

Artharius

Bas

Wiz3	Elf, High	Chaotic Good			
CLASS	RACE	ALIGNMENT		DEITY	
3	Medium	143	Male	4' 9"	109 lbs.
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT
4,230	6,000	1,770			
Current XP	XP for Next Level	XP Remaining	In Game XP Gained		



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			HIT DIE TYPE	SPEED			
STR	8	-1			HP 11									3d4	30				
DEX	13	+1			AC 12	11	12	= 10	+ 0	+ 0	+ 1	+ 0	+ 0	+ 1				0	
CON	11	+0			TOTAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.
INT	15	+2			INITIATIVE				SAVING THROWS				TOTAL						
WIS	12	+1			+ 1	= 1	+ 0	Fortitude				1	= 1	+ 0	+ 0	+ 0			
CHA	8	-1			BASE ATTACK BONUS				Reflex				2	= 1	+ 1	+ 0	+ 0		
					+1				Will				4	= 3	+ 1	+ 0	+ 0		

	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+0	= 1	+ -1	+ 0	+ 0	
RANGED ATTACK BONUS	+2	= 1	+ 1	+ 0	+ 0	
Grapple MODIFIER	+0	= 1	+ -1	+ 0	+ 0	

SKILLS

Max Ranks **6/3**

Quarterstaff		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+0	1d6-1	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	4 lbs.	Bludgeoning	Medium	
Crossbow, light		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+2	1d8	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
80 ft.	4 lbs.	Piercing	Medium	
80 - 159 ft.		160 - 239 ft.	240 - 319 ft.	320 - 399 ft.
+0		-2	-4	-6

SKILL NAME	ABILITY	TOTAL	RANKS	ABILITY MOD	MISC MOD
■ Appraise	Int	2	=	+ 2	+
■ Balance*	Dex	1	=	+ 1	+
■ Bluff	Cha	-1	=	+ -1	+
■ Climb*	Str	-1	=	+ -1	+
■ Concentration	Con	4	=	+ 0	+
■ Control Shape	Wis	1	=	+ 1	+
■ Craft ()	Int	0	=	+ 2	+ -2
■ Decipher Script	Int	6	=	+ 4	+ 2
■ Diplomacy	Cha	-1	=	+ -1	+
■ Disguise	Cha	-1	=	+ -1	+
■ Escape Artist*	Dex	1	=	+ 1	+
■ Forgery	Int	2	=	+ 2	+
■ Gather Information	Cha	-1	=	+ -1	+
■ Heal	Wis	1	=	+ 1	+
■ Hide*	Dex	3	=	+ 2	+ 1
■ Intimidate	Cha	-1	=	+ -1	+
■ Jump*	Str	-1	=	+ -1	+
■ Knowledge (Arcana)	Int	6	=	+ 4	+ 2
■ Listen	Wis	3	=	+ 1	+ 2
■ Literacy		0	=	+ 0	+
■ Move Silently*	Dex	6	=	+ 2	+ 1
■ Perform ()	Cha	-1	=	+ -1	+
■ Perform (Act)	Cha	-1	=	+ -1	+
■ Perform (Comedy)	Cha	-1	=	+ -1	+
■ Perform (Dance)	Cha	-1	=	+ -1	+
■ Perform (Keyboard Instruments)	Cha	-1	=	+ -1	+
■ Perform (Oratory)	Cha	-1	=	+ -1	+
■ Perform (Percussion)	Cha	-1	=	+ -1	+
■ Perform (Sing)	Cha	-1	=	+ -1	+
■ Perform (String Instruments)	Cha	-1	=	+ -1	+
■ Perform (Wind Instruments)	Cha	-1	=	+ -1	+
■ Ride	Dex	1	=	+ 1	+
■ Search	Int	6	=	+ 2	+ 2
■ Sense Motive	Wis	1	=	+ 1	+
■ Spellcraft	Int	6	=	+ 4	+ 2

■Spot	Wis	<u>5</u>	=	<u>2</u>	+	<u>1</u>	+	<u>2</u>
■Survival	Wis	<u>1</u>	=	<u> </u>	+	<u>1</u>	+	<u> </u>
■Swim*	Str	<u>-1</u>	=	<u> </u>	+	<u>-1</u>	+	<u> </u>
■Use Rope	Dex	<u>1</u>	=	<u> </u>	+	<u>1</u>	+	<u> </u>

Skills marked with ■ can be used untrained.
 * armor check penalty, if any, applies.
 ** Double armor penalty

EQUIPMENT

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Backpack	1	2 gp	2.00	Ink (vial)	1	8 gp	0.00
Bag of holding (Bag 1)	1	2500 gp	15.00	Inkpen	1	1 sp	0.00
Bedroll	1	1 sp	(5.00)	Meals (per day), common (5)	1	15 sp	0.00
Bracers of archery	1	5100 gp	1.00	Parchment (sheet) (8)	1	16 sp	0.00
Candle (10)	1	10 cp	0.00	Potion of Cure Light Wounds	1	50 gp	0.00
Case, map or scroll	1	1 gp	0.50	Potion of Regeneration	5	3000 gp	0.00
Coin: cp (60)	1	60 cp	(1.20)	Ring of Protection +1	1	2000 gp	0.00
Coin: gp (557)	1	557 gp	(11.14)	Quarterstaff	1	0 gp	4.00
Coin: pp (302)	1	302 pp	(6.04)	Sack	1	1 sp	0.50
Coin: sp (2185)	1	2185 sp	(43.70)	Slippers of spider climbing	1	2000 gp	0.50
Crossbow, light	1	35 gp	(4.00)	Spell component pouch (5)	1	25 gp	(10.00)
Ring of Feather Falling	1	2200 gp	0.00	Spellbook, wizard`s	1	15 gp	(3.00)
Flint and steel	1	1 gp	0.00	Waterskin (full)	1	1 gp	(4.00)
1 - 26 lbs.		27 - 53 lbs.		54 - 80 lbs.		TOTAL WEIGHT CARRIED	
LIGHT LOAD		MEDIUM LOAD		HEAVY LOAD		23.50 lbs.	

MONEY

CP - 60	SP - 2185	GP - 557	PP - 302
Misc -			

LANGUAGES

Elven, Goblin, Common, Sylvan

Ring of Protection +1	Deflection	WEIGHT
	+1	0 lbs.

SPECIAL PROPERTIES

The wearer receives a +1 deflection bonus to AC (DMG232).

Ring of Feather Falling	WEIGHT
	0 lbs.

SPECIAL PROPERTIES

The ring acts exactly like the spell of the same name, activated immediately if the wearer ever falls more than 5 feet (DMG232).

Bracers of archery	WEIGHT
	1 lb.

SPECIAL PROPERTIES

These bracers grant the user proficiency and bonuses in all bows (DMG250).

Slippers of spider climbing	WEIGHT
	1 lb.

SPECIAL PROPERTIES

These slippers enable movement on any non-slippery surface (DMG266).

FEATS

Enlarge Spell
Scribe Scroll
Toughness

SPECIAL ABILITIES

Special Qualities
+2 Saves vs. Enchantment Spells and Effects
Immunity: Sleep Effects (Ex)
Low-light Vision (Ex)
Wizard Class Features
Proficiency: Wizard Weapons
Scribe Scroll
Spellbooks
Spells
Summon Familiar

Artharius's Falathiel, cat

STR	3	DEX	15	CON	10	INT	7	WIS	12	CHA	7
Fort	+2	Ref	+4	Will	+4	HP	5	Spd	30	Init	+2
AC - Base	18			AC - Flat	16			AC - Touch	14		
2 Claw	+5			Damage	1d2-4			Critical	20/x2		
Bite	+0			Damage	1d3-4			Critical	20/x2		

Features: Empathic Link, Share Spells, Improved Evasion, Alertness, Deliver Touch Spells
Feats: Weapon Finesse
Skills: Spot + 5, Climb + 6, Search + 6, Hide + 14, Listen + 3, Jump + 10, Move Silently + 6, Balance + 10, Concentration + 4

Artharius's Wizard Spells

		(Selected School: Transmutation ~ Prohibited Schools: Abjuration, Necromancy)									
Level:	0	1	2	3	4	5	6	7	8	9	
Known:	0	7	2	--	--	--	--	--	--	--	
Per Day:	4 + 1	3 + 1	2 + 1	--	--	--	--	--	--	--	
PREP	SPELL NAME	DC	SAVE	CAST TIME	DURATION	RANGE					
0 LEVEL											
	Acid Splash	12	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S								<i>School:</i> Conjuration
	<i>Desc:</i> You fire a small orb of acid at a target dealing 1d3 points of damage (PH196)										
	Amanuensis	12	Will Negates (Object)	1 Action	10 minutes/level	Close (25 ft.+5 ft./2 levels)					
	<i>Spell Resistance:</i> Yes (object)		<i>Components:</i> V, S								<i>School:</i> Transmutation
	<i>Desc:</i> You cause writing from one source to be copied into a book, paper or parchment (SpC9)										
	Arcane Mark	12	None	1 Action	Permanent	0 ft.					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S								<i>School:</i> Universal
	<i>Desc:</i> Visibly or invisibly inscribes your personal rune or mark, consisting of no more than 6 symbols, on any surface (PH201)										
	Caltrops	12	None	1 Action	1 round/level	Close (25 ft.+5 ft./2 levels)					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S								<i>School:</i> Conjuration
	<i>Desc:</i> Covers a 5-ft by 5-ft square with caltrops (SpC42)										
	Dancing Lights	12	None	1 Action	1 minute (D)	Medium (100 ft.+10 ft./level)					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S								<i>School:</i> Evocation
	<i>Desc:</i> Create up to four lights that resemble torches or glowing spheres of light, or one faintly glowing humanoid shape(PH216)										
	Daze	12	Will Negates	1 Action	1 round	Close (25 ft.+5 ft./2 levels)					
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M								<i>School:</i> Enchantment
	<i>Desc:</i> This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions (PH217)										
2	Detect Magic	12	None	1 Action	Concentration, up to 1 minute/level (D)	60 ft.					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S								<i>School:</i> Divination
	<i>Desc:</i> Detects spells and magic items within 60 ft (PH219)										
	Detect Poison	12	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S								<i>School:</i> Divination
	<i>Desc:</i> You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)										
	Electric Jolt	12	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)					
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S								<i>School:</i> Evocation
	<i>Desc:</i> A white-hot electric spark dances on your fingertip and then bolts towards your target (SpC78)										
	Flare	12	Fortitude Negates	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)					
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V								<i>School:</i> Evocation
	<i>Desc:</i> Creates a burst of light, that can dazzle one creature for 1 minute unless it makes a successful Fortitude save (PH232)										
	Ghost Sound	12	Will Disbelief (if interacted with)	1 Action	1 round/level (D)	Close (25 ft.+5 ft./2 levels)					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M								<i>School:</i> Illusion
	<i>Desc:</i> Allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place (PH235)										
	Launch Bolt	12	None	1 Action	Instantaneous	Touch					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M								<i>School:</i> Transmutation
	<i>Desc:</i> Crossbow bolt in your hand glows a bright red and then flies off at your foe (SpC130)										
	Launch Item	12	None	1 Action	Instantaneous	Touch					
	<i>Spell Resistance:</i> No		<i>Components:</i> S								<i>School:</i> Transmutation
	<i>Desc:</i> Cause a Fine item in your possession to fly at great speed to a target or location you specify (SpC130)										
	Light	12	None	1 Action	10 minutes/level (D)	Touch					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, M/DF								<i>School:</i> Evocation
	<i>Desc:</i> Object shines like a torch (PH248).										
	Mage Hand	12	None	1 Action	Concentration	Close (25 ft.+5 ft./2 levels)					
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S								<i>School:</i> Transmutation
	<i>Desc:</i> 5-pound telekinesis (PH249).										
	Mending	12	Will Negates (Harmless, Object)	1 Action	Instantaneous	10 ft.					
	<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S								<i>School:</i> Transmutation

		<i>Desc:</i> Makes minor repairs on an object (PH253).				
1	Message	12	None	1 Action	10 minutes/level	Medium (100 ft. + 10 ft./level) <i>School:</i> Transmutation
	<i>Spell Resistance:</i> No					<i>Components:</i> V, S, F
	<i>Desc:</i> Whispered conversation at distance (PH253).					
+1	Open/Close	12	Will Negates (Object)	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Transmutation
	<i>Spell Resistance:</i> Yes (object)					<i>Components:</i> V, S, F
	<i>Desc:</i> Opens or closes small or light things (PH258).					
	Prestidigitation	12	Special; See Text	1 Action	1 Hour	10 ft. <i>School:</i> Universal
	<i>Spell Resistance:</i> No					<i>Components:</i> V, S
	<i>Desc:</i> Performs minor tricks (PH264).					
1	Ray of Frost	12	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Evocation
	<i>Spell Resistance:</i> Yes					<i>Components:</i> V, S
	<i>Desc:</i> Ray deals 1d3 cold damage (PH269).					
	Read Magic	12		1 Action	10 minutes/level	Personal <i>School:</i> Divination
	<i>Spell Resistance:</i> -					<i>Components:</i> V, S, F
	<i>Desc:</i> Read scrolls and spellbooks (PH269).					
	Repair Minor Damage	12	None	1 Action	Instantaneous	Touch <i>School:</i> Transmutation
	<i>Spell Resistance:</i> No					<i>Components:</i> V, S
	<i>Desc:</i> Transmute the structure of a construct to repair its damage (SpC173)					
	Silent Portal	12	Will Negates (Object)	1 Action	1 minute/level (D)	Close (25 ft.+5 ft./2 levels) <i>School:</i> Illusion
	<i>Spell Resistance:</i> Yes (object)					<i>Components:</i> S
	<i>Desc:</i> Negates the sound of opening and closing a single portal (door, window, gate, drawer, chest lid, or the like) (SpC190)					
	Sonic Snap	12	Will Partial	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Evocation
	<i>Spell Resistance:</i> Yes					<i>Components:</i> V, S
	<i>Desc:</i> Your word takes life, streaking towards your target and exploding in a shout (SpC195)					
	Stick	12	Will Negates (Object)	1 Action	Instantaneous	Touch <i>School:</i> Transmutation
	<i>Spell Resistance:</i> Yes (object)					<i>Components:</i> V, S, M
	<i>Desc:</i> Affix one object to another (SpC206)					
1st LEVEL						
	Benign Transposition	13	None	1 Action	Instantaneous	Medium (100 ft. + 10 ft./level) <i>School:</i> Conjuration
	<i>Spell Resistance:</i> No					<i>Components:</i> V
	<i>Desc:</i> Two target creatures, of which you can be one, instantly swap positions (SpC27)					
1	Burning Hands	13	Reflex Half	1 Action	Instantaneous	15 ft. <i>School:</i> Evocation
	<i>Spell Resistance:</i> Yes					<i>Components:</i> V, S
	<i>Desc:</i> A cone of flame shoots from your fingertips; creatures in the area take 1d4 fire damage/caster level (max 5d4) (PG207)					
	Charm Person	13	Will Negates	1 Action	1 hour/level	Close (25 ft.+5 ft./2 levels) <i>School:</i> Enchantment
	<i>Spell Resistance:</i> Yes					<i>Components:</i> V, S
	<i>Desc:</i> This charm makes a humanoid creature regard you as its trusted friend and ally (PH209).					
	Color Spray	13	Will Negates	1 Action	Instantaneous; See Text	15 ft. <i>School:</i> Illusion
	<i>Spell Resistance:</i> Yes					<i>Components:</i> V, S, M
	<i>Desc:</i> A vivid cone of colors springs forth, causing creatures to become stunned, blinded, or knocking them unconscious (PH210)					
	Comprehend Languages	13	None	1 Action	10 minutes/level	Personal <i>School:</i> Divination
	<i>Spell Resistance:</i> -					<i>Components:</i> V, S, M/DF
	<i>Desc:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages (PH212)					
	Enlarge Person	13	Fortitude Negates	1 Round (s)	1 minute/level (D)	Close (25 ft.+5 ft./2 levels) <i>School:</i> Transmutation
	<i>Spell Resistance:</i> Yes					<i>Components:</i> V, S, M
	<i>Desc:</i> Causes instant growth of a humanoid creature, increasing it`s size category to the next larger one (PH226)					
	Grease	13	Special; See Text	1 Action	1 round/level (D)	Close (25 ft.+5 ft./2 levels) <i>School:</i> Conjuration
	<i>Spell Resistance:</i> No					<i>Components:</i> V, S, M
	<i>Desc:</i> A grease spell covers a solid surface with a layer of slippery grease (PH237)					
1	Identify	13	None	1 Hour(s)	Instantaneous	Touch <i>School:</i> Divination
	<i>Spell Resistance:</i> No					<i>Components:</i> V, S, M/DF

<i>Desc:</i> Determines all features of magic item (PH243).						
1	Mag	13	Will Negates (Harmless)	1 Action	1 hour/level (D)	Touch
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F			<i>School:</i> Conjuration
	<i>Desc:</i> Gives subject +4 armor bonus (PH249).					
1	Mag	13	None	1 Action	Instantaneous	Medium (100 ft. + 10 ft./level)
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Evocation
	<i>Desc:</i> 1d4+1 damage; +1 missile/two levels above 1st (max +5) (PH251).					
	Red	13	Fortitude Negates	1 Round (s)	1 minute/level (D)	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M			<i>School:</i> Transmutation
	<i>Desc:</i> Object or creature shrinks 1 size category (PH269).					
+1	Shi	13	None	1 Action	1 round/level	Touch
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Transmutation
	<i>Desc:</i> Shield hovers in the air before the subject allowing him a shield bonus while wielding a weapon two-handed (SpC188)					
	Sho	13	None	1 Action	Instantaneous	Touch
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Evocation
	<i>Desc:</i> Touch delivers 1d6/level electricity (Max 5d6) (PH279).					
	Sle	13	Will Negates	1 Round (s)	1 minute/level	Medium (100 ft. + 10 ft./level)
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M			<i>School:</i> Enchantment
	<i>Desc:</i> Put up to 4 HD of creatures into comatose slumber (PH280).					
	Su	13	None	1 Round (s)	1 round/level (D)	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F/DF			<i>School:</i> Conjuration
	<i>Desc:</i> Calls outsider to fight for you.(PH285).					
	Un	13	None	1 Action	1 hour/level	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M			<i>School:</i> Conjuration
	<i>Desc:</i> Invisible force obeys your commands (PH297).					
2nd LEVEL						
+1	Le	14	None	1 Action	1 minute/level (D)	Personal or Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F			<i>School:</i> Transmutation
	<i>Desc:</i> Willing subject moves up and down at your direction (PH248).					
1	Sc	14	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Evocation
	<i>Desc:</i> You fire up to 3 fire rays dealing 4d6 points of fire damage (PH274)					

Personal History

Artharius is geboren op het eiland Aelinthaldar genoemd naar de elven stad waar Waterdeep op gebouwd is en wat ongeveer 2 dagen varen van Waterdeep af ligt.

Aelinthaldar:

Het eiland bestaat voornamelijk uit groene bossen met een hoop kleine dieren en vruchten erin, Er zijn haast geen roofdieren op het eiland te vinden waardoor hunters en rangers vaak naar het vaste land moeten.

De bevolking leeft vooral van de vis opbrengst en de bezoekers die naar de bekende bibliotheken op het eiland afreizen.

Het eiland staat bekend om zijn schat aan informatie doordat vele oude elven boeken er bewaard zijn gebleven.

Ook staat er op het eiland een magiërs school die vrij bekend is onder de elven als een van de beste scholen in de arcanische magie. Op deze school heeft Artharius ook zowat 100 jaar les gekregen en Artharius rapporteert nog aan zijn meester Galanodel ook wel Moonwisper genoemd door sommige mensen.

De elven die wonen op het eiland noemen zichzelf Illefarn, naar het eens bestaande elven rijk voor de tijd van de mens. Deze naam gebruiken zij dan ook als familie (clan) naam.

Artharius is in zijn jeugd ook vaak naar het vaste land gereist en zodoende kent hij Waterdeep "The Crown of the North" "City of Splendors" vrij goed.

De elven van het eiland Aelinthaldar waren goed bevriend met de Waterdeep inwoners en deden veel zaken met hen.

Artharius is vredig opgegroeid bij zijn elven family en heeft in zijn leven voor het avonturieren nog niet veel gevechten mee gemaakt anders dan tegen een aantal wilde dieren.

Artharius zijn kinder naam is Anrein maar zo wil hij liever niet meer genoemd worden hij is uiteraard geen kind meer.

Miscellaneous Notes

Comprehend language can be cast each day 2x (permanent)

Sources loaded for the creation of **Artharius**:

Players Handbook v35e

Dungeon Masters Guide v35e

Monster Manual v35e

Core eTools Data

CMP Bonus Data

User-Created Material

Players Handbook II v35e

Spell Compendium

Elements of Egyptie