

MAXDEX CHECK

Light

+4 +8 +0

SPELL FAILURE

0

ARMOR

*Faerie Garb +3

EQUIP	MENT			
ITEM	LOCATION	QTY	WT	COST
Claw	Carried	1	0.0	0.0
Faerie Garb +3	Equipped	1	0.5	9151.0
Quarterstaff	Equipped	1	4.0	0.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding	Equipped	1	0.0	0.0
Special Boots	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED	D/VALUE		4.5 lbs.	9151.0 gp

	\	NEIGHT ALLO	WANC	E	
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

	SPECIAL ATTACKS	
Extraordinary Ability (Ex) Testing		
Psi Ability Testing		
Spell Like Ability (Sp) Testing		

Supernatural Ability (Su)

Testing

Warcraft

+1 BAB

SPECIAL QUALITIES

Companion

(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick # usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses. Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.

Companion ~ Might

(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.

Companion ~ Storage

(+6 CP) allows you to store a number of spell levels in the Companion equal to the Companion's Charisma. You may release the spells as if you were using a scroll, provided your Companion is touching or adjacent to you. For an additional +6 CP you or the companion may release a spell as if using a spell storing device.

Companion ~ Template

(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.

Corrupted ~ Decreased Cost ~ Six to Four (Companion, Companion ~ Might, Invocation)

Disadvantage - Hunted

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive

Disadvantage - Obligations

You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

Disadvantage - Unarmored

You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.

Duties (+2)

A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.

Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

Invocation

Grants one bonus spell slot usable for any spell or power you can cast up to your current spell level limit in a particular progression. This goes up with the character, so it never becomes obselete

Save ~ Will (, , ,)
Increases the Will Save by +4

Specialist

With Specialist, a character selects one magical specialty, usually an arcane school or a pari of divine domains. The character gains an extra spell slot of each spell level he or she can use of up to level 3. He or she may only memorize or cast spells using these slots with the chosen specialty. Characters may take this without selecting a magical specialty and put any spell in it, but this doubles the base cost as well as the cost of any improvements. Characters using Divine Magic need pay only half price for specialist

Weapon Prof ~ A small group of Simple Weapons (Dagger, Quarterstaff, Dart, Sling)

Grants Proficiency with selected weapons.

Wizard Spell Points (Total 26)

Any Weapon Rod

Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.

Natural Weapon (Claw)

You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportinity. The damage of this attack is the base creature's normal unarmed combat damage.

+4 racial bonus on saves against sleep and paralysis

Earth Weightlessness

You float approximately 1 inch off the ground. You will not set of weight based triggers

Extraordinary Ability (Ex)

Testing

Familiar

You have a familiar companion

Mental Link

You are automatically in Mental Contact with your companions

Psi Ability

Testing

Spell Like Ability (Sp) . Testing

Familiar

You have the Spirit Elemental Familiar

Supernatural Ability (Su)

Testing

Wizard

Wizard Level 5, Casterlevel is 5

TALENTS

Test Talent Testing

FEATS

Feat Conversion to CP ~ 6 (, , ,)
Covert regular feat to six Character Points

Dragonblood

Sorcerer is a favored class for you. This is in addition to your favored class based on race.

Alertness

You get a +2 bonus on all Listen checks and Spot checks.

PROFICIENCIES

Claw, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Sling, Spells(Ray), Unarmed Strike

LANGUAGES

Abyssal, Common, Draconic, Dwarven, Elven, Giant, Terran

TEMPLATES

Point Buy Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	9	9	9	9	9	9	9	9	9	9

LEVEL 0

Name			LEVELU				
	DC	Saving Throw None	Time Duration 1 standard Instantaneous	Range Co Close (25 ft.) V,S	mp. Spell Resistance No	School Conjuration	Source PHB: p.196
□□□□□Acid Splash Effect:		None	action	Target: One missile of a		(Creation) [Acid] Caster Level: 1	rпв. р. 190
Orb deals 1d3 acid damage.	13	Will negates [object]	1 standard 10 minute/level	Close (25 ft.) V,S	S Yes [object]	Transmutation	SC: p.9
Effect:	10	vviii negates [object]	action	Target: Object or object		Caster Level: 1	оо. р.о
Copies 250 words per minute.		None	1 standard Permanent	0 ft. V,S	S No	Universal	PHB: p.201
Arcane Mark Effect:		None	action				rпв. p.zv i
Inscribes a personal rune [visible or invisible].		Maria	4 - 1 - 1 - 1 4 10 1	fit within 1 sq. ft.			00 . 40
Caltrops Effect:		None	1 standard 1 round/level action	Close (25 ft.) V,S Target: See text	S No	Conjuration (Creation) Caster Level: 1	SC: p.42
Caltrops cover one 5-foot-by-5-foot square, attack roll +(+2] for purpose of the caltrop attack] dealing 1 pt of damage		nd speed reduced by ha	alf.	ır			BUB
Dancing Lights Effect:		None	1 standard 1 minute/level [D] action	Medium (110 ft.) V,S	S No s, all within a 10- ftradius area	Evocation [Light]	PHB: p.216
Creates torches or other lights.							
Effect:	13	Will negates	1 standard 1 round action	Close (25 ft.) V,S Target: One humanoid of	S,M Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1	PHB: p.217
Humanoid creature of 4 HD or less loses next action.				-			
Detect Magic Effect:		None	1 standard Concentration, up to 1 minutes/level [D] action	60 ft. V,S Target: Cone-shaped er		Divination Caster Level: 1	PHB: p.219
Detects spells and magic items within 60 ft.							
Detect Poison Effect:		None	1 standard Instantaneous action	Close (25 ft.) V,S	No one object, or a 5-ft. cube	Divination Caster Level: 1	PHB: p.219
Detects poison in one creature or small object.				-			
Disrupt Undead		None	1 standard Instantaneous action	Close (25 ft.) V,S	S Yes	Necromancy	PHB: p.223
Effect: Deals 1d6 damage to one undead.				Target: Ray		Caster Level: 1	
Deals 106 damage to one undead. Deals 106 damage to one undead.		None	1 standard Instantaneous action	Close (25 ft.) V,S	S Yes	Evocation [Electricity]	SC: p.78
Effect: Ranged touch attack delivers 1d3 electric damage.				Target: Ray		Caster Level: 1	
Plare	13	Fortitude negates	1 standard Instantaneous	Close (25 ft.) V	Yes	Evocation [Light]	PHB: p.232
Effect: Dazzles one creature [-1 on attack rolls].			action	Target: Burst of light		Caster Level: 1	
□□□□□Ghost Sound	13	Will disbelief (if	1 standard 1 round/level [D]	Close (25 ft.) V,S	S,M No	Illusion (Figment)	PHB: p.235
Effect: Figment sounds.		interacted with)	action	Target: Illusory sounds		Caster Level: 1	
Launch Bolt		None	1 standard Instantaneous	Touch V,S	S,M No	Transmutation	SC: p.130
Effect:			action	Target: One crossbow b	polt in your possession	Caster Level: 1	
Treat bolt as if fired from a light crossbow, including any backets bolt as if fired from a light crossbow, including any backets bolt as if fired from a light crossbow, including any backets bolt as if fired from a light crossbow, including any backets bolt as if fired from a light crossbow, including any backets bolt as if fired from a light crossbow, including any backets bolt as if fired from a light crossbow, including any backets bolt as if fired from a light crossbow, including any backets below to be a light crossbow.	onuses	s, feats or enchantments None	s. 1 standard Instantaneous	Touch S	No	Transmutation	SC: p.130
Effect:			action	Target: One Fine item is	n your possession, weighing u	n Contor Laval: 1	
Launch an item safely to the target you specify where it w	ill act n			to 10lbs			
Light		None	1 standard 10 minutes/level [D] action	Touch V, I	M/DF No	Evocation [Light]	PHB: p.248
Effect: Object shines like a torch.				Target: Object touched		Caster Level: 1	
			1 standard Concentration	Close (25 ft.) V,S	S No	Transmutation	DUD: - 040
■■■■ Mage Hand		None					PHB: p.249
☐☐☐☐ Mage Hand Effect:		None	action	Target: One nonmagica		Caster Level: 1	РПВ: р.249
Effect: 5-pound telekinesis.	12			up to 5 lb.	al, unattended object weighing		
Effect: 5-pound telekinesis. Mending	13	Will negates (harmless, object)	action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S	al, unattended object weighing Yes (harmless, object) Transmutation	PHB: p.253
Effect: 5-pound telekinesis.	13	Will negates	1 standard Instantaneous	up to 5 lb.	al, unattended object weighing Yes (harmless, object		
Effect: 5-pound telekinesis.	13	Will negates	1 standard Instantaneous	up to 5 lb. 10 ft. V,S **Target: One object of up Medium (110 ft.) V,S	al, unattended object weighing Yes (harmless, object p to 1 lb. For No	c) Transmutation Caster Level: 1 Transmutation [Language-Depen	PHB: p.253
Effect: 5-pound telekinesis.	13	Will negates (harmless, object)	1 standard Instantaneous action 1 standard 10 minutes/level	up to 5 lb. 10 ft. V,S Target: One object of up	al, unattended object weighing Yes (harmless, object p to 1 lb. For No	Caster Level: 1	PHB: p.253
Effect: 5-pound telekinesis.	13	Will negates (harmless, object)	standard Instantaneous action standard 10 minutes/level action standard Instantaneous	up to 5 lb. 10 ft. V,S **Target: One object of up Medium (110 ft.) V,S	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No	c) Transmutation Caster Level: 1 Transmutation [Language-Depen	PHB: p.253
Effect: 5-pound telekinesis. Gradien Mending Effect: Makes minor repairs on an object. Gradien Message Effect: Whispered conversation at distance.	13	Will negates (harmless, object) None Will negates (object)	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed	al, unattended object weighing Se Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can	Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation Caster Level: 1	PHB: p.253 PHB: p.253 dent] PHB: p.258
Effect: 5-pound telekinesis.		Will negates (harmless, object)	standard Instantaneous action standard 10 minutes/level action standard Instantaneous action standard 1 hour	up to 5 lb. 10 ft. V,S **Target:* One object of up Medium (110 ft.) V,S **Target:* 1 creature/level Close (25 ft.) V,S **Target:* Object weighing	al, unattended object weighing Se Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can	Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation	PHB: p.253 PHB: p.253 dent]
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object)	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed	al, unattended object weighing Se Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can	Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation Caster Level: 1	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object)	standard Instantaneous action standard 10 minutes/level action standard Instantaneous action standard 1 hour action standard Instantaneous	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S	al, unattended object weighing S Yes (harmless, object p to 1 lb. S.F No S.F Yes (object) g up to 30 lb. or portal that can S No) Transmutation Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation Caster Level: 1 Universal	PHB: p.253 PHB: p.253 dent] PHB: p.258
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object) See text	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text	al, unattended object weighing S Yes (harmless, object p to 1 lb. S.F No S.F Yes (object) g up to 30 lb. or portal that can S No	Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object) See text	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No Yes	Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold]	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object) See text	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No Yes	Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold] Caster Level: 1	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object) See text None	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray Personal V,S Target: You	al, unattended object weighing Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No Yes S,F Yes	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold] Caster Level: 1 Divination Caster Level: 1	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object) See text	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No Yes S,F No No No No No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold] Caster Level: 1 Divination Caster Level: 1 Transmutation	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object) See text None	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray Personal V,S Target: You	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No Yes S,F No No No No No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold] Caster Level: 1 Divination Caster Level: 1	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object) See text None	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No S Yes S,F No S No S Yes S,F No S No	Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold] Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Abjuration	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object) See text None None Will negates (will negates)	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No S Yes S,F No S No S Yes S,F No S No	Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation [Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold] Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173
Effect: 5-pound telekinesis.	13	Will negates (harmless, object) None Will negates (object) See text None None Will negates (will negates)	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 1 minute/level [D]	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No S Yes S,F No S No S Yes S,F No S No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation (Language-Depen Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold] Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173
Effect: 5-pound telekinesis.	13 13 13	Will negates (harmless, object) None Will negates (object) See text None None Will negates (harmless) Will negates (object)	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S Target: Creature touches	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No S Yes S,F No S Yes S,F No S No S No S No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation (Language-Depen Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold] Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1	PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272
Effect: 5-pound telekinesis.	13 13 13	Will negates (harmless, object) None Will negates (object) See text None None Will negates (harmless) Will negates (object)	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 1 minute/level [D]	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S Target: Creature touche Close (25 ft.) S	al, unattended object weighing Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can No Yes S,F No S No Hed S,M/DF Yes (harmless) and Yes [object]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Universal Caster Level: 1 Evocation [Cold] Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 ITransmutation Caster Level: 1 Abjuration Caster Level: 1 Illiusion (Glamer)	PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272 SC: p.190
Effect: 5-pound telekinesis.	13 13 13 13 13 13	Will negates (harmless, object) None Will negates (object) See text None None Will negates (harmless) Will negates (beject) tc.]. Will partial	1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 1 minute action 1 standard 1 minute action 1 standard 1 minute/level [D] action	up to 5 lb. 10 ft. V,S Target: One object of up Medium (110 ft.) V,S Target: 1 creature/level Close (25 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (25 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S Target: Creature touche Close (25 ft.) S Target: One portal	al, unattended object weighing S Yes (harmless, object p to 1 lb. S,F No S,F Yes (object) g up to 30 lb. or portal that can S No S Yes S,F No S Yes S,F No Yes (harmless) ed Yes [object] S Yes	Caster Level: 1 Transmutation [Language-Depen Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Itransmutation Caster Level: 1 Abjuration Caster Level: 1 Illusion (Glamer) Caster Level: 1	PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272 SC: p.190

				Doint Duy Challa					
□□□□□ Stick	13	Will negates [object]		Point Buy Spells Instantaneous	Touch V,S	S,M	Yes [object]	Transmutation	SC: p.206
Effect:			action		Target: Nonmagical, un	nattended	l object weighing up to	Caster Level: 1	
Sticks one object to another; see text. Touch of Fatigue	13	Fortitude negates	1 standard	d 1 round/level	5lbs Touch V,S	S,M	Yes	Necromancy	PHB: p.294
Effect: Touch attack fatigues target.			action		Target: Creature touche	ed		Caster Level: 1	
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	•		•	School	Source
□□□□□ Enlarge Person Effect:	14	Fortitude negates	1 round	1 minute/level [D]	Close (25 ft.) V,\$ Target: One humanoid		Yes	Transmutation Caster Level: 1	PHB: p.226
Creatures size increases to next category Hail of Stone		None	1 round	Instantaneous	Medium (110 ft.) V,S	S,M	No	Conjuration	SC: p.108
Effect:					Target: Cylinder [5-ftra	adius, 40	ft. high]	(Creation) [Earth] Caster Level: 1	
1d4/caster level [max 5d4] damage.	14	Will negates	1 standard	d Instantaneous	Medium (110 ft.) V,S	S	Yes	Enchantment (Compulsion)	SC: p.123
Effect:			dollori		Target: One creature			[Mind-Affecting] Caster Level: 1	
Subject is forced to delay; see text. Light of Lunia		None		d 10 minutes/level [D]	Medium (110 ft.) V,S	S	Yes; see text	Evocation [Good,	SC: p.132
Effect:		d . Pala	action		Target: You and up to t	two rays;	see text	Light] Caster Level: 1	
Light radiating 30-ft. and 20-ft further of dim light, next ro outsiders]; see text	ouna yo	Will negates		k dealing 1d6 (double against undead and 1 hour/level [D]		S,F	No	Conjuration	PHB: p.249
LILILI Mage Armor Effect:	14	(harmless)	action	a i nodinever[b]	Target: Creature touche		NO	(Creation) [Force] Caster Level: 1	FПБ. р.249
Gives subject +4 armor bonus. Magic Missile		None	1 standard	d Instantaneous	Medium (110 ft.) V,S		Yes	Evocation [Force]	PHB: p.251
Effect:			action		Target: Up to five creat	tures, no t	two of which can be	Caster Level: 1	
1 missile/2 levels [max 5] that do 1d4+1 damage each. DDDDD Nerveskitter	14	None [harmless]	1 immediate	1 round	more than 15 ft. apart Close (25 ft.) V,S	S	Yes	Transmutation	SC: p.146
Effect:			action	•	Target: One creature			Caster Level: 1	
Grants +5 bonus on initiative checks.	14	See text	1 standard	d Instantaneous	-	S,F	Yes		SC: p.167
Effect:			action		Target: Ray			Caster Level: 1	
Ranged touch attack deals 1d6 per two caster levels [max	k 5d6];	see text None	1 round	1 round/level [D]	Close (25 ft.) V,S	S,F/DF	No	Conjuration	PHB: p.285
Effect: Calls extraplanar creature to fight for you.					Target: One summoned	d creature	e	(Summoning) Caster Level: 1	
Wall of Smoke	14	Fortitude partial; see text	1 standard	d 1 round/level	Close (25 ft.) V,5	S	No	Conjuration (Creation)	SC: p.235
Effect: Makes a wall of black smoke, causes nausea; see text.					Target: A straight wall v square/level [S]	whose are	ea is up to one 10-ft.	Caster Level: 1	
				LEVEL 2					
Name	DC 15	Saving Throw	Time	Duration			Spell Resistance	School Evocation (Fire)	Source SC: p 50
Name Combust	DC 15	Saving Throw Reflex partial			Touch V,S	S,M	Yes	Evocation [Fire]	Source SC: p.50
Combust Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to	15	Reflex partial	1 standard action il extiguishe 1 standard	Duration d Instantaneous; see text		S,M ure or con 5 lb/level	Yes nbustible object that	Evocation [Fire] Caster Level: 1 Conjuration	
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to the composition of the	15 ourns ta	Reflex partial aking 1d6 fire round unt Will negates	1 standard action il extiguishe 1 standard action	Duration d Instantaneous; see text ed. d Instantaneous	Touch V,s Target: Touched creatu weighs no more than 25	S,M ure or con 5 lb/level	Yes nbustible object that	Evocation [Fire] Caster Level: 1	SC: p.50
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object t	15 ourns ta	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp.	1 standard action il extiguishe 1 standard action ace within li 1 standard	Duration d Instantaneous; see text ed. d Instantaneous	Touch V, Target: Touched creatu weighs no more than 2: Touch V Target: Creature touche	S,M ure or con 5 lb/level ed	Yes nbustible object that	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation	SC: p.50
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to the control of	15 Durns to 15 ion mu 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp. Reflex half; see text	1 standard action il extiguishe 1 standard action	Duration d Instantaneous; see text ed. d Instantaneous	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3	S,M ure or con 5 lb/level ed S,M levels, ea	Yes nbustible object that Yes	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1	SC: p.50 PHB II: p.110
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object takes 1d8/level [Max 10d8] fire da	15 Durns to 15 ion mu 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp. Reflex half; see text	1 standard action il extiguishe 1 standard action ace within li 1 standard	Duration d Instantaneous; see text ed. d Instantaneous	Touch V, Target: Touched creatu weighs no more than 2! Touch V Target: Creature touche Close (25 ft.) V,	S,M ure or con 5 lb/level ed S,M levels, eaget	Yes nbustible object that Yes	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1	SC: p.50 PHB II: p.110
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/level [Max 10d8] fire damage, object to the creature takes 1d8/levels. The destination to the creature takes 1d8/levels [Max 5d6] This spell functions like fly, except as noted.	15 burns to 15 ion mu 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text ext. N/A	1 standard action il extiguishe 1 standard action action ace within li 1 standard action 1 swift action	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touchet Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targers onal V Target: You	S,M ure or con 5 lb/level ed S,M levels, ea	Yes nbustible object that Yes Yes ach of which is N/A	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object takes 1d8/level [Max 10d8] fire damage, ob	15 burns to 15 ion mu 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text lext.	1 standard action il extiguishe 1 standard action action ace within li 1 standard action 1 swift action	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targ Personal V Target: You Close (25 ft.) V,\$	S,M ure or con 5 lb/level ed S,M levels, eaget	Yes nbustible object that Yes Yes ach of which is N/A	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire]	SC: p.50 PHB II: p.110 SC: p.78
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/levels. The destination of Creature takes 1d8/levels. The destination of Creature takes 1d8/levels. The destination of Creature takes 1d8/levels	15 15 ion mu 15 i); see t 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text text. N/A None	1 standard action il extiguishe 1 standard action ace within li 1 standard action 1 standard action 1 swift action 1 standard action	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targersonal V Target: You Close (25 ft.) V,\$ Target: 1 ray + 1 ray 4	S,M ure or con 5 lb/level ed S,M levels, ea get	Yes nbustible object that Yes Yes ach of which is N/A Yes er text]	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire] Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Effect: This spell functions like fly, except as noted. One rays, ranged touch attack deals 4d6 fire damage. One rays, ranged touch attack deals 4d6 fire damage. Effect:	15 burns to 15 ion mu 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text ext. N/A	1 standard action il extiguishe 1 standard action ace within li 1 standard action 1 standard action 1 swift action 1 standard action	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targersonal V Target: You Close (25 ft.) V,\$ Target: 1 ray + 1 ray 4	S,M ure or con 5 lb/level ed S,M levels, ea get	Yes nbustible object that Yes Yes ach of which is N/A	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire]	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Fig. Swift Effect: This spell functions like fly, except as noted. Scorching Ray Effect: O rays, ranged touch attack deals 4d6 fire damage.	15 15 ion mu 15 i); see t 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text ext. N/A None Will negates	1 standard action il extiguishe 1 standard action ace within li 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targers and V Target: You Close (25 ft.) V,\$ Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touched	S,M ure or con 5 lb/level ed S,M levels, ea get	Yes nbustible object that Yes Yes ach of which is N/A Yes re text] Yes (harmless)	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Effect: Teleport subject 5 feet per two caster levels. The destinate conclusion of Effect: One ray3 caster levels deal 1d6/2 caster levels [max 5d6] Fly, Swift Effect: This spell functions like fly, except as noted. Creature takes 1d8/level [max 5d6] Creature takes 1d8	15 15 ion mu 15 i); see t 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text ext. N/A None Will negates (harmless)	standard action ill extiguisher action ill extiguisher action ace within lill standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	Duration d Instantaneous; see text ad. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature toucher Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targersonal V Target: You Close (25 ft.) V,\$ Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature toucher Close (25 ft.) V,\$ Target: Creature toucher Close (25 ft.) V,\$ Target: One or more su	S,M ure or con 5 lb/level ed S,M levels, et get S levels [se S,M ed S,F/DF	Yes nbustible object that Yes Yes ach of which is N/A Yes we text] Yes (harmless)	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire] Caster Level: 1 Transmutation Caster Level: 1 Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6 caster levels [max 5	15 15 ion mu 15 i); see t 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text ext. N/A None Will negates (harmless)	standard action ill extiguisher action ill extiguisher action ace within lill standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	Duration d Instantaneous; see text ad. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targ Personal V Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touche Close (25 ft.) V,\$ Target: One or more susuhich can be more than	S,M ure or con 5 lb/level ed S,M levels, et get S levels [se S,M ed S,F/DF	Yes nbustible object that Yes Yes ach of which is N/A Yes te text] Yes (harmless)	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire] Caster Level: 1 Transmutation Caster Level: 1 Caster Level: 1 Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Conjuration Conjuration	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] One ray/3 caster levels deal 1d6/	15 15 ion mu 15 i); see t 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text text. N/A None Will negates (harmless) None	1 standard action il standard action ace within li 1 standard action ace within li 1 standard action 1 swift action 1 standard action 1 standard action 1 round	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous d 10 minutes/level 1 round/level [D]	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targ Personal V Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touche Close (25 ft.) V,\$ Target: One or more susuhich can be more than	s,M ure or con 5 lb/level ed s,M levels, eaget S levels [se s,M ed s,F/DF ummoned n 30 ft. ap s,M/DF	Yes nbustible object that Yes Yes ach of which is N/A Yes et etxt] Yes (harmless) No I creatures, no two of part No	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/levels. The destination of Creature	15 15 ion mu 15 i); see t 15	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text text. N/A None Will negates (harmless) None	1 standard action il standard action ace within li 1 standard action ace within li 1 standard action 1 swift action 1 standard action 1 standard action 1 round	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 round 1 round 1 round/level 1 round/level [D] Concentration + 2 rounds	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targersonal V Target: You Close (25 ft.) V,\$ Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touche Close (25 ft.) V,\$ Target: One or more sus which can be more than Close (25 ft.) V,\$	s,M ure or con 5 lb/level ed s,M levels, eaget S levels [se s,M ed s,F/DF ummoned n 30 ft. ap s,M/DF	Yes nbustible object that Yes Yes ach of which is N/A Yes et etxt] Yes (harmless) No I creatures, no two of part No	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Summoning)	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Fly, Swift Effect: This spell functions like fly, except as noted. Scorching Ray Effect: Orays, ranged touch attack deals 4d6 fire damage. Spider Climb Effect: Grants ability to walk on walls and ceilings. Summon Monster II Effect: Calls extraplanar creature to fight for you. Summon Swarm Effect: Summons swarm of bats, rats, or spiders.	15 15 15 15 15 15 DC	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text lext. N/A None Will negates (harmless) None None	1 standard action sil extiguished standard action ace within li 1 standard action action 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 tound c Instantaneous LEVEL 3 Duration	Touch V,\$ Target: Touched creatuveighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targ Personal V Target: You Close (25 ft.) V,\$ Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touche Close (25 ft.) V,\$ Target: One or more su which can be more than Close (25 ft.) V,\$ Target: One swarm of the Range Co	S,M ure or con 5 lb/level ed S,M levels, er levels [se ummoned um	Yes nbustible object that Yes Yes ach of which is N/A Yes te text] Yes (harmless) No i creatures, no two of part No or spiders Spell Resistance	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Summoning) Caster Level: 1 School	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283 PHB: p.286 PHB: p.289
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Teleport subject 5 feet per two caster levels. The destination one ray/3 caster levels deal 1d6/2 caster levels [max 5d6 content of the content of	15 bourns t: 15 ion mu 15 is see 1 15 is 15 in 1	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text text. N/A None Will negates (harmless) None	1 standard action sil extiguished standard action ace within li 1 standard action action 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 round Concentration + 2 rounds LEVEL 3	Touch V,\$ Target: Touched creatuvelighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another tarp Personal V Target: You Close (25 ft.) V,\$ Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touche Close (25 ft.) V,\$ Target: One or more su which can be more than Close (25 ft.) V,\$ Target: One swarm of the Range Co Close (25 ft.) V,\$ Range Co Close (25 ft.) V,\$ Range Co Close (25 ft.) V,\$	S,M ure or con 5 lb/level ed S,M levels, ei get S,S,M ed S,F/DF ummoned m 30 ft. ag S,M/DF bats, rats,	Yes Inbustible object that Yes Yes ach of which is N/A Yes te text] Yes (harmless) No It creatures, no two of part No or spiders Spell Resistance Yes (harmless)	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Solution (Summoning) Caster Level: 1 School Transmutation	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283 PHB: p.286 PHB: p.289
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Teleport subject 5 feet per two caster levels. The destination on Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Cone ray/3 caster levels (max 5d6] Cone	15 15 15 15 15 DC 16 16	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text dext. N/A None Will negates (harmless) None Saving Throw Fortitude negates (harmless)	1 standard action action 1 standard action ace within li 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 round Time 1 standard action	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 tound c Instantaneous LEVEL 3 Duration	Touch V,\$ Target: Touched creatuvelighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targersonal V Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touche Close (25 ft.) V,\$ Target: One or more survivinch can be more than Close (25 ft.) V,\$ Target: One or more survivinch can be more than Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One Swarm of the Close (25 ft.) V	S,M ure or con 5 lb/level ed S,M levels, ei levels [se an 30 ft. ap n 30 ft. ap n 30 ft. ap n, S,M/DF bats, rats, ln, no two or	Yes Inbustible object that Yes Yes ach of which is N/A Yes te text] Yes (harmless) No It creatures, no two of part No or spiders Spell Resistance Yes (harmless)	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 School Transmutation Caster Level: 1 Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283 PHB: p.286 PHB: p.289
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature Iteleport subject 5 feet per two caster levels. The destinated Teleport subject 5 feet per two caster levels. The destinated Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6 or Cone ray/3 cast	15 usurns to 15 ion mu 15 is see to 15 ion mu 15 is see to 15 ion mu 15 ion	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text text. N/A None Will negates (harmless) None Saving Throw Fortitude negates (harmless) saves.	1 standard action action 1 standard action ace within li 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 round Time 1 standard action	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 round Concentration + 2 rounds LEVEL 3 Duration d 1 round/level	Touch V,\$ Target: Touched creatuvelighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another targersonal V Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touche Close (25 ft.) V,\$ Target: One or more survivinch can be more than Close (25 ft.) V,\$ Target: One or more survivinch can be more than Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One Swarm of the Close (25 ft.) V	S,M ure or con 5 lb/level ed solution soluti	Yes nbustible object that Yes Yes ach of which is N/A Yes re text] Yes (harmless) No I creatures, no two of part No or spiders Spell Resistance Yes (harmless) of which can be more No	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 School Transmutation Caster Level: 1 Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283 PHB: p.286 PHB: p.289 Source PHB: p.239
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6 concentration of the co	15 usurns to 15 ion mu 15 is see to 15 ion mu 15 is see to 15 ion mu 15 ion	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text text. N/A None Will negates (harmless) None Saving Throw Fortitude negates (harmless) saves. None Will negates	1 standard action ace within li 1 standard action 1 round 1 round Time 1 standard action 1 round 1 round 1 round 1 round 1 round	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 round Concentration + 2 rounds LEVEL 3 Duration d 1 round/level	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature toucher Close (25 ft.) V,\$ Target: One creature/a adjacent to another target: One or more sushich can be more than Close (25 ft.) V,\$ Target: One or more sushich can be more than Close (25 ft.) V,\$ Target: One or more sushich can be more than Close (25 ft.) V,\$ Target: One or more sushich can be more than Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: Invisible, mindle	S,M ure or con 5 lb/level ed sed sed levels, ei levels, ei levels (se sed s,S,M s,M ed do s,S,M/DF bats, rats, ln, no two or ln, no two or s,S,M ln, no two or sess, shap ess, shap ess, shap	Yes nbustible object that Yes Yes ach of which is N/A Yes re text] Yes (harmless) No I creatures, no two of part No or spiders Spell Resistance Yes (harmless) of which can be more No	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283 PHB: p.286 PHB: p.289 Source PHB: p.239
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d8 10d8] fire damage. Effect: This spell functions like fly, except as noted. Scorching Ray Effect: Orays, ranged touch attack deals 4d6 fire damage. Spider Climb Effect: Grants ability to walk on walls and ceilings. Summon Monster II Effect: Calls extraplanar creature to fight for you. Haste Effect: Summons swarm of bats, rats, or spiders. Name Haste Effect: 1 creature/level moves faster, +1 on attack rolls, AC, and Creates 2d6 +1 per caster level [max +15] unseen servan Creates 2d6 +1 per caster	15 courns to 15 co	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text lext. N/A None Will negates (harmless) None Saving Throw Fortitude negates (harmless) saves. None Will negates [harmless]	1 standard action ace within li 1 standard action 1 swift action 1 swift action 1 standard action 1 standard action 1 standard action 1 round 1 round Time 1 standard action 1 round 1 round 1 round	Duration d Instantaneous; see text add. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 1 ominutes/level 1 round/level [D] Concentration + 2 rounds LEVEL 3 Duration d 1 round/level d 1 hour/level	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature toucher Close (25 ft.) V,\$ Target: One creature/a adjacent to another target: One or more sushich can be more than Close (25 ft.) V,\$ Target: One or more sushich can be more than Close (25 ft.) V,\$ Target: One or more sushich can be more than Close (25 ft.) V,\$ Target: One or more sushich can be more than Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: One swarm of the Close (25 ft.) V,\$ Target: Invisible, mindle	s,M ure or cond to blokevel ed S,M levels, ei levels, ei levels (se levels, ret levels, se, levels,	Yes nbustible object that Yes Yes ach of which is N/A Yes the text] Yes (harmless) No or spiders Spell Resistance Yes (harmless) of which can be more No No the can be more No spell Resistance Yes (harmless) of which can be more No No No Spell Resistance Yes (harmless) of which can be more No No No Spell Resistance Yes (harmless)	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283 PHB: p.286 PHB: p.289 Source PHB: p.239 SC: p.182
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object the Creature takes 1d8/level [Max 10d8] fire damage, object the Creature takes 1d8/level [Max 10d8] fire damage, object the Creature takes 1d8/level [Max 10d8] fire damage, object the Creature Index 1d8/levels. The destinated Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6 cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6 cone ray/3 caster levels [max 5d6 cone r	15 courns to 15 co	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text lext. N/A None Will negates (harmless) None Saving Throw Fortitude negates (harmless) saves. None Will negates [harmless]	1 standard action ace within li 1 standard action 1 round 1 round Time 1 standard action 1 round 1 round 1 round 1 round 1 round	Duration d Instantaneous; see text add. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 1 ominutes/level 1 round/level [D] Concentration + 2 rounds LEVEL 3 Duration d 1 round/level d 1 hour/level	Touch V,\$ Target: Touched creatuvelighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another tarp Personal V Target: You Close (25 ft.) V,\$ Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touche Close (25 ft.) V,\$ Target: One or more su which can be more than Close (25 ft.) V,\$ Target: One swarm of the Range Co Close (25 ft.) V,\$ Target: 1 creature/level than 30 ft. apant Close (25 ft.) V,\$ Target: Invisible, mindle Medium (110 ft.) V,\$ Target: Allied creatures	s,M ure or cond to blokevel ed S,M levels, ei levels, ei levels (se levels, ret levels, se, levels,	Yes nbustible object that Yes Yes ach of which is N/A Yes te text] Yes (harmless) No cor spiders Spell Resistance Yes (harmless) of which can be more No teless servants Yes [harmless] tradius burst	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Fire] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration (Creation) Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283 PHB: p.286 PHB: p.289 Source PHB: p.239 SC: p.182
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature levels to Set the destination of Creature levels to Set the destination of Creature levels fire damage. Effect: This spell functions like fly, except as noted. Crays, ranged touch attack deals 4d6 fire damage. Effect: Grants ability to walk on walls and ceilings. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Haste Effect: Summons swarm of bats, rats, or spiders. Name Creature/level moves faster, +1 on attack rolls, AC, and Creature/level moves faster, +1 on attack rolls, AC, and Creature-level moves faster, +1 on attack rolls, AC, and Creature-level moves faster, +1 on attack rolls, AC, and Creature-level moves faster, +1 on attack rolls, AC, and Creature-level moves faster, +1 on attack rolls, AC, and Creates 2d6 +1 per caster level [max +15] unseen servand Creature-level moves faster, +1 on attack rolls, AC, and Creature-level moves faster, +1 on attack rolls, AC, and Creature-level moves faster level [max +15] unseen servand Creature-level [max +15] un	15 courns to 15 co	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text text. N/A None Will negates (harmless) None Saving Throw Fortitude negates (harmless) saves. None Will negates [harmless] text.	1 standard action 1 round 1 round Time 1 standard action 1 standard action 1 round 1 round 1 standard action 1 standard action	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 round d Instantaneous LEVEL 3 Duration d 1 round/level d 1 hour/level d 1 hour/level	Touch V,\$ Target: Touched creatuvelighs no more than 2: Touch V Target: Creature touche Close (25 ft.) V,\$ Target: One creature/3 adjacent to another tarp Personal V Target: You Close (25 ft.) V,\$ Target: 1 ray + 1 ray/4 Touch V,\$ Target: Creature touche Close (25 ft.) V,\$ Target: One or more su which can be more than Close (25 ft.) V,\$ Target: One swarm of the Range Co Close (25 ft.) V,\$ Target: 1 creature/level than 30 ft. apant Close (25 ft.) V,\$ Target: Invisible, mindle Medium (110 ft.) V,\$ Target: Allied creatures	s,M ure or con 5 bh/evel ed S,M levels, ei get S,M ed ed S,F/DF ummoned n 30 ft. a; S,M/DF bats, rats, I, no two o S,M/DF s,S,M/DF sin a 20-f ummoned	Yes Inbustible object that Yes Yes Ach of which is N/A Yes Interest the text Yes Yes (harmless) No Interestures, no two of oart No Interestures (harmless) Of which can be more No Interestures (harmless) Interestures (harml	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Creation) Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283 PHB: p.286 PHB: p.289 Source PHB: p.239 SC: p.182 SC: p.193
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage, object to Creature takes 1d8/level [Max 10d8] fire damage. Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Cone ray/3 caster levels [max 4d6] fire damage. Cone ray	15 courns to 15 co	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text text. N/A None Will negates (harmless) None Saving Throw Fortitude negates (harmless) saves. None Will negates [harmless] text.	1 standard action 1 round 1 round Time 1 standard action 1 round 1 standard action 1 round 1 round	Duration d Instantaneous; see text ed. d Instantaneous ine of sight. d Instantaneous 1 round d Instantaneous 1 round d Instantaneous LEVEL 3 Duration d 1 round/level d 1 hour/level d 1 hour/level	Touch V,\$ Target: Touched creatuseighs no more than 2: Touch V Target: Creature touched Close (25 ft.) V,\$ Target: One creature/3 adjacent to another target: A comparison of the comparison of	ure or con to 15 lb/level ed ed S,M levels, ei levels, ei S,S,M ed S,F/DF ummoned n 30 ft. ap S,S,M/DF s in a 20-ft s in a 20-ft mmoned n 30 ft. ap S,F/DF	Yes Inbustible object that Yes Yes Ach of which is N/A Yes Interest the text Yes Yes (harmless) No Interestures, no two of oart No Interestures (harmless) Of which can be more No Interestures (harmless) Interestures (harml	Evocation [Fire] Caster Level: 1 Conjuration (Teleportation) Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 School Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Conjuration (Creation) Caster Level: 1 Conjuration (Creation) Caster Level: 1 Conjuration (Caster Level: 1	SC: p.50 PHB II: p.110 SC: p.78 SC: p.96 PHB: p.274 PHB: p.283 PHB: p.286 PHB: p.289 Source PHB: p.239 SC: p.182 SC: p.193

^{* =}Domain/Speciality Spell

Effect:
Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.

Notes:

Character Sheet Notes:

Missing Invocation