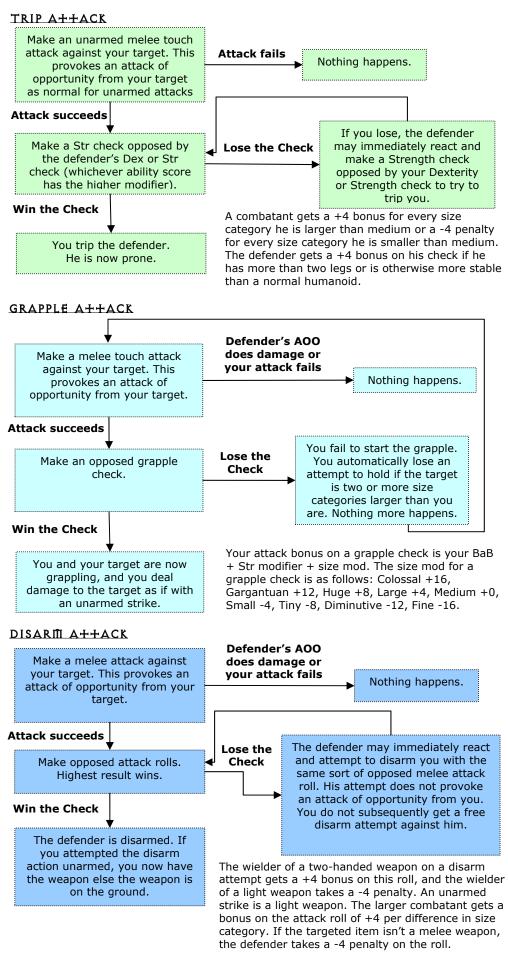
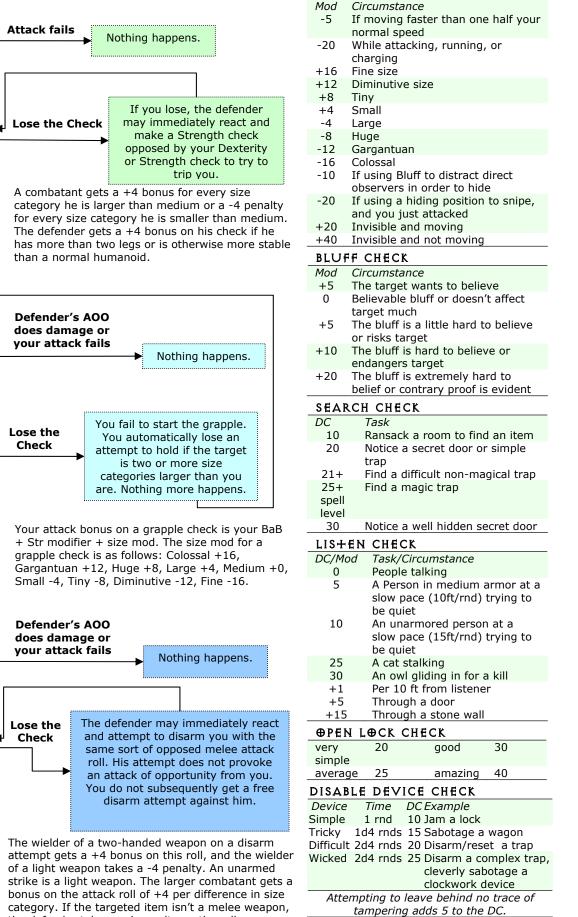
AS+RAL DEPE	NUANT		HOUS SPELLS		r cei	.⊕R Р⊕⊕		RS	
Astral projection		Explosive rune	es	Ysgard		indigo	Elysium		opal
Dimensional anch	or	Forcecage	la is	Limbo		jet	the Beas	tlands	emerald
Dimension door	(T T)()	Leomund's tin		Pandemo		magenta	Arborea	,	sapphire
Summon monster	(1 – 1X)	Invisiblity pur	ge	the Abyss	5	amethyst	the Outla		brown
Teleport		Maze		Carceri		olive	the Prim	e	silver
Teleport without		See invisibility		the Waste	e	rust	Fire		fire emerald
Teleportation circl	e	Sepia Snake s	sigii	Gehenna		russet	Earth		moss granite
Vanish		Mage armor		Baator		ruby	Water		dark blue
These spells do no		Magic missle		Acheron		flame	Air		pale blue
only partially fund		Maze		Mechanus	5	diamond	Positive		white
Inner Planes and	the Astral.	_ Mordenkainen		Arcadia		saffron	Negative	•	black
E+HEREAL DE	PENDAN+	Otiluke's resili		Mt. Celes	tia	gold	Shadow		black spiral
Blink		Otiluke's telek	inetic sphere	Bytopia		amber	the Ethe	real	white spiral
Dimensional anch	or	Shield					a demipl	ane	random
Ethereal jaunt		Spiritual weap		E+HER(EAL C	CUR+AIN	COLOR	S	
Etherealness		Tenser's floati	ng disk	the Prime		quoise	Steam		ory
Leomund's secret	chest	Trueseeing		Air	blu		Radiance		inbow
Vanish	Circoc	Wall of force		Earth	bro		Mineral		eamy pink
These spells do no	ot function or	These spells c	ross the Ethereal	Fire	red		Vacuum		ack and white spe
only partially fund		Border and ca	n affect objects						
orny partiany runt	don on the	on the coterm	inous Ethereal.	Water	gre		Salt	ta	
				Smoke	pea		Ash		rk grey
+ANDARD CR				Ice		lamarine	Dust		own grey
			other modifications	Ooze		colate	Postive		nite
		hons and guardin	als).	Magma		roon	Negative		ack
<i>Petitioner</i> Imm: mi				Lightning	vio	let	Shadow		ver
		n. Resist: acid 10	, sonic 10.				a demipla	<i>ne</i> ra	ndom
		subdual, ability da		WINDS	⊕И Р	ANDEME	MIUM		
		Resist: acid 10,		d100	Effec				Save
	ect to critical h			1-10		y flying pel	obles for 1	d4	Reflex 15 for ha
			fire 10, electricity	11-20		y flying sto			Reflex 18 for ha
			mi of queen are in	21-30		usion as sp			Will 15 negates
			it footed unless all	31-40		y flying bo			Reflex 20 for ha
		up flanked unless		41-50		shed into w			Reflex 22 for ha
		id 5, cold 5, electi		51-60		usion as sp			Will 20 negates
Archon Imm: old	octricity potrif	ication Posists so	old 10, acid 10. +4	71-80		shed into w			Reflex 24 for ha
vs poisor		ication. Resist. co	na 10, acia 10. 14	81-90		shed into w			Reflex 24 for ha
•		charme compul	sions. Resist: cold	61-90					Reflex 20 negat
	10. +4 vs poi		Sioris. Resist. Colu	91-100		wn into the nanent insa		saves)	Will 22 negates
Aasimon Imm: ac			lectricity 10 fire						Will 22 Hegales
10. +4 v		cation, resist. C	iccurcity 10, inc			SPIRE EF			
		ication Pociety co	old 10, acid 10. +4			spellcraft (
vs poisor		ication. Resist. co	na 10, acia 10. 14						in an antimagic fi
		ication Pociety co	old 10, acid 10. +4			ce Imped	. Limit.	Other E	Effects
		ication. Resist. Co	nu 10, aciu 10. T4		1100 n	ni 9 th	none		
vs poisor		v Docieti seld 10	cold 10 fire 10	9 th	1000 n	ni 8 th	none		
			, cold 10, fire 10.		900 m		9 th	Creatu	res gain immunity
		. Allergic to iron.	10 alactulate: 10					poison	5,
Yugoloth Imm: po				7 th	800 m	ni 6 th	8 th		spell-like abilities
		. Allergic to silver		•	200 11		Ü		o function
<i>Gehreleth</i> Imm: po				6 th	700 m	ni 5 th	7 th		e and negative
Baatezu Imm: fir	e, poison. Res	ist: cold 10, acid	10. Can summon	•	, 55 11	5	,		can't be channele
		cal darkness. Aller		5 th	600 m	ni 4 th	6 th		atural abilities cea
		ooison, sleep, para		5	550 11	4	U	to func	
		nantic effects, any		4 th	500 m	ni 3 rd	5 th		tral is no longer
			eath from massive	4	500 II	3	J		
	Not subject to								inous, dependant
<i>lemental</i> Imm: po			. Not subject to	ard	400 :-	ni 2 nd	⊿ th		cease to function
critical h				3 rd	400 m	11 23	4 th		powers of demi-
A+E TOWNS				and	200		ard		and lower annulle
	adegate	Elysium	Esctasy	2 nd	300 m	ni all	3 rd		powers of lesser-
				a et	200		and		and lower annulle
	celsior	Beastlands	Faunel	1 st	200 m	ni all	2 nd		powers of
	rtitude	Arborea	Sylvania						ediate deities and
	utomata	Ysgard	Glorium						ınnulled
	gus	Limbo	Xaos	center	100 m	ni all	all	All divi	ne powers annulle
	bcage	Pandemonium	Bedlam	SPELLS	IN SI	GIL			
	orch	the Abyss	Plague-mort	Summon		fails			
	opeless	Carceri	Curst	Teleporta			or out of	Sigil if	within Sigil requir
L+ERNA+E G	ልተ ፅ ተ ወ <u>₩</u> ነ	1S		releporta	LIUII				within Sigil requir
			valker's updates to	Dist. II					spell level
		slides. See PSCS		Divination	1	rails if inte	o or out of	Sigil	
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	ourage	the Abyss	Blight						

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Solania Metrion Jovar Chroniss ARCADIA Mildy remains Brux ARGERIA Brux ARGERIA Mildy family Javarid. ACHERAN Busenss Busenss Beckens Busenss Beckens Busenss Busenss Busenss Beckens Busenss				DC 15 + Spell 1	ievei to cast	
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## Pellon **Strongly lawful.** **ACHER®N **Mildly lawful.** **Avalas** Thuldanin Tintabulus **Ocarithus **BAA+®R **Mildly rawful.** **Avernus **Bhaa+®R **Mildly lawful.** **Avernus **Pessi+IVE **Strongly negative dominant.** **For DC 15 or bilined der permanently. Fast heal 5, +5 temp Hilfund, for DC 25 or gain an eng. level, at -1 level become a wraith dover double max HP or explode. Pessitive energy spells are maximized. Turn and over double max HP or explode. Pessitive energy spells are maximized. Turn and over double max HP or explode. Pessitive energy spells are maximized. Strongly negative energy spells are maximized. Turn and over double max HP or explode. Pessitive energy spells are maximized. Strongly energy spells are entropy spells impeded, spellcraft DC 15 or bilined for 10 rbd. **Mildly evil.** **Mildly evil.** **Mildly choostic.** **Strongly negative dominant.** **For DC 15 or bilined are entropy spells are maximized. Turn and over double max HP or explode. Pessitive energy spells are maximized. Strongly entropy spells are entropy spells. The spell evel to cast. **Thulled HPM or the Control of the Mildly evil.** **Mildly chootic.** **Pandesmos** **Cocytus Philoegenos** **Thule Ulphania.** **Porphaty Agathys** **THE @U+EN INER** **Mildly chootic.** **Porphaty Agathys** **THE @U+EN INER		HO		And A		
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Ranier

Whip

Scimitar

Warhammer

Flail, heavy

Greatsword

SPECIAL A++ACKS

Greataxe

Greatclub

Longbow

Shortbow

1d12

1d10

1d8

Aid Another Hit AC 10, give friend +2 bonus to attack or AC.

1d8

1d8

1d10

1d6

Crossbow, hand 1d3 1d4 19-20/×2 30 ft.

×3

×2

1d10 19-20/×2 —

×3 100 ft.

2d6 19-20/×2 —

1d4 1d6 ×3 60 ft.

Dmg (S) Dmg (M) Critical Range Type

Move x2 speed, +2 attack, -2AC, one attack only.

Lances in a mounted charge deal double damage.

Bluff vs. Sense motive + BaB. Opponent loses Dex.

HIDE CHECK

CLIMB	CHECK	,						TUMBLE C	HECK	
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Impossible		mooth, per							or underg	
-10		point whe					be used		Severely	
		orace, such							rubble, oi	
-5		point whe					s may be	+2	Lightly sli	ppery (
		d to brace,					•	+5	Severely	slipper
+5		lippery surf						+2	Sloped or	angled
LONG I	UITIP			ΗΙ	GH JUIT	P				
		foot runnin	<u> </u>		Requires a		runnina	COVED		
		running sta			•		ning start,	COVER		
	ouble ti			50		ble the D		Cover does r		
DC	Dista			DC		Size	Reach	in prior editio		
5	5 fee			4		Colos.	128 ft	has cover, th	, , ,	
10	10 fe			8	2 ft	Garg.	64 ft	+4 modifier t		
15	15 fe			12	2 3 ft	Huge	32 ft	make an		
20	20 fe	et		16	4 ft	Large	16 ft	opponents	WILII LULAI	cover.
25	25 fe	et		20	5 ft	Medium	8 ft			
30	30 fe	et		24	6 ft	Small	4 ft			
And so	on, coi	ntinuing the		28	7 ft	Tiny	2 ft			
	patte	rn.		32	8 ft	Dimin.	1 ft			
						Fine	½ ft			
SAMPLE	WEAR	РФИЅ						A++ACK Re	ыг ше	DS
Simple		Dmg (S)	Dmg (M)	Critical	Range	Туре	Defender is	Melee	Range
Gauntlet		ĺd2 ĺ	1d3		×2	_	,, Bl.	Behind cover	+4	+4
Unarmed s	trike	1d2	1d3	3	×2	_	BI.	Blinded*	-2	-2
Dagger		1d3	1d4	1	19-20/×2	2 10 ft.	P. or SI.	Cowering*	-2	-2
Club		1d4	1d6	5	×2	10 ft.	BI.	Entangled	+0	+0
Mace, heav	/y	1d6	1d8	3	×2	_	BI.	Flat-footed*	+0	+0
Morningsta	ir	1d6	1d8	3	×2	_	Bl. and P.	Grappling	+0	+0
Shortspear		1d4	1d6	5	×2	20 ft.	Р.	(attacker not)*	•	
Longspear		1d6	1d8	3	×3	_	P.	Helpless*	-4	+0
Quartersta	ff	1d4/1d4			×2	_	BI.	Kneeling or	-2	+2
Spear		1d6	1d8		×3	20 ft.	P.	sitting		
Crossbow,		1d8	1d1		19-20/×2			Pinned*	-4	+0
Crossbow,	light	1d6	1d8		19-20/×2		Р.	Prone	-4	+4
Martial		Dmg (S)			Critical	Range	, ,	Running*	-0	+2
Sword, sho	ort	1d4	1d6		19-20/×2	2 —	Р.	Squeezing	-4	-4
Battleaxe		1d6	1d8		×3	_	SI.	through a space		
Flail		1d6	1d8		×2	_	BI.	Stunned*	-2	-2
Longsword		1d6	1d8		19-20/×2		SI.	UNDEAD T	URNIN	G CH
Sword, bas	stard	1d8	1d1		19-20/x2		SI.	Result of 1d2		

	TUMBLE	CHECK					
	DC/Mod	Task / Circumstance					
wall	15	Treat a fall as if it were 10 feet shorter than it really					
pe		is when determining damage.					
tand on,	15	Tumble at half speed as part of normal movement, provoking no attacks of opportunity while doing so.					
carra orr,		Failure means you provoke attacks of opportunity.					
ee, or	25	Tumble at half speed through an area occupied by ar enemy (over, under, or around the opponent) as					
-		part of normal movement, provoking no attacks of opportunity while doing so.					
	Impossible	Tumbling is impossible in a deep bog.					
footholds	+2	Lightly obstructed (scree, light rubble, shallow bog, or undergrowth)					
aaa.d							
e used	+5	Severely obstructed (natural cavern floor, dense rubble, or dense undergrowth)					
may be	+2	Lightly slippery (wet floor)					
	+5	Severely slippery (ice sheet)					
	+2	Sloped or angled					

CONCEALMEN+

Concealment does not exist in

3.5 as in prior editions. If an

opponent has concealment,

they simply have a miss

chance on any successful

attack against them equal to

20%. Total concealment

requires attackers to guess at

0 fe			4 6 ft	Small	4 ft				their location, wi		
, cor	ntinuing the		8 7 ft	Tiny	2 ft				chan		
atte	rn.	3	2 8 ft	Dimin.	1 ft						
				Fine	½ ft						
EAPO NS				A++ACK R€	ы п	DS					
	Dmg (S)	Dmg (M)	Critical	Range	Туре	Defender is	Melee	Ranged	Attacker is	Melee	Ranged
	1d2	1d3	×2	_	BI.	Behind cover	+4	+4	Dazzled	-1	-1
e	1d2	1d3	×2	_	BI.	Blinded*	-2	-2	Entangled	-2	-2
	1d3	1d4	19-20/×2	10 ft.	P. or SI.	Cowering*	-2	-2	Flanking defender	+2	_
	1d4	1d6	×2	10 ft.	BI.	Entangled	+0	+0	Invisible*	+2	+2
	1d6	1d8	×2	_	BI.	Flat-footed*	+0	+0	On higher ground	+1	+0
	1d6	1d8	×2	_	Bl. and P.	Grappling	+0	+0	Prone	-4	_
	1d4	1d6	×2	20 ft.	Р.	(attacker not)*			Shaken or	-2	-2
	1d6	1d8	×3	_	P.	Helpless*	-4	+0	frightened		
	1d4/1d4	1d6/1d6	×2	_	BI.	Kneeling or	-2	+2	Squeezing	-4	-4
	1d6	1d8	×3	20 ft.	Р.	sitting			through a space		
ivy	1d8	1d10	19-20/×2	120 ft.		Pinned*	-4	+0	Crossbows can I	be used	d while
ıt	1d6	1d8	19-20/×2		P.	Prone	-4	+4	prone, unlike n	nost ra	nged.
	Dmg (S)	Dmg (M)		Range	Туре	Running*	-0	+2	For starred modi	fiers, d	efender
	1d4	1d6	19-20/×2	_	Р.	Squeezing	-4	-4	loses any Dex l	bonus t	to AC.
	1d6	1d8	×3	_	SI.	through a space					
	1d6	1d8	×2	_	BI.	Stunned*	-2	-2			
	1d6	1d8	19-20/×2		SI.	UNDEAD T	URNIN	G CHEC	K		
d	1d8	1d10	19-20/×2		SI.	Result of 1d20) + Char l	bonus	Most Powerful Unde	ad Affe	ected
	1d4	1d6	18-20/×2		P.		lower		Cleric's level HD -4		
	1d4	1d6	18-20/×2	_	SI.			Cleric's level HD -3			
	1d2	1d	×2	_	SI.	4	- 6		Cleric's level HD -2		
	1d6	1d8	×3	_	BI.	7	' —9		Cleric's level HD -1		
	1410	1412	V 2		CI						

22 or higher Cleric's level HD +4 Turning Damage: If you can turn undead within 60 feet, roll 2d6 + your cleric level + your Charisma modifier for turning damage. That's how many total Hit Dice of undead you turn.

Cleric's level HD

Cleric's level HD +1

Cleric's level HD +2

Cleric's level HD +3

SPEC	CIAL ABILI+IES:	AFFEC+ED	BY
	Extraordinary	Spell-Like	Supernat
Dispel magic	No	Yes	No
SR Applies	No	Yes	No
Antimagic	No	Yes	Yes

10-12

13-15

19-21

Attack of Opp.

