

Wand of Earth and Stone

1ST LEVEL BOOK NAME: _____ PAGES: _____ SIZE/WEIGHT: _____ OWNER: _____

V	S	M	C*	SPELL	BRIEF DESCRIPTION	COMPONENTS AVAILABLE
☐	☐	☐	☐	CLW	ORDINATION UA pg 32	☐ ☐ ☐
☐	☐	☐	☐	PENETRATE DISGUISE	UA pg. 33	☐ ☐ ☐ ANKH
☐	☐	☐	☐	CLW	pg 42	☐ ☐ ☐ WATER
☐	☐	☐	☐	DETECT MAGIC	pg 44	☐ ☐ ☐ ANKH
☐	☐	☐	☐	COMMAND	pg 43	☐ ☐ ☐ ANKH
☐	☐	☐	☐	CLW		☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐

2ND LEVEL

V	S	M	C*	SPELL	BRIEF DESCRIPTION	COMPONENTS AVAILABLE
☐	☐	☐	☐	SLOW POISON	UA pg 34	☐ ☐ ☐ ANKH
☐	☐	☐	☐	RESIST FIRE	pg 45	☐ ☐ ☐ ANKH
☐	☐	☐	☐	SNAKE CHARM	TARGET 8HD pg 46	☐ ☐ ☐ ANKH
☐	☐	☐	☐	HOLD PERSON	pg 47	☐ ☐ ☐ GEMS
☐	☐	☐	☐	SILENCE 15'	pg 45	☐ ☐ ☐ ANKH
☐	☐	☐	☐	AID		☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐

3RD LEVEL

V	S	M	C*	SPELL	BRIEF DESCRIPTION	COMPONENTS AVAILABLE
☐	☐	☐	☐	REMOVE PARALYSIS	CONJURE 48' 1000	☐ ☐ ☐ ANKH
☐	☐	☐	☐	SPEAK WITH DEAD	pg 48	☐ ☐ ☐ INCENSE
☐	☐	☐	☐	DETECT CURSE	WATR pg 550	☐ ☐ ☐ ANKH
☐	☐	☐	☐	REMOVE CURSE	pg 49	☐ ☐ ☐ ANKH
☐	☐	☐	☐			☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐

4TH LEVEL

V	S	M	C*	SPELL	BRIEF DESCRIPTION	COMPONENTS AVAILABLE
☐	☐	☐	☐	CSW	1 ST LEVEL pg 45	☐ ☐ ☐ ANKH
☐	☐	☐	☐	NEUTRALIZE POISON		☐ ☐ ☐ ↓
☐	☐	☐	☐	NEUTRALIZE POISON	pg 47	☐ ☐ ☐ BARK, SCALES
☐	☐	☐	☐			☐ ☐ ☐ ANKH
☐	☐	☐	☐		-15 gr gold dust	☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐
☐	☐	☐	☐			☐ ☐ ☐

PRAYER BOOKS & SCROLLS

5TH LEVEL

V	S	M	C*	SPELL	BRIEF DESCRIPTION	COMPONENTS AVAILABLE	SPECIALIST SPELL
☐	☐	☐	☐	TRUE SEEING	REVERSIBLE	☐ ☐ ☐	OINTMENT (TEMPLE)
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	

6TH LEVEL

V	S	M	C*	SPELL	BRIEF DESCRIPTION	COMPONENTS AVAILABLE	SPECIALIST SPELL
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	

7TH LEVEL

V	S	M	C*	SPELL	BRIEF DESCRIPTION	COMPONENTS AVAILABLE	SPECIALIST SPELL
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	

8TH LEVEL

V	S	M	C*	SPELL	BRIEF DESCRIPTION	COMPONENTS AVAILABLE	SPECIALIST SPELL
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	

9TH LEVEL

V	S	M	C*	SPELL	BRIEF DESCRIPTION	COMPONENTS AVAILABLE	SPECIALIST SPELL
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	
☐	☐	☐	☐			☐ ☐ ☐	

Menka's Cheat Sheet

The Ring of the Ram		4 charges - UA, pg. 93
Give forth a ram-like force, manifested by a vaguely discernible shape which resembles a ram's head. Can be used to knock people off walls (3" range).		Open doors: 1 - 6 points (1 charge) 18/00 str (1 charge) 2 - 12 points (2 charges) 19 str (2 charges) 3 - 18 points (3 charges) 20 str (3 charges).
Staff of Curing	DMG pg. 134 (2 charges)	cure disease, cure blindness, cure insanity, cure wounds (3d6 + 3)
Periapt of Proof Against Poison +1	DMG pg. 151	10% / +1 save vs all poisons. All poisons.
Horn of Fog	UA pg.101	10 cubic foot fog cloud per round the horn is blown; lasts 2-8 rounds. Moves at 1"/round in the direction blown (Illusionist <i>Fog Cloud</i> spell, PHB pg. 95) Does not require charges.
Necklace of Missiles	DMG pg. 150	2 - 3rd level globes 1 - 5th level globes
Gloves of Missile Snaring	UA pg. 100	Catch missiles in flight, one per each empty hand.
Flail of the Desert Kings	14 Charges	
Storm Voice		Enables the wielder to speak as a storm - all within 20' must save vs. <i>spell</i> or be knocked flat and deafened. (1 charge)
Drain		Steals 2-8 hp up to the wielder's personal max. (1 charge)
Worship		Raises the wielder's effective charisma score to 22 (2 charges)
		• low level characters drop to their knees • high level characters get a saving throw
Wand of Earth And Stone	UA pg. 96 (7 charges)	<i>Dig</i> (1/2 charge), <i>Passwall</i> (1), <i>Move Earth</i> (2) Transmute mud to rock (1 charge) Transmute rock to mud (1 charge)
Rope of Climbing	DMG pg. 153	Upon command the rope will snake forward, upward, downward, or any other direction at 10' per round and attach itself securely wherever desired. It will return or unfasten itself likewise. In any event, one end of the rope must be held by a character when it performs such actions. It can also be commanded to knot itself, and this will cause large knots to appear at 1' intervals along the rope; knotting shortens the rope to 50' length while so knotted.
Scrolls		
<i>Remove Fear</i>	<i>Endure Heat / Cold</i>	<i>Commune</i>
<i>Bless</i>		<i>Speak With Monster</i>
<i>Dispel Light/Dark x2</i>	<i>Remove Paralysis</i>	
<i>Continual Light</i>	<i>Exorcise</i>	<i>Ladder (SM)</i>
<i>Cure Disease</i>	<i>Sticks to Snakes</i>	<i>Mummy (SM)</i>
<i>Protection from Evil 10'</i>	<i>Locate Object</i>	<i>Time Loop (SM)</i>
Potions / Oils		
<i>Oil of Impact (-1 charge) UA pg. 90 +3 to hit / +6 damage</i>		
<i>Oil of Acid Resistance</i>		
Necklace of Prayer Beads	DMG pg. 151	blessing, karma, curing , summons

60'
"boston2007"

Menka's Cheat Sheet

Spell Components	Lamia guts (S16) Manticore bones (S21) Manticore guts and claws (S22) White dragon blood and bones (S39)
-------------------------	---

*blood + bones from
blue dragon*
(S63)

Scroll Creation	Holy Water Creation
Have 1 quill and 4 sheets of vellum Takes one day per spell level (DMG pg. 117) Maximum 7 spells per scroll Must be inscribed on an altar	Need a font and basin (DMG pg.114)

Magic Attack Adjustment: +4 Player's Handbook pg. 11	Saving throw adjustment vs. beguiling, charming, fear, hypnosis, illusion, magic jarring, mass charming, phantasmal forces, possession, rulership, suggestion, telepathic attacks.
--	--

CLERICS

Number	1st Level	2nd Level	3rd Level
1	Bless	<i>Aid</i>	Animate Dead
2	<i>Ceremony</i>	Augury	<i>Cloudburst</i>
3	<i>Combine</i>	Chant	Continual Light
4	Command	Detect Charm	Create Food & Water
5	Create Water	<i>Detect Life</i>	Cure Blindness
6	Cure Light Wounds	<i>Dust Devil</i>	Cure Disease
7	Detect Evil	<i>Enthrall</i>	<i>Death's Door</i>
8	Detect Magic	Find Traps	Dispel Magic
9	<i>Endure Cold/Heat</i>	Hold Person	Feign Death
10	<i>Invisibility to Undead</i>	<i>Holy Symbol</i>	<i>Flame Walk</i>
11	Light	Know Alignment	Glyph of Warding
12	<i>Magic Stone</i>	<i>Messenger</i>	Locate Object
13	<i>Penetrate Disguise</i>	Resist Fire	<i>Magical Vestment</i>
14	<i>Portent</i>	Silence 15' Radius	<i>Meld Into Stone</i>
15	<i>Precipitation</i>	Slow Poison	<i>Negative Plane Protection</i>
16	Protection From Evil	Snake Charm	Prayer
17	Purify Food & Drink	Speak With Animals	Remove Curse
18	Remove Fear	Spiritual Hammer	<i>Remove Paralysis</i>
19	Resist Cold	<i>Withdraw</i>	Speak With Dead
20	Sanctuary	<i>Wyvern Watch</i>	<i>Water Walk</i>

SPELL TABLES (CLERICS)

CLERICS, Continued

Number	4th Level	5th Level	6th Level	7th Level
1	<i>Abjure</i>	<i>Air Walk</i>	Aerial Servant	Astral Spell
2	<i>Cloak of Fear</i>	<i>Animate Dead Monsters</i>	Animate Object	Control Weather
3	Cure Serious Wounds	Atonement	Blade Barrier	Earthquake
4	Detect Lie	Commune	Conjure Animals	<i>Exaction</i>
5	Divination	Cure Critical Wounds	Find The Path	Gate
6	Exorcise	Dispel Evil	<i>Forbiddance</i>	Holy (Unholy) Word
7	<i>Giant Insect</i>	Flame Strike	Heal	Regenerate
8	<i>Imbue With Spell Ability</i>	<i>Golem</i>	<i>Heroes' Feast</i>	Restoration
9	Lower Water	Insect Plague	Part Water	Resurrection
10	Neutralize Poison	<i>Magic Font</i>	Speak With Monsters	<i>Succor</i>
11	Protection From Evil 10' Radius	Plane Shift	Stone Tell	Symbol
12	Speak With Plants	Quest	Word of Recall	Wind Walk
13	<i>Spell Immunity</i>	<i>Rainbow</i>		
14	<i>Spike Growth</i>	Raise Dead		
15	Sticks to Snakes	<i>Spike Stones</i>		
16	Tongues	True Seeing		