Spell List Maker
For
Labyrinth Lord

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Spells/Classes Taken From
Advanced Edition Companion(Labyrinth Lord)

Put Together By
Unbalanced Dice Games
V.1

Explanation

The Spell List Maker For Labyrinth Lord will assist you in making spell lists for the following classes: Magic User, Illusionist, Cleric and Druid. These classes and spells are taken from the Advanced Edition Companion(Labyrinth Lord).   Each class gets 2 pages that are almost the same for each class.   The first page contains buttons and lists to make your spell lists.   The 2nd page contains the spells.

At the top of the page are two rows of buttons.   These correspond to the caster level. When pressed the fields to the right will be filled with the number of spells that can be cast. This is a useful guide to help make a spell list. The button below this is called Random.   When pressed the pdf will fill the list with random spells using the selected level as a guide. A 5th level Magic User gets 2 1rst, 2 2nd and 1 3rd level spell for example. The Random function will fill the list on the 2nd page with 2 1rst, 2 2nd and 1 3rd level spell. This makes it easy to generate spell lists quickly for NPCs, Monsters, etc... . To the left of the Random button is a check box labeled "Overwrite When Random Is Pressed". If checked the spell level lists(explained below) will be overwritten with the randomly selected spells. If not checked the spell level lists are untouched.

The 2nd part of the page is devoted to making spell lists. Another row of buttons that correspond to the spell level you want to choose from is here. Pressing one loads the list to the bottom left with spells. You select a spell from this list and press the "Add Spell" button.   This inserts the spell at the top of the text area to the right of the button. When you are satisfied with the spells you have chosen press "Save List". This saves the text in the right text area to the spell level list for that spell level. If you don't press it any changes you have made will be lost. So to repeat press "Save LIst"! If you use the Save List button you can always come back to the level later by pressing the right spell level button. This will reload the list. The text area is editable so you can change things as you see fit. On the 2nd page you will see the saved text displayed under its spell level. The 3rd button is called the "Reset" button. If pressed the spell level lists are cleared.   Each spell caster type has its own spell level lists.

The 2nd page is where your random spells and the ones you have selected show up. There is enough space for each level to display the maximum number of spells for the highest level of the caster.   That is the highest level the pdf allows. If the text goes beyond that point it may not be displayed in the list. Printing the 2nd page is a good way to keep your spell lists since the built lists are not saved between pdf sessions. Just scroll to the populated spell list for the class and print the current page.

Remember that the only connection between the Caster Level and the Spell Lists is the Random button. Choosing a caster level is only a guide.

This pdf requires a pdf viewer that can work with pdf forms/javascript.

Spell List Make Away!

Blank Page To Enable Two Page Viewing

Choose Magic User Level

Level

1 2 3 4 5 6 7 8 9

Choose Spell Level

Overwrite When
Random Is Pressed

Level

MU

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Level 8

Level 9

Choose Illusionist Level

Level

1 2 3 4 5 6 7

Choose Spell Level

Overwrite When
Random Is Pressed

Level

IL

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Choose Cleric Level

Level

1 2 3 4 5 6 7

Choose Spell Level

Overwrite When
Random Is Pressed

Level

CL

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Choose Druid Level

Level

1 2 3 4 5 6 7

Choose Spell Level

Overwrite When
Random Is Pressed

Level

DR

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7