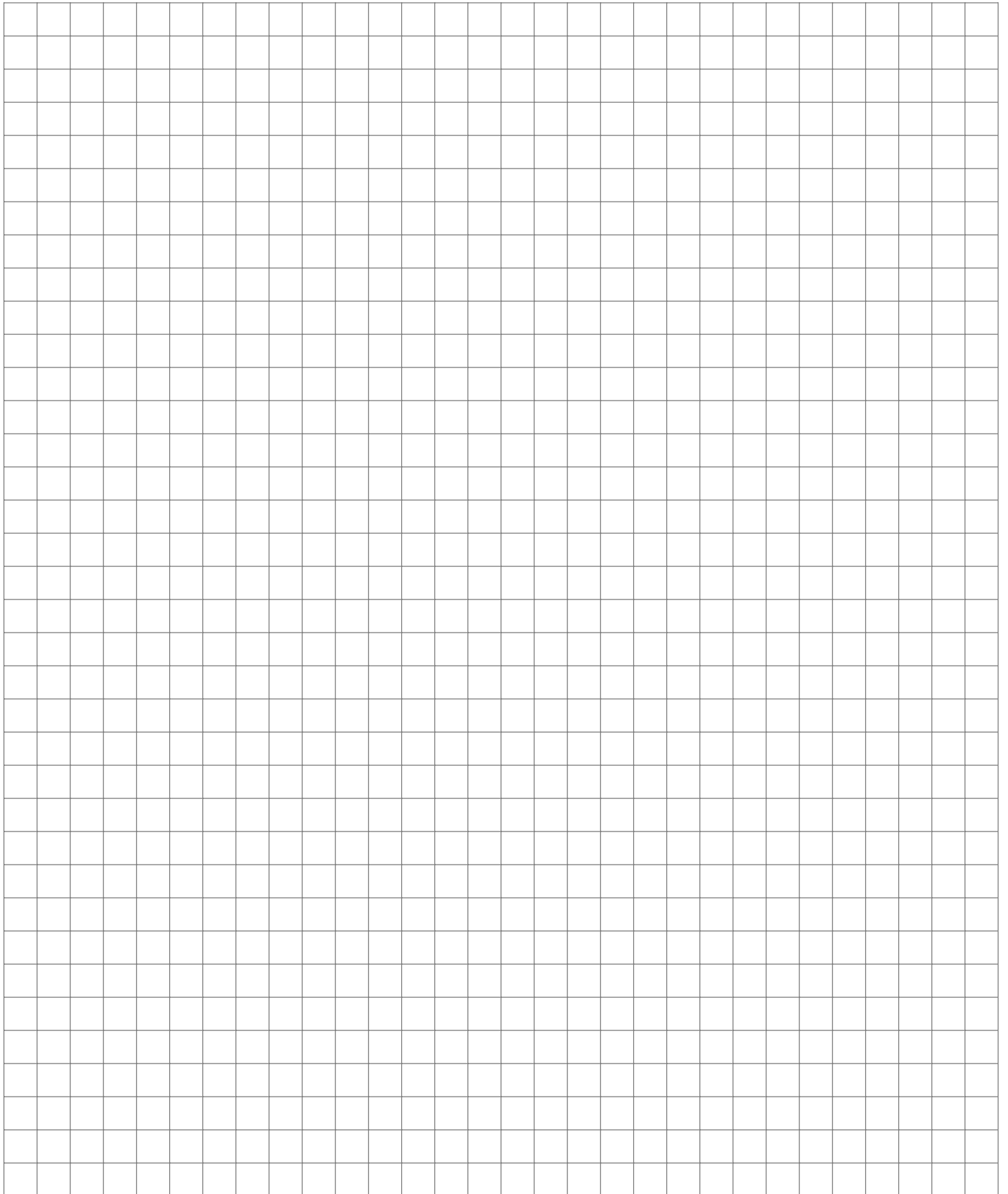
MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE MAP



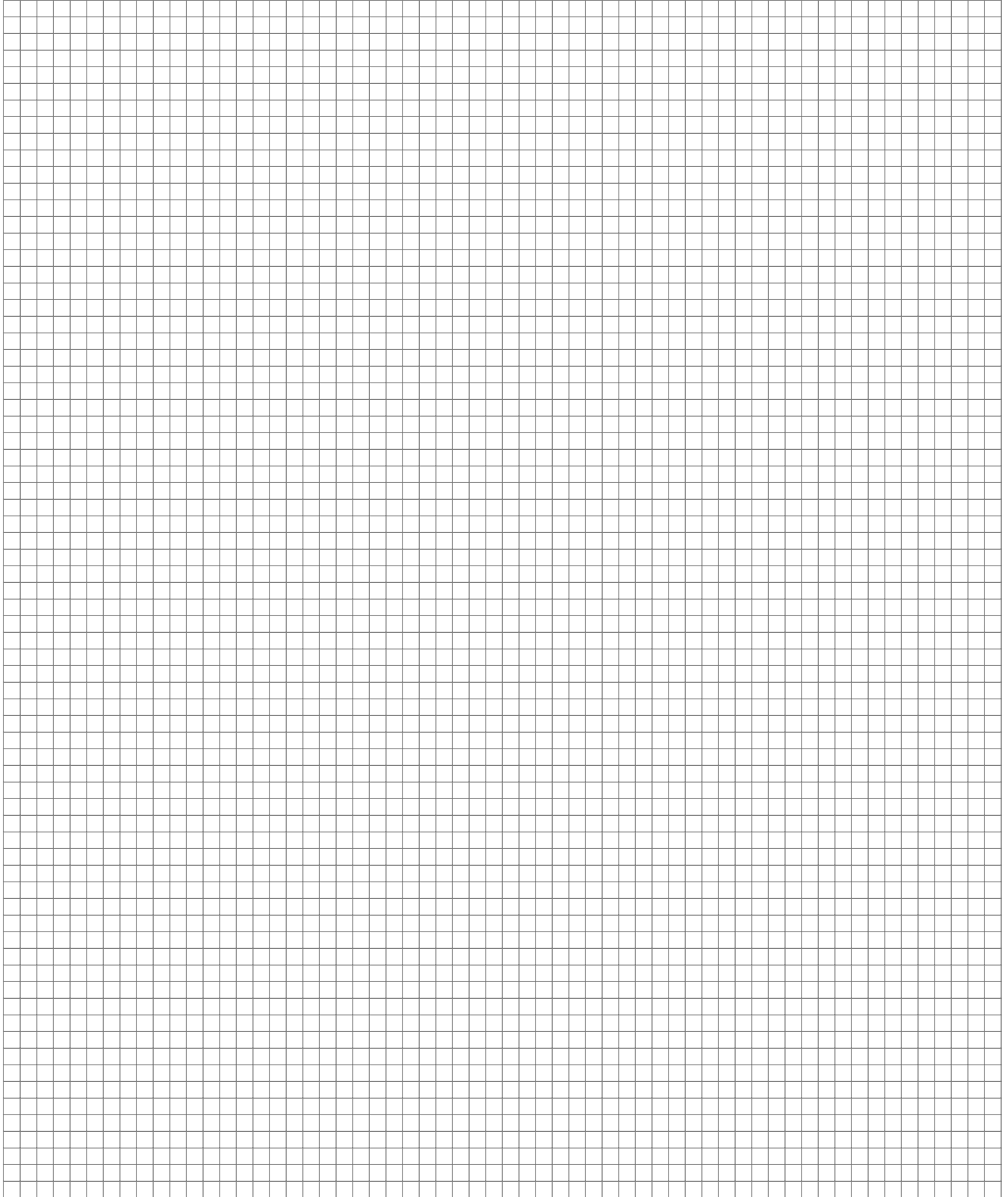
MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE MAP



MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE LOG

USE THIS SHEET TO RECORD IMPORTANT DETAILS OF A SPECIFIC ADVENTURE



ADVENTURE NAME

CHARACTER

LEVEL

ADVENTURE OBJECTIVE(S)

WHAT WERE THE MAIN GOALS OF THE ADVENTURE, AND WERE THEY ACCOMPLISHED?

ACCOMPLISHED? YES NO

ACCOMPLISHED? YES NO

CHALLENGES OVERCOME

WHAT KEY MONSTERS, TRAPS, AND VILLAINS WERE DEFEATED DURING THE ADVENTURE?

ITEMS FOUND

WHAT WERE SOME OF THE ITEMS RECOVERED DURING THE ADVENTURE?

NPCS ENCOUNTERED

WHO WERE SOME OF THE IMPORTANT NPCs (NONPLAYER CHARACTERS) ENCOUNTERED DURING THE ADVENTURE?

INFORMATION GAINED

WHAT NOTEWORTHY INFORMATION WAS REVEALED DURING THE ADVENTURE?

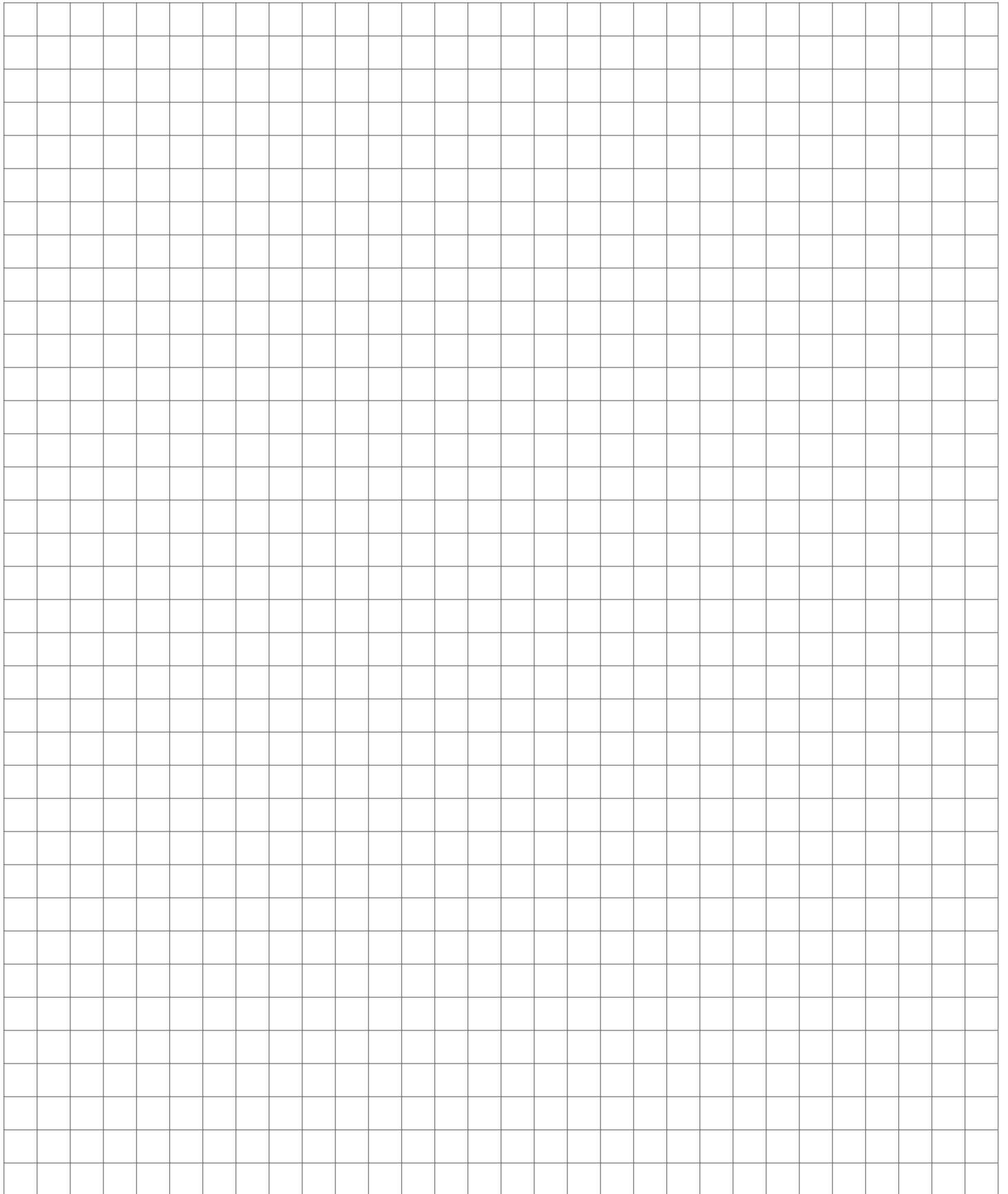
 **NOTES** ANYTHING IMPORTANT THAT YOU NEED TO REMEMBER ABOUT THE ADVENTURE CAN BE NOTED HERE

 **ADVENTURE SKETCH PAD** IMPORTANT DIAGRAMS CAN BE SKETCHED HERE

ADVENTURE MAP



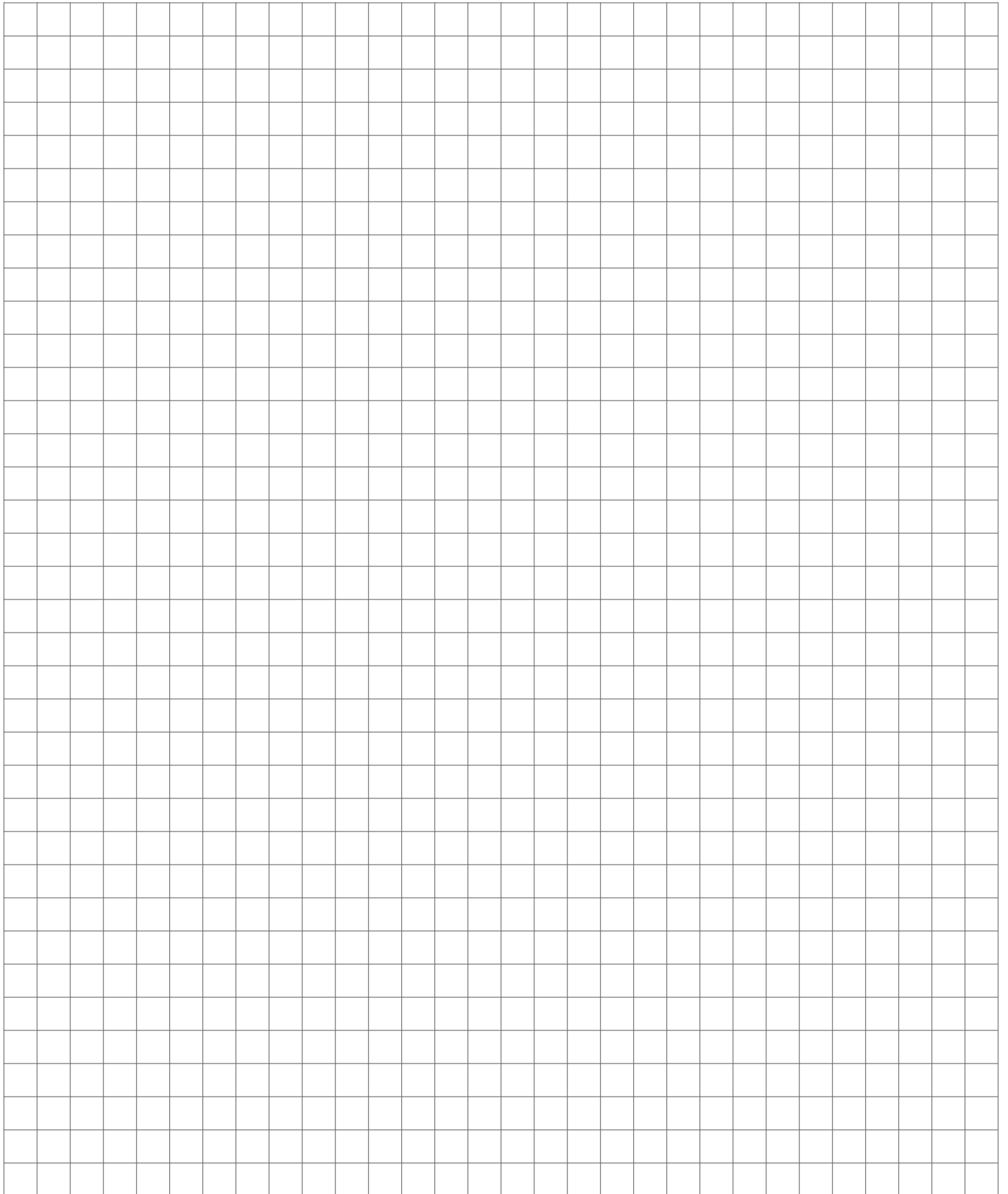
MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE MAP



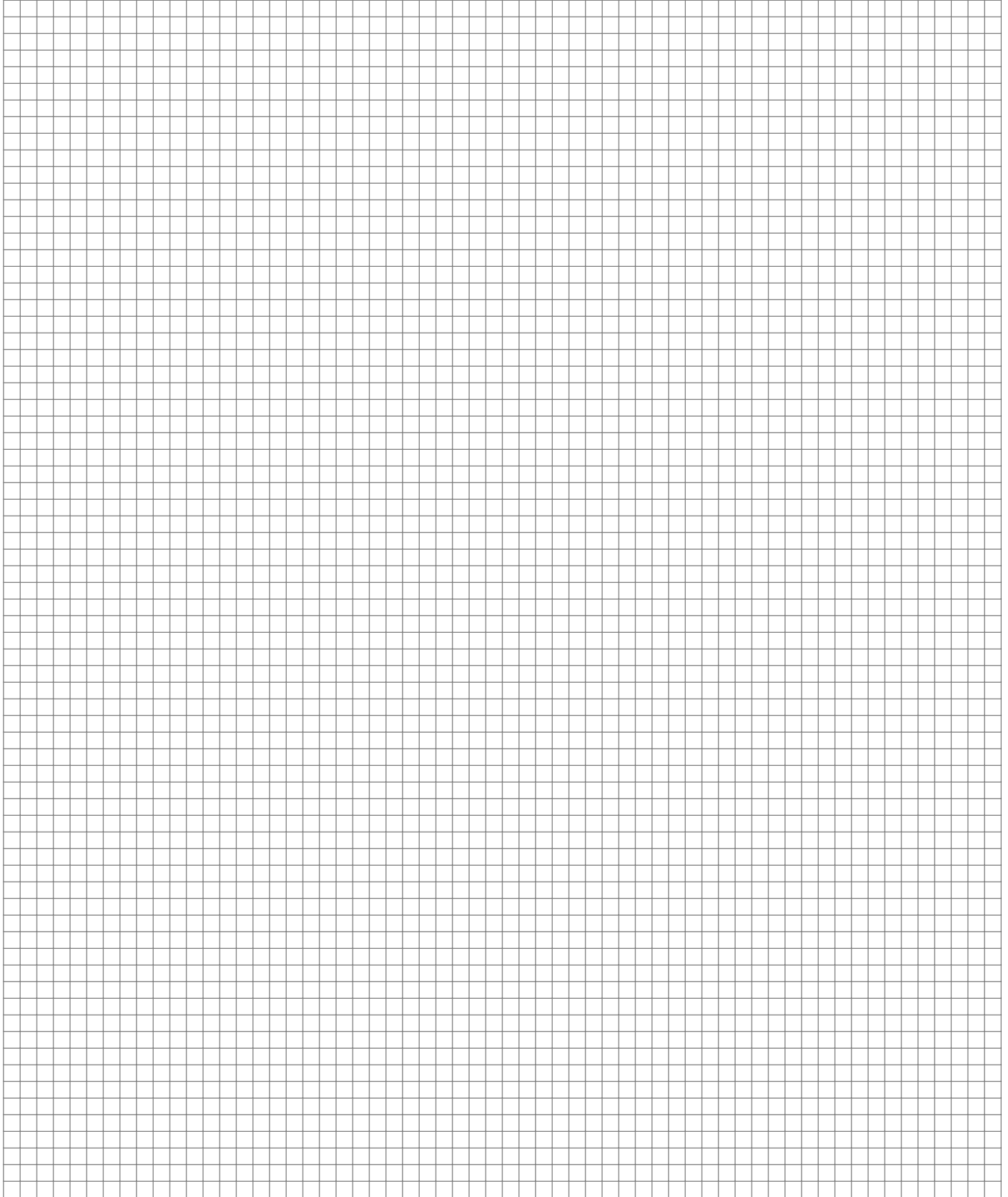
MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE MAP



MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE LOG

USE THIS SHEET TO RECORD IMPORTANT DETAILS OF A SPECIFIC ADVENTURE



ADVENTURE NAME

CHARACTER

LEVEL

ADVENTURE OBJECTIVE(S)

WHAT WERE THE MAIN GOALS OF THE ADVENTURE, AND WERE THEY ACCOMPLISHED?

ACCOMPLISHED? YES NO

ACCOMPLISHED? YES NO

CHALLENGES OVERCOME

WHAT KEY MONSTERS, TRAPS, AND VILLAINS WERE DEFEATED DURING THE ADVENTURE?

ITEMS FOUND

WHAT WERE SOME OF THE ITEMS RECOVERED DURING THE ADVENTURE?

NPCS ENCOUNTERED

WHO WERE SOME OF THE IMPORTANT NPCs (NONPLAYER CHARACTERS) ENCOUNTERED DURING THE ADVENTURE?

INFORMATION GAINED

WHAT NOTEWORTHY INFORMATION WAS REVEALED DURING THE ADVENTURE?

 **NOTES** ANYTHING IMPORTANT THAT YOU NEED TO REMEMBER ABOUT THE ADVENTURE CAN BE NOTED HERE

 **ADVENTURE SKETCH PAD** IMPORTANT DIAGRAMS CAN BE SKETCHED HERE

ADVENTURE MAP



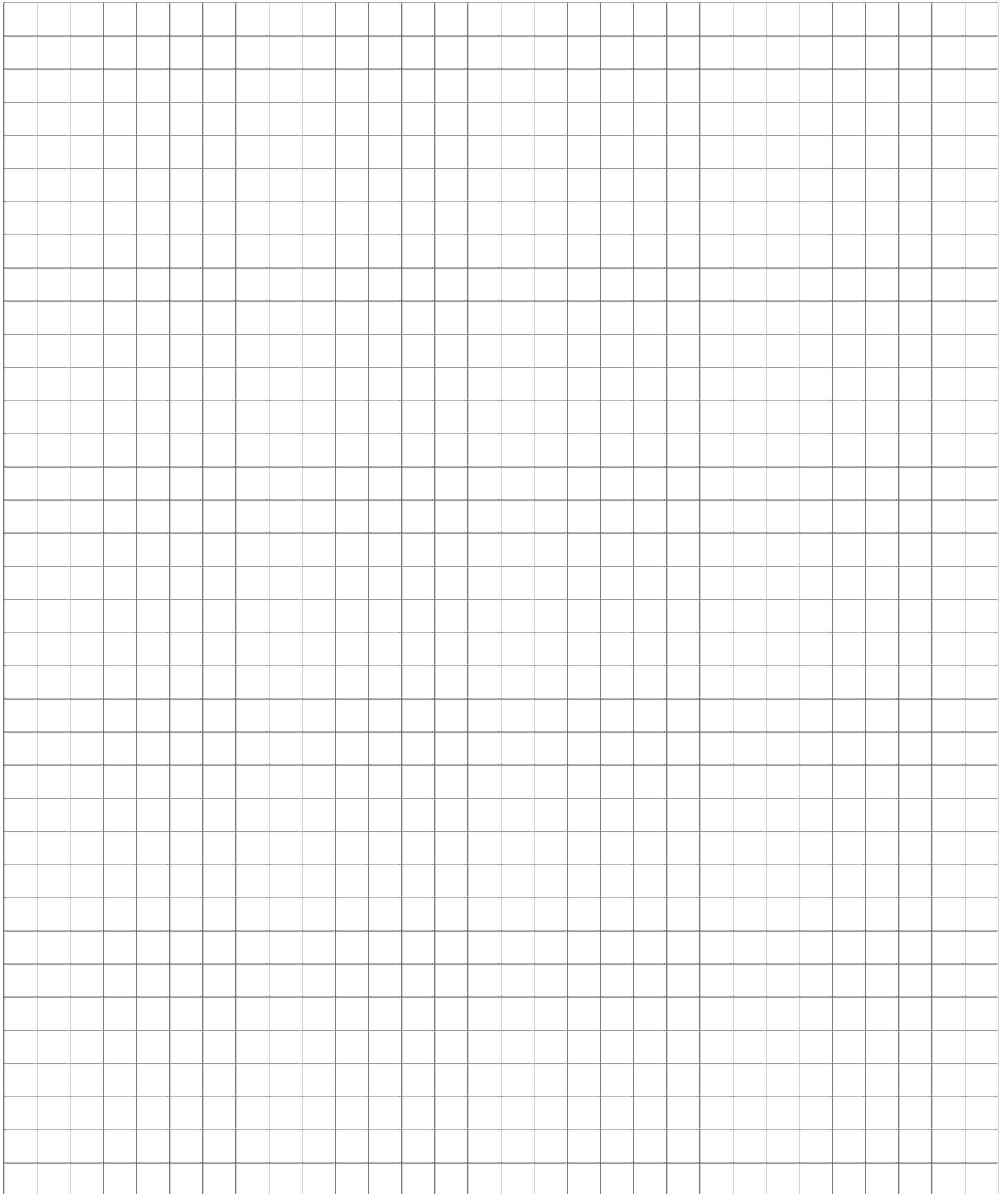
MAP TITLE: _____ ONE SQUARE = _____ FEET



ADVENTURE MAP



MAP TITLE: _____ ONE SQUARE = _____ FEET



HIT POINTS: 52
AUGMENTED HIT POINTS: 68

SUMMON MONSTER VII

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

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

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

Trample (Ex): Reflex half DC 25.

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

HIT POINTS: 104
AUGMENTED HIT POINTS: 126

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

Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2).

Rend (Ex): A fiendish girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh, automatically dealing 2d4+12 points of damage.

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

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

HIT POINTS: 58
AUGMENTED HIT POINTS: 74

SUMMON MONSTER VIII

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

Skills and Feats: Listen +13, Spot +12; Alertness, Great Fortitude, Toughness (4).

Powerful Charge (Ex): When a celestial triceratops charges, its gore attack deals 4d8+20 points of damage.

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

Trample (Ex): Reflex half DC 28.

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

HIT POINTS: 196
AUGMENTED HIT POINTS: 228

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

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

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

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

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

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

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

HIT POINTS: 180
AUGMENTED HIT POINTS: 212

SUMMON MONSTER IX

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

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

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

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

HIT POINTS: 207
AUGMENTED HIT POINTS: 239

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

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

Poison (Ex): Bite—injury, Fort DC 28, initial and secondary damage 2d8 Str.

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

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

HIT POINTS: 208
AUGMENTED HIT POINTS: 272

SUMMON MONSTER STATISTICS

THIS SHEET PROVIDES GAME STATISTICS FOR SOME OF THE MONSTERS YOU CAN SUMMON USING THE SUMMON MONSTER SPELLS. STATISTICS FOR OTHER SUMMONED MONSTERS NOT GIVEN HERE ARE IN THE MONSTER MANUAL.



SUMMON MONSTER I

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

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

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

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

HIT POINTS: 6

AUGMENTED HIT POINTS: 8

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

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

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

HIT POINTS: 4

AUGMENTED HIT POINTS: 6

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

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

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

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

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

HIT POINTS: 5

AUGMENTED HIT POINTS: 7

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

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

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

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

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

HIT POINTS: 4

AUGMENTED HIT POINTS: 6

SUMMON MONSTER II

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

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

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

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

HIT POINTS: 13

AUGMENTED HIT POINTS: 17

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

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

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

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

HIT POINTS: 5

AUGMENTED HIT POINTS: 7

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

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

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

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

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

HIT POINTS: 13

AUGMENTED HIT POINTS: 17

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

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

Poison (Ex): Bite—injury, Fort DC 12, initial and secondary damage 1d4 Str.

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

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

HIT POINTS: 11

AUGMENTED HIT POINTS: 15

SUMMON MONSTER III

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

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

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

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

HIT POINTS: 19

AUGMENTED HIT POINTS: 25

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

Skills and Feats: Listen +6, Spot +6; Alertness, Toughness, Track.

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

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

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

HIT POINTS: 28

AUGMENTED HIT POINTS: 34

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

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

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

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

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

HIT POINTS: 30

AUGMENTED HIT POINTS: 38

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

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

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

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

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

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

HIT POINTS: 13

AUGMENTED HIT POINTS: 19

SUMMON MONSTER IV

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

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

Languages: Common, Sylvan.

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

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

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

HIT POINTS: 26

AUGMENTED HIT POINTS: 34

CELESTIAL LION: CR —; Large magical beast (extraplanar); HD 5d8+10; hp 32; Init +3; Spd 40 ft.; AC 15, touch 12, flat-footed 12; Base Atk +3; Grp +12; Atk claw +7 melee (1d4+5); Full Atk 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 1d4+2, smite evil; SQ DR 5/magic, darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electricity 5, scent, SR 10; AL CG; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

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

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

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

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

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

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

HIT POINTS: 32

AUGMENTED HIT POINTS: 42

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

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

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

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

STATISTICS ADJUSTED FOR AUGMENT SUMMONING FEAT: hp 57; Grp +17; Atk bite +13 melee (1d8+13); Full Atk bite +13 melee (1d8+13); SA trip (+13 check modifier); SV Fort +10; Str 29, Con 21.

HIT POINTS: 45

AUGMENTED HIT POINTS: 57

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

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

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

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

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

HIT POINTS: 26
AUGMENTED HIT POINTS: 34

SUMMON MONSTER V

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

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

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

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

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

HIT POINTS: 51
AUGMENTED HIT POINTS: 63

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

Skills and Feats: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite).

Languages: Common (understand only).

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

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

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

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

HIT POINTS: 59
AUGMENTED HIT POINTS: 73

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

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

Rend (Ex): A fiendish dire ape that hits with both claw attacks latches onto the oppo-

nent's body and tears the flesh, automatically dealing 2d6+12 points of damage.

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

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

HIT POINTS: 35
AUGMENTED HIT POINTS: 45

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

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

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

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

Poison (Ex): Sting—injury, Fort DC 14, initial and secondary damage 1d4 Con.

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

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

HIT POINTS: 32
AUGMENTED HIT POINTS: 42

SUMMON MONSTER VI

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

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

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

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

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

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

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

HIT POINTS: 60
AUGMENTED HIT POINTS: 76

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

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

Poison (Ex): Bite—injury, Fort DC 16, initial and secondary damage 1d8 Str.

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

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

1 EXPERIENCE POINTS	GEAR		
2 POSSESSIONS ON PERSON	ITEM	LOCATION	WEIGHT
3 POSSESSIONS NOT ON PERSON	ITEM	LOCATION	WEIGHT
4 MAGIC ITEMS WORN	HEAD (HEADBAND, HAT, HELMET, OR PHYSICALITY)	HANDS (GLOVE OR GAUNTLET)	
	EYES (EYE LENSES OR GOGGLES)	ARMS/WRISTS (BRACERS OR BRACELETS)	
	NECK (AMULET, BROOCH, MEDALLION, PECTORAL, OR SCARF)	BODY (ROBE OR SUIT OF ARMOR)	
	SHOULDERS (CLOAK, CAP, OR MANTLE)	TORSO (VEST, VERTMENT, OR DIRT)	
	RING #1	WAIST (BELT OR GIRDLE)	
	RING #2	FEET (BOOTS, SHOES, OR SLIPPERS)	
5 CARRYING CAPACITY	6 MONEY		
	LIGHT LOAD		
	MEDIUM LOAD		
	HEAVY LOAD		



1 EXPERIENCE POINTS (XP): Your character hasn't had any adventures yet, so he or she begins play with 0 XP. Your DM will award XP for slaying monsters and completing adventure goals. Your character needs 1,000 XP to reach 2nd level.

2 POSSESSIONS ON PERSON: Before you can equip your character, you need money (see Money, below). Chapter 7 of the *Player's Handbook* describes various weapons, suits of armor, shields, and adventuring gear available. Chapter 6 of the *EBERRON Campaign Setting* includes items specific to the world of Eberron.

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

If you are playing a rogue, you will need to buy thieves' tools (30 gp) to use skills such as Disable Device and Open Lock. If you are playing a sorcerer or wizard, you will need a spell component pouch (5 gp). A wizard also needs a wizard's spellbook (15 gp). All Eberron characters should buy standard identification papers (2 gp) and traveling papers (2 sp).

3 POSSESSIONS NOT ON PERSON: You may want to spend some of your character's money on a pack animal or mount, which can be listed here. Items not carried by the character (including things carried by a pack animal) are also listed here.

4 MAGIC ITEMS WORN: Your character begins play with no magic items. However, if you find a magic item designed to be worn, such as a cloak or ring, use this section to keep track of which space on the body the item occupies. A single space on the body can bear only one magic item.

5 CARRYING CAPACITY: How much can you carry depends on your Strength score. See pages 161–162 of the *Player's Handbook* for more information.

6 MONEY: Table 7–1 on page 111 of the *Player's Handbook* lists the starting gold for 1st-level characters based on class. You can either roll dice or take the average amount. Keep track of how much money you have here.

QUICK COIN CONVERTER:
 1 gold piece (gp) = 10 silver pieces (sp) = 100 copper pieces (cp) = 1/10 platinum piece (pp).

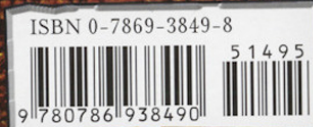
Inside the pockets of this protective folder, you'll find a full set of DUNGEONS & DRAGONS® character sheets for use in any EBERRON® or other D&D® campaign. Each character sheet features an attractive folio-style layout, giving you plenty of room to keep track of everything that makes your characters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

INCLUDES:

- ❖ A four-page introductory character sheet designed for new players.
- ❖ Four-page character sheets suitable for martial characters, skill-focused characters, spellcasters, psionics users, and multiclass characters.
- ❖ Four-page character development sheets, which you can use to flesh out your character's background and personality, as well as track your character's career path.
- ❖ Four-page adventure log sheets, which you can use to keep track of encounters, NPCs, and campaign details.
- ❖ Spell lists for all the spellcasting classes in the *Player's Handbook™*, *Complete Adventurer™*, *Complete Arcane™*, and *Complete Divine™*, plus spell lists for the assassin and blackguard prestige classes described in the *Dungeon Master's Guide™*.
- ❖ A list of infusions for the artificer class described in the *EBERRON Campaign Setting*.

Every character sheet, adventure log, and spell list is easy to photocopy, so you'll always have a fresh sheet on hand when you need one.

Developed and assembled by Christopher Perkins



950050000



Sug. Retail U.S. \$14.95 Printed in the U.S.A.

Visit our website at
www.wizards.com/eberron