

CASTLES & CRUSADES SOCIETY

GENCON 2009 TOURNAMENT



The Castles & Crusades Society

Alea Iacta Est!

The Die is Cast!

Dedicated to all who Game, who seek
to find enjoyment in the exploration
of fantasy, of science-fiction, of war, of the
timeless skill, strategy and story
found in table-top gaming experience

PRE-GENERATED CHARACTERS

Pre-Generated Characters:

The essentials for each Player Character have been rolled and set for the adventure “The Lure of Delusion” by Stephen Chenault for the C&C Society tournament at GenCon 2009.

At the beginning of each table run of the tournament, the players at that table will select from the 16 characters provided. The pre-gens are posted before hand to give players a preview of what’s available, but no one can reserve or assume “Oh I’m gonna play that one!” - again, decisions will be made at the start of each tournament table. If two players are adamant about selecting the same PC pre-gen, a dice will be thrown in true Gygaxian fashion to determine who gets ‘em!

Pre-Gens are not completed - as each one is open for the player to determine name, gender, alignment (any except Evil) and brief physical character notes/description.

In a few cases, other info is left open - such as Bard’s choice of instrument, Cleric’s choice of Deity (list of Airhde gods will be available for players), and choice of spells for users of magic. It is intended that this will minimize start time while still allowing for some customization of character to make it the Tournament Player’s own. Perhaps the names of these adventurers might ring famously in the annals of the Cradle of the World?

Finally, weaponry and some specific items are pre-generated. But basic equipment is not. Rather than spend copious amounts of time buying stuff, we present 4 Quick “Kits” to select from, copies of which will be available at each table to avoid time writing it down.



For this tournament, some things will be assumed: that wizards have their spell books, that arcane users have components for the spells they select, that all party members have “basic” clothing (boots, belts, pants, jerkins, etc.).

Good luck to all who choose to brave the dangers of the Darkenfold! Alea Iacta Est!

EQUIPMENT KITS FOR PRE-GENS:

Kit “A” - The “Classic” Pack

Backpack
2 Flasks of Oil
Flint & Steel
4 Torches
50’ Rope
1 Weeks Standard Rations
Bandages (2 Wounds)
Waterskin (1 gallon)
Small Sack
+ either (pick one):
 Grappling Hook
 Pitons/Spikes (10)

Kit “B” - The “Smart” Pack

Backpack
1 Flask of Oil
Bottle of Ink
Quill
10 Pages of Paper
Sealing Wax
Scroll Case (10 Sheets)
1 Weeks Standard Rations
Stick of Incense
5 Candles
Tinder Box
Canteen of Water

Kit “C” - The “Mischief” Pack

Backpack
2 Flask of Oil
Bag of Marbles (25)
Crock of Grease
String (50’)
Metal File
1 Weeks Standard Rations
Hooded Lantern
Canteen of Water
2 Small Sacks
Bag of Dust

Kit “D” - “Equipment? Bah - I don’t need no stinkin’ equipment - Just give me something magical!” Pack

Large Belt Pouch

1 Ring of Sustenance

Bar of Soap

Player Name: _____

Character Name: _____

DWARF FIGHTER Level 4

STR	18 (Prime)	+3	Move: Lightly Encumbered, 15' per rd/DEX check -1
DEX	12		
CON	17 (Prime)	+2	AC: 17
INT	7	-1	
WIS	12		HP: 27 Current: _____
CHA	8	-1	

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Battle Axe +1 BTH: +9 Damage: 1d8+5

A armor:

Full Chain Suit (+6 to AC)
Med. Steel Shield (+1 to AC)

Class Bonuses:

Weapon Specialization: Battle Axe +1

Racial Bonuses:

Animosity (-2 on charisma checks vs. Elves they are not associated with)
Deepvision (Can see 120 feet in darkness)
Determine Depth & Direction (When underground)
Enmity (-4 Charisma checks vs. Half-Orcs, Goblins and Orcs)
Defensive Expertise (+4 AC when fighting Giants or Ogres)
Resistant to Arcane Magic (+3 Saving throws against arcane magic)
Resistant to Fear (+2 to all Fear saving throws)
Resistant to Poisons (+2 on all Poison Saving throws)
Stonecraft (+2/+4 on identifying stonework constructions)

Possessions:

Equipment Kit Selected: _____

Languages: Common, Dwarven, Gnome, Goblinoid, Halfling, Elven, Ogrish, Giant, Troll

Coin/Treasure: 58 G.P., 52 S.P. to start

Player Name: _____

Character Name: _____

ELF RANGER Level 3

STR	14 (Prime)	+ 1	Move: 40' per rd (w Boots)
DEX	13	+ 1	
CON	15 (Prime)	+ 1	AC: 14 (13 when using bow)
INT	10		
WIS	13	+ 1	HP: 19 Current: _____
CHA	8	- 1	

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Long Sword +1	BTH: +5	Damage: 1d8+2

Short Bow	BTH: +3	Damage: 1d6

Armor:

Leather Armor (+2 to AC)
Small Wooden Shield (+1 to AC)

Class Bonuses:

Combat Marauder (+4 HP additional damage when hitting humanoids)
Conceal (DEX check to achieve)
Delay/Neutralize Poison (WIS check – must have herbs available)
Move Silently (DEX check to achieve)
Scale (DEX check to move on dangerous slopes, ½ speed)
Traps (WIS to identify or deal with wilderness forms of traps +2 to check)
Survival (WIS check to provide shelter, food, water, etc. to themselves and others in Wilderness)
Track (WIS to track +2 added check)

Racial Bonuses:

Enhanced Senses (+2 to listen checks)
Twilight Vision
Move Silently (DEX check to succeed)
Spell Resistance (+10 to saves against sleep or charm)
Spot Hidden Doors (WIS +2 to check)
Weapon Training (+1 BTH when using Longsword)

Possessions:

Quiver w/20 Arrows ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐
Boots of Striding & Springing (10' add to movement)

Languages: Common, Elf, Dwarf, Gnome, Goblin, Halfling and Orc

Equipment Kit Selected: _____

Coin/Treasure: 28 G.P. 17 S.P. to start

Player Name: _____

Character Name: _____

ELF WIZARD Level 3

STR	8	-1	Move: 30' per rd
DEX	13	+1	
CON	9		
INT	18 (Prime)	+3	AC: 12
WIS	13 (Prime)	+1	
CHA	13	+1	HP: 8 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Staff	BTH: 0	Damage: 1d6-1
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Short Bow	BTH: +3	Damage: 1d6
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Armor:

None

Class Bonuses:

Bonus Spells: 1 1st, 1 2nd, 1 3rd Level Bonus spells for INT

Spells Per Day:

0: 4 1: 4 2: 3

Racial Bonuses:

Enhanced Senses (+2 to listen checks)

Twilight Vision

Move Silently (DEX check to succeed)

Spell Resistance (+10 to saves against sleep or charm)

Spot Hidden Doors (WIS +2 to check)

Weapon Training (+1 BTH when using Short Bow)

Possessions:

Ring of AC +1

Quiver w/12 Arrows □□□□□ □□□□□ □□

Languages: Common, Elf, Dwarf, Gnome, Goblin, Halfling and Orc

Equipment Kit Selected: _____

Coin/Treasure: 15 G.P., 27 S.P. to start

Player Name: _____

Character Name: _____

GNOME ROGUE Level 4

STR	11		Move: 20'
DEX	18 (Prime)	+3	
CON	10		
INT	13 (Prime)	+1	AC: 16
WIS	11		
CHA	12		HP: 10 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Dagger +1	BTH: +2	Damage: 1d4+1

Short Bow	BTH: +4	Damage: 1d6

Armor:

Leather +1 (+3 to AC)

Class Bonuses:

Back Attack (+4 to hit, double damage)
Cant (Street Language of Rogues)
Climb (DEX check)
Decipher Script (INT check)
Hide (DEX check)
Listen (WIS check)
Move Silently (DEX check), Open Lock (DEX check), Pick Pocket (DEX check)
Traps (INT check)
Sneak Attack (when opponent unaware, +2 to Hit, +4 Damage, doesn't stack with Back Attack)

Racial Bonuses:

Animal Empathy (Can communicate with burrowing animals)
Combat Expertise (+1 to hit Goblins and Kobolds)
Darkvision (60 ft in darkness)
Enhanced Hearing (+3 to all listen checks, +3 for class Rogue, +6 total)
Spells: Innate ability to cast each of following once per day as 1st level caster:
Dancing Lights, Ghost Sound, Prestidigitation

Possessions:

Thieves' Tools +1
Quiver w/12 Arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Languages: Common, Elf, Dwarf, Gnome, Goblin, Kobold

Equipment Kit Selected: _____

Coin/Treasure: 39 G.P., 1 Gem worth 25 G.P., 32 S.P.

Player Name: _____

Character Name: _____

HALF-ELF BARD Level 4

STR	10		Move: 30' per rd
DEX	14	+ 1	
CON	10		
INT	12		AC: 14
WIS	15 (Prime)	+ 1	
CHA	16 (Prime)	+ 2	HP: 18 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Broad Sword +1 BTH: +4 Damage: 2d4+1

Armor:

Ring Mail (+3 to AC)

Class Bonuses:

Decipher Script (INT check)

Exalt (CHA check to give ally +2 bonus on rolls except attack)

Legend Lore (CHA check to know information)

Fascinate (3 times/day for up to 4 rds; can fascinate up to 2 foes, CHA save for them)

Racial Bonuses (Elf Lineage Dominant):

Empathy (+2 to all CHA checks)

Move Silently (DEX check)

Spot Hidden Doors (WIS check – half-elf gets within 5' of hidden door, +1 to active search)

Spell Resistance (+4 to Charm or Fear)

Enhanced Senses (+2 to Listen)

Possessions:

Cloak of Resistance +1 (+1 to all saves)

Musical Instrument: _____

Languages: Common, Elf, Gnome, Goblin and Orc

Equipment Kit Selected: _____

Coin/Treasure: 57 G.P., 71 S.P. to start

Player Name: _____

Character Name: _____

HALF-ELF CLERIC Level 3 Deity: _____

STR	13	+ 1	Move: 30' per rd
DEX	13 (Prime)	+ 1	
CON	11		
INT	10		AC: 14
WIS	18 (Prime)	+ 3	
CHA	8	- 1	HP: 12 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Heavy Mace +1 BTH: +3 Damage: 1d8+2

Armor:

Leather Armor +1
Small Wooden Shield

Class Bonuses:

Bonus Spells: 1 1st and 1 2nd Level Bonus spells for WIS
Turn Undead (60' range. 1d12 HD of ordinary undead, 1d6 HD of extraordinary, 1 unique)

Spells Per Day:

0: 4 **1:** 3 **2:** 2

Racial Bonuses (Elf Lineage Dominant):

Empathy (+2 to all CHA checks)
Move Silently (DEX check)
Spot Hidden Doors (WIS check – half-elf gets within 5' of hidden door, +1 to active search)
Enhanced Senses (+2 to all Listen Checks)
Spell Resistance (+4 against Charm or Fear)

Possessions:

Holy Symbol of _____
Vial of Holy Water
1 Potion of Cure Light Wounds

Languages: Common, Elf, Dwarf, Gnome and Halfling

Equipment Kit Selected: _____

Coin/Treasure: 19 G.P., 37 S.P., 1 Gem worth 20 G.P.

Player Name: _____

Character Name: _____

HALF-ELF DRUID Level 3

STR	10		Move: 30' per rd
DEX	13	+1	
CON	8	-1	
INT	13 (Prime)	+1	AC: 13
WIS	17 (Prime)	+2	
CHA	12 (Secondary)		HP: 14 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Staff +1	BTH: +2	Damage: 1d6+1
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Spear (throwing)	BTH: +2	Damage: 1d6
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Armor:

Leather Coat +1

Class Bonuses:

Bonus Spells: 1 1st and 1 2nd Level Bonus spells for WIS

Resist Elements (+2 to all saves involving nature)

Woodland Stride (Move through rough nature without damage; leave trail to track)

Spells Per Day:

0: 4 1: 4 2: 3

Racial Bonuses (Human Lineage Dominant):

Empathy (+2 to all CHA checks)

Move Silently (DEX check)

Spot Hidden Doors (WIS check – half-elf gets within 5' of hidden door, +1 to active search)

Spell Resistance (+2 to Charm or Fear)

Secondary Attribute (+2 to all CHA checks)

Possessions:

Cloak of Resistance +1 (+1 to all saves)

Small Pouch with 4 Goodberries

Languages: Common, Elf, Goblin, Halfling and Orc

Equipment Kit Selected: _____

Coin/Treasure: 1 Necklace worth 50 G.P., Pouch with 25 S.P., 5 G.P. to start

Player Name: _____

Character Name: _____

HALFLING ROGUE Level 4

STR	10		Move: 20'
DEX	18 (Prime)	+3	
CON	8	-1	
INT	13 (Prime)	+1	AC: 16
WIS	10		
CHA	10		HP: 10 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Katar +1	BTH: +2	Damage: 1d4+2

Bolas	BTH: +4	Damage: Trip, 1d4

Short Bow	BTH: +4	Damage: 1d6

Armor:

Studded Leather (+3 to AC)

Class Bonuses:

Back Attack (+4 to hit, double damage)
Cant (Street Language of Rogues)
Climb (DEX check)
Decipher Script (INT check)
Hide (DEX check)
Listen (WIS check)
Move Silently (DEX check), Open Lock (DEX check), Pick Pocket (DEX check)
Traps (INT check)
Sneak Attack (when opponent unaware, +2 to Hit, +4 Damage, doesn't stack with Back Attack)

Racial Bonuses:

Fearless (+2 saves against Fear)
Hide & Move Silent (+2 on to checks)
Duskvision (allows for low light vision, not enhanced for complete darkness)
Resistant (+1 to all CON saves)

Possessions:

Thieves' Tools +1
Quiver w/12 Arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Languages: Common, Elf, Dwarf, Gnome, Goblin, Halfling, Sylvan and Goblinoid

Equipment Kit Selected: _____

Coin/Treasure: 2 Gems worth 25, 30 G.P. each, 22 G.P., 44 S.P. to start

Player Name: _____

Character Name: _____

HALF-ORC BARBARIAN Level 4

STR	18 (Prime)	+3	Move: Lightly Encumbered, 23 ft/Rd, -1 DEX checks
DEX	13	+1	
CON	17 (Prime)	+2	AC: 16
INT	8	-1	
WIS	11		HP: 29 Current: _____
CHA	8	-1	

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

War Hammer +1 BTH: +7 Damage: 1d8+4

Armor:

Laminar Leather (+3 to AC)
Large Wooden Shield (+1 to AC)

Class Bonuses:

Combat Sense (+2 on checks against surprise, back/rear attacks halved on BTH +)
Deerstalker (Can forage for food and survival off land)
Intimidate (2 Foes of equal or lesser HD than 4, 15 ft radius, -2 on all foe's rolls unless they make CHA save)
Primeval Instincts (+4 on instant physical moves/checks done without thinking; can hold breath 17 rounds)
Whirlwind attack (Once per combat encounter, makes attack on 2 opponents within 5')

Racial Bonuses:

Darkvision (60 ft in complete darkness)
Enhanced Sense of Smell (Detect scents or presences in 60' or 30' downwind)
Martial Prowess (+1 if unarmored)
Resistant to Disease (+2 to all disease saves)

Possessions:

Amulet of Natural Armor +1

Languages: Common, Goblin and Orc

Equipment Kit Selected: _____

Coin/Treasure: 28 G.P., 66 S.P. to start

Player Name: _____

Character Name: _____

HUMAN ASSASSIN Level 4

STR	12 (Prime)		Move: 30' per rd
DEX	16 (Prime)	+ 2	
CON	9		
INT	14 (Prime)	+ 1	AC: 14
WIS	10		
CHA	12		HP: 13 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Rapier	BTH: +1	Damage: 1d6
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Hand Crossbow (+2)	BTH: +3	Damage: 1d4+2
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Armor:

Leather Armor (+2 to AC)

Class Bonuses:

Case Target (1d3X10 minutes studying target + successful WIS check allows info)
Climb (DEX check allows assassin to climb just about anything)
Death Attack (Uninterrupted study of target for 3 rds, opponent CON save or death on hit)
Disguise (1d3X10 minutes to disguise)
Hide (DEX check)
Listen (WIS check for extended hearing)
Move Silently (DEX check to succeed)
Poisons (INT check to know, identify, make; +1 on all saving throws on poison)

Possessions:

Ring of Jumping (Acts as spell *Jump* allowing wearer to leap about)
1 Vial of Type II Poison (2 doses)
1 Vial of Type 1 Antidote (1 dose)
1 Vial of Type 1 Poison (1 dose)
Bolt strap with 12 Bolts ☐☐☐☐☐ ☐☐☐☐☐☐☐

Equipment Kit Selected: _____

Coin/Treasure: 37 G.P., 1 gem worth 25 G.P., 40 S.P.

Player Name: _____

Character Name: _____

HUMAN CLERIC Level 3 **Deity:** _____

STR	13 (Prime)	+ 1	Move: 30' per rd
DEX	8	-1	
CON	12 (Prime)		
INT	12		AC: 14
WIS	17 (Prime)	+ 2	
CHA	10		HP: 14 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Heavy Mace BTH: +2 Damage: 1d8+1

Armor:

Laminar Leather +1 (+4 to AC)
Small Wooden Shield

Class Bonuses:

Bonus Spells: 1 1st and 1 2nd Level Bonus spells for WIS
Turn Undead (60' range. 1d12 HD of ordinary undead, 1d6 HD of extraordinary, 1 unique)

Spells Per Day:

0: 4 **1:** 3 **2:** 2

Possessions:

Ring of AC +1
Holy Symbol of _____
1 Scroll of *Bless*
1 Potion of Cure Light Wounds

Equipment Kit Selected: _____

Coin/Treasure: 18 G.P., 28 S.P. to start

Player Name: _____

Character Name: _____

HUMAN FIGHTER Level 4

STR	17 (Prime)	+2	Move: Lightly Encumbered, 23' per rd/DEX check -1
DEX	13 (Prime)	+1	
CON	14 (Prime)	+1	AC: 18
INT	8	-1	
WIS	10		HP: 24 Current: _____
CHA	8	-1	

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Long Sword +1	BTH: +8	Damage: 1d8+4
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Short Bow	BTH: +5	Damage: 1d6
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Armor:

Banded Armor (+6 to AC)

Med. Steel Shield (+1 to AC)

Class Bonuses:

Weapon Specialization: Long Sword +1

Possessions:

Quiver w/12 Arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Equipment Kit Selected: _____

Coin/Treasure: 68 G.P., 44 S.P. to start

Player Name: _____

Character Name: _____

HUMAN ILLUSIONIST Level 3

STR	8	-1	Move: 30' per rd
DEX	16 (Prime)	+2	
CON	8	-1	
INT	18 (Prime)	+3	AC: 13
WIS	13 (Prime)	+1	
CHA	12		HP: 7 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Darts +1 BTH: +4 Damage: 1d3

Armor:

None

Class Bonuses:

Bonus Spells: 1 1st, 1 2nd and 1 3rd Level Bonus spells for INT

Spells Per Day:

0: 4 1: 4 2: 2

Possessions:

Ring of AC +1

10 +1 Darts □□□□□ □□□□□

Scroll of *Dragon Armor*

Equipment Kit Selected: _____

Coin/Treasure: 19 G.P., 25 S.P. to start

Player Name: _____

Character Name: _____

HUMAN MONK Level 4

STR	14 (Prime)	+ 1	Move: 40' per rd
DEX	13 (Prime)	+ 1	
CON	16 (Prime)	+ 2	
INT	10		AC: 15
WIS	10		
CHA	10		HP: 29 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Unarmed Attack (Iron Fists) BTH: +4 Damage: 1d8+1

Armor:

None

Class Bonuses:

Fast Movement (40'/round)

Hand to Hand Combat (+2 to all Overbearing and Grapple attacks)

Iron Body (+2 Saving Throws vs. Disease, Poison, Paralysis, Polymorph, Petrification and Death Attack)

Stun Attack (4 per level per day/declared before attack/opponent stunned 1d4 rds if fail)

Deflect Missiles (once per round/DEX check to take no damage on missile hit)

Iron Fists (+1 Unarmed attack as Magical weapon - * Not on BTH or Damage)

Slow Fall (damage as if 20' shorter than fall)

Possessions:

Ring of AC +1

Ring of Climbing

Equipment Kit Selected: _____

Coin/Treasure: 10 G.P., 20 S.P., 1 ruby ring worth 28 G.P. to start

Player Name: _____

Character Name: _____

HUMAN RANGER Level 3

STR	14 (Prime)	+ 1	Move: 30' per rd
DEX	17 (Prime)	+ 2	
CON	12		
INT	12		AC: 14
WIS	10 (Prime)		
CHA	8	-1	HP: 15 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Comp. Long Bow +1	BTH: +5	Damage: 1d8+1
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Short Sword	BTH: +3	Damage: 1d6+1
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Armor:

Leather Coat (+2 to AC)

Class Bonuses:

Combat Marauder (+4 HP additional damage when hitting humanoids)
Conceal (DEX check to achieve)
Delay/Neutralize Poison (WIS check – must have herbs available)
Move Silently (DEX check to achieve)
Scale (DEX check to move on dangerous slopes, ½ speed)
Traps (WIS to identify or deal with wilderness forms of traps +2 to check)
Survival (WIS check to provide shelter, food, water, etc. to themselves and others in Wilderness)
Track (WIS to track +2 added check)

Possessions:

Ring of AC +1
Quiver w/20 Arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
1 Type II Antidote for Poison

Equipment Kit Selected: _____

Coin/Treasure: 26 G.P., 1 gem worth 20 G.P., 39 S.P. to start

Player Name: _____

Character Name: _____

HUMAN WIZARD Level 3

STR	8	-1	Move: 30' per rd
DEX	12		
CON	9		
INT	17 (Prime)	+2	AC: 12
WIS	13 (Prime)	+1	
CHA	14 (Prime)	+1	HP: 9 Current: _____

Alignment (any except Evil): _____ Gender: _____

Physical or character notes/description: _____

Weapons:

Staff +1	BTH: +1	Damage: 1d6-1
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Short Bow	BTH: +1	Damage: 1d6
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Armor:

None

Class Bonuses:

Bonus Spells: 1 1st and 1 2nd Level Bonus spells for INT

Spells Per Day:

0: 4 1: 4 2: 3

Possessions:

Ring of AC +2

Quiver w/12 Arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Equipment Kit Selected: _____

Coin/Treasure: 17 G.P., 25 S.P., 1 gem worth 20 G.P.

Spell Sheet

Spells per Day: (0); (1); (2):

0-Level Spells:

() _____
() _____
() _____
() _____
() _____
() _____

1st Level Spells:

() _____
() _____
() _____
() _____
() _____
() _____

2nd Level Spells:

() _____
() _____
() _____
() _____
() _____
() _____

Notes: