

<sup>&</sup>quot;: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb +3	Light	+4	+8	+0	0

		EQUIPMENT			
Claw	ITEM	LOCA Carr		/ WT 0.0	COST 0.0
Faerie Garb +3	3	Equip	pped 1	0.5	9151.0
Quarterstaff		Equip	ped 1	4.0	0.0
Sentient Rod of	f Any Weapon	Equip	pped 1	0.0	0.0
Special Backpa	ck of Holding	Equip	ped 1	0.0	0.0
Special Boots		Equip	pped 1	0.0	0.0
-	TOTAL WEIGHT	CARRIED/VALUE		4.5 lbs.	9151.0 gp

WEIGHT ALLOWANCE								
Light	58	Medium	116	Heavy	175			
Lift over head	175	Lift off ground	350	Push / Drag	875			

### SPECIAL ATTACKS

Warcraft +1 BAB

### **SPECIAL QUALITIES**

### Companion

Gain a companion of your choice

### Companion ~ Might

Companion gains two positive levels

### Companion ~ Storage

Store spells in your companion

# Companion ~ Template ()

Apply a template to your companion[s] max of +2 ECL, may take more times to a max of +6.

#### Disadvantage - Hunted

### Disadvantage - Obligations

Disadvantage - Unarmored

### Duties (+2)

### Fast Learner (+1)

Invocation

### Save ~ Will (, , )

Specialist

## Wizard Magic Level (, , )

# **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.

### Familiar

You have the Spirit Elemental Familiar

Summon Familiar

### FEATS

# Feat Conversion to $CP \sim 6$ (, , , )

### 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

			LEVEL 0					
Name	DC	Saving Throw None	Time Duration 1 standard Instantaneous	Range Co		Spell Resistance No	School Conjuration	Source PHB: p.196
□□□□□Acid Splash  Effect:		None	action	Target: One missile of		NO	(Creation) [Acid] Caster Level: 1	FПБ. р. 190
Orb deals 1d3 acid damage.	19	Will negates [object]	1 standard 10 minute/level	Close (25 ft.) V,	ς .	Yes [object]	Transmutation	SC: p.9
Effect:	15	vviii riegates (object)	action	Target: Object or object			Caster Level: 1	оо. р.э
Copies 250 words per minute.		None	1 standard Permanent	0 ft. V,	9	No	Universal	PHB: p.201
Arcane Mark  Effect:		None	action	Target: One personal r			Caster Level: 1	F п.Б. р.20 I
Inscribes a personal rune [visible or invisible].				fit within 1 sq. ft.				
Caltrops  Effect:		None	1 standard 1 round/level action	Close (25 ft.) V,  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		and speed reduced by ha	alf.	ı				
Dancing Lights		None	1 standard 1 minute/level [D] action	Medium (110 ft.) V,		No	Evocation [Light]	PHB: p.216
Effect: Creates torches or other lights.				Target: Up to four light:	s, all withi	in a 10- πradius area	Caster Level: 1	
Daze  Effect:	19	Will negates	1 standard 1 round action	Close (25 ft.) V,		Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1	PHB: p.217
Humanoid creature of 4 HD or less loses next action.				-				
Detect Magic		None	1 standard Concentration, up to 1 minutes/level [D] action			No	Divination	PHB: p.219
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped e	emanation	1	Caster Level: 1	
Detect Poison		None	1 standard Instantaneous action	Close (25 ft.) V,		No	Divination	PHB: p.219
Effect: Detects poison in one creature or small object.				Target: One creature, o			Caster Level: 1	
Disrupt Undead		None	1 standard Instantaneous action	Close (25 ft.) V,	S	Yes	Necromancy	PHB: p.223
Effect: Deals 1d6 damage to one undead.				Target: Ray			Caster Level: 1	
Deals 100 damage to one undead.		None	1 standard Instantaneous	Close (25 ft.) V,	S	Yes	Evocation	SC: p.78
Effect: Ranged touch attack delivers 1d3 electric damage.			action	Target: Ray			[Electricity] Caster Level: 1	
☐☐☐☐☐ Flare	19	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	19	Will disbelief (if	1 standard 1 round/level [D]	Close (25 ft.) V,	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,M	No	Transmutation	SC: p.130
Effect: Treat bolt as if fired from a light crossbow, including any	hanuaa	, footo or anahantment	action	Target: One crossbow	bolt in yo	ur possession	Caster Level: 1	
Launch Item	bonuse	None	1 standard Instantaneous	Touch S		No	Transmutation	SC: p.130
Effect:			action	Target: One Fine item i	in vour po	ossession, weighing up	Caster Level: 1	
Launch an item safely to the target you specify where it was	vill act n		1 standard 10 minutes/level [D]	to 10lbs				DUD: p. 249
Effect:		None	1 standard 10 minutes/level [D] action	Touch V,  Target: Object touched		No	Evocation [Light]  Caster Level: 1	PHB: p.248
Object shines like a torch.		None	1 standard Concentration	Close (25 ft.) V,		No	Transmutation	PHB: p.249
□□□□□ Mage Hand		Notie	action					гпв. р.249
Effect: 5-pound telekinesis.				Target: One nonmagica up to 5 lb.	al, unatter	nded object weighing	Caster Level: 1	
□□□□□ Mending	19	Will negates (harmless, object)	1 standard Instantaneous action	10 ft. V,	S	Yes (harmless, object)	Transmutation	PHB: p.253
Effect:		(narriicss, object)	action	Target: One object of u	up to 1 lb.		Caster Level: 1	
Makes minor repairs on an object.  Message		None	1 standard 10 minutes/level	Medium (110 ft.) V,	S,F	No	Transmutation	PHB: p.253
Effect:			action	Target: 1 creature/leve			[Language-Depen Caster Level: 1	
Whispered conversation at distance.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	19	Will negates (object)	1 standard Instantaneous	Close (25 ft.) V,	S,F	Yes (object)	Transmutation	PHB: p.258
Effect:		, ,	action	Target: Object weighing be opened or closed		. , ,	Caster Level: 1	
				ue opened of closed		No	Universal	PHB: p.264
Opens or closes small or light things.	19	See text	1 standard 1 hour	10 ft. V,	S			
Prestidigitation	19	See text	1 standard 1 hour action		S		Caster Level: 1	
□□□□□ Prestidigitation  Effect: Performs minor tricks.	19	See text	action  1 standard Instantaneous	10 ft. V,		Yes	Caster Level: 1 Evocation [Cold]	PHB: p.269
□□□□□ Prestidigitation  Effect: Performs minor tricks. □□□□□□ Ray of Frost  Effect:	19		action	10 ft. V,		Yes		PHB: p.269
☐☐☐☐ Prestidigitation  Effect: Performs minor tricks. ☐☐☐☐☐ Ray of Frost  Effect: Ray deals 1d3 cold damage.	19		action  1 standard Instantaneous	10 ft. V.  Target: See text  Close (25 ft.) V.  Target: Ray	S	Yes	Evocation [Cold]	PHB: p.269
☐☐☐☐ Prestidigitation  Effect: Performs minor tricks. ☐☐☐☐ Ray of Frost  Effect: Ray deals 1d3 cold damage. ☐☐☐☐☐ Read Magic  Effect:	19	None	1 standard Instantaneous action	10 ft. V.  Target: See text  Close (25 ft.) V.  Target: Ray	S		Evocation [Cold]  Caster Level: 1	·
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	19	None	action  1 standard Instantaneous action  1 standard 10 minutes/level action	10 ft. V, Target: See text  Close (25 ft.) V, Target: Ray  Personal V, Target: You	S S,F	No	Evocation [Cold]  Caster Level: 1  Divination  Caster Level: 1	PHB: p.269
Prestidigitation  Effect: Performs minor tricks. Ray of Frost  Effect: Ray deals 1d3 cold damage. Ray deals 1d3 cold damage. Ray deals not spellbooks. Ray deals rolls and spellbooks.	19	None	1 standard Instantaneous action 1 standard 10 minutes/level	10 ft. V,  **Target: See text  Close (25 ft.) V,  **Target: Ray  Personal V,  **Target: You  Touch V,	S S,F		Evocation [Cold]  Caster Level: 1  Divination  Caster Level: 1  Transmutation	·
☐☐☐☐☐ Prestidigitation  Effect: Performs minor tricks. ☐☐☐☐☐☐☐☐ Ray of Frost  Effect: Ray deals 1d3 cold damage. ☐☐☐☐☐☐☐☐☐☐ Read Magic  Effect: Read scrolls and spellbooks. ☐☐☐☐☐☐☐☐☐☐ Repair Minor Damage		None None	action  1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard Instantaneous action	10 ft. V, Target: See text  Close (25 ft.) V, Target: Ray  Personal V, Target: You  Touch V, Target: Construct touch	S S,F S	No No	Evocation [Cold]  Caster Level: 1  Divination  Caster Level: 1  Transmutation  Caster Level: 1	PHB: p.269 SC: p.173
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	19	None	action  1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard Instantaneous	10 ft. V, Target: See text  Close (25 ft.) V, Target: Ray  Personal V, Target: You  Touch V, Target: Construct touch Touch V,	S,F S,hed S,M/DF	No	Evocation [Cold]  Caster Level: 1  Divination  Caster Level: 1  Transmutation  Caster Level: 1  Abjuration	PHB: p.269
☐☐☐☐☐ Prestidigitation  Effect: Performs minor tricks. ☐☐☐☐☐☐☐☐ Ray of Frost  Effect: Ray deals 1d3 cold damage. ☐☐☐☐☐☐☐☐☐☐ Read Magic  Effect: Read scrolls and spellbooks. ☐☐☐☐☐☐☐☐☐☐ Repair Minor Damage		None  None  Will negates (harmless)	1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard 1 minute action	10 ft. V, Target: See text  Close (25 ft.) V, Target: Ray  Personal V, Target: You  Touch V, Target: Construct touch  Touch V, Target: Creature touch	S S,F S hed S,M/DF	No No Yes (harmless)	Evocation [Cold]  Caster Level: 1  Divination  Caster Level: 1  Transmutation  Caster Level: 1  Abjuration  Caster Level: 1	PHB: p.269 SC: p.173 PHB: p.272
Prestidigitation  Effect: Performs minor tricks. Performs minor tricks. Ray of Frost  Effect: Ray deals 1d3 cold damage. Read Magic  Effect: Read scrolls and spellbooks. Repair Minor Damage  Effect: Repair a construct 1 point of damage. Resistance		None None Will negates	1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard Instantaneous action  1 standard Instantaneous action	10 ft. V, Target: See text  Close (25 ft.) V, Target: Ray  Personal V, Target: You  Touch V, Target: Construct touch Touch V,	S S,F S hed S,M/DF	No No	Evocation [Cold]  Caster Level: 1  Divination  Caster Level: 1  Transmutation  Caster Level: 1  Abjuration  Caster Level: 1	PHB: p.269 SC: p.173
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	19	None  None  Will negates (harmless)  Will negates [object]	action  1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard Instantaneous action  1 standard 1 minute action  1 standard 1 minute  1 standard 1 minute/level [D]	10 ft. V, Target: See text  Close (25 ft.) V, Target: Ray  Personal V, Target: You  Touch V, Target: Construct touch  Touch V, Target: Creature touch	S S,F S hed S,M/DF	No No Yes (harmless)	Evocation [Cold]  Caster Level: 1  Divination  Caster Level: 1  Transmutation  Caster Level: 1  Abjuration  Caster Level: 1	PHB: p.269 SC: p.173 PHB: p.272
Effect: Performs minor tricks.  Effect: Ray deals 1d3 cold damage. Read Magic Effect: Read scrolls and spellbooks. Performs minor Damage Effect: Repair a construct 1 point of damage. Performs minor Damage Effect: Repair a construct 1 point of damage. Performs minor Damage Effect: Subject gains +1 on saving throws.	19	None  None  Will negates (harmless)  Will negates [object]	action  1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard Instantaneous action  1 standard 1 minute action  1 standard 1 minute  1 standard 1 minute/level [D]	10 ft. V,  Target: See text  Close (25 ft.) V,  Target: Ray  Personal V,  Target: You  Touch V,  Target: Construct touch  Touch V,  Target: Creature touch  Close (25 ft.) S	S,F S hed S,M/DF	No No Yes (harmless)	Evocation [Cold]  Caster Level: 1  Divination  Caster Level: 1  Transmutation  Caster Level: 1  Abjuration  Caster Level: 1  Illusion (Glamer)	PHB: p.269  SC: p.173  PHB: p.272  SC: p.190
Perstidigitation  Effect: Performs minor tricks. Performs minor tricks. Ray of Frost  Effect: Ray deals 1d3 cold damage. Read Magic  Effect: Read scrolls and spellbooks. Repair Minor Damage  Effect: Repair a construct 1 point of damage.  Repair a construct 1 point of damage.  Effect: Subject gains +1 on saving throws.  Silent Portal	19 19 19 19	None  None  Will negates (harmless)  Will negates [object]  tc.].  Will partial	action  1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard Instantaneous action  1 standard I minute action  1 standard 1 minute action  1 standard 1 minute/level [D] action  1 standard Instantaneous	10 ft. V, Target: See text  Close (25 ft.) V, Target: Ray  Personal V, Target: You  Touch V, Target: Construct touch Touch V, Target: Creature touch Close (25 ft.) S Target: One portal	S,F S hed S,M/DF eed	No Yes (harmless) Yes [object]	Evocation [Cold]  Caster Level: 1  Divination  Caster Level: 1  Transmutation  Caster Level: 1  Abjuration  Caster Level: 1  Illusion (Glamer)  Caster Level: 1	PHB: p.269  SC: p.173  PHB: p.272  SC: p.190

				Point Buy Spells					
Stick	19	Will negates [object]	1 standard	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
Effect:			action			l, unattende	ed object weighing up to	Caster Level: 1	
Sticks one object to another; see text.	19	Fortitude negates	1 standard	1 round/level	5lbs Touch	V,S,M	Yes	Necromancy	PHB: p.294
Effect:			action		Target: Creature to	uched		Caster Level: 1	
Touch attack fatigues target.					· g				
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Enlarge Person	20	Fortitude negates	1 round	1 minute/level [D]	Close (25 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
Effect: Creatures size increases to next category					Target: One human	oid creature	Э	Caster Level: 1	
□□□□ Inhibit	20	Will negates	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Enchantment (Compulsion)	SC: p.123
Effect:					Target: One creatur	re		[Mind-Affecting] Caster Level: 1	
Subject is forced to delay; see text.  Mage Armor	20	Will negates		1 hour/level [D]	Touch	V,S,F	No	Conjuration	PHB: p.249
Effect:		(harmless)	action		Target: Creature to	uched		(Creation) [Force] Caster Level: 1	
Gives subject +4 armor bonus.  Magic Missile		None		Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each.			action				two of which can be	Caster Level: 1	
I missile/z levels [max 5] that do 104+1 damage each.	20	None [harmless]	1	1 round	more than 15 ft. apa Close (25 ft.)	V,S	Yes	Transmutation	SC: p.146
			immediate action						
Effect: Grants +5 bonus on initiative checks.					Target: One creatur	re		Caster Level: 1	
□□□□ Summon Monster I		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
Effect: Calls extraplanar creature to fight for you.					Target: One summo	oned creatu	re	Caster Level: 1	
				LEVEL 2					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source SC: p. 50
Combust	21	Reflex partial	1 standard action	Duration Instantaneous; see text	Touch	V,S,M	Spell Resistance Yes ombustible object that	School Evocation [Fire] Caster Level: 1	Source SC: p.50
Combust  Effect: Creature takes 1d8/level [Max 10d8] fire damage, object	21 burns t	Reflex partial aking 1d6 fire round unt	1 standard action	Duration Instantaneous; see text d.	Touch  Target: Touched creweighs no more tha	V,S,M eature or co	Yes ombustible object that	Evocation [Fire]  Caster Level: 1	SC: p.50
Combust  Effect: Creature takes 1d8/level [Max 10d8] fire damage, object  Classification of the computation	21	Reflex partial	1 standard action	Duration Instantaneous; see text d.	Touch  Target: Touched creweighs no more that Close (25 ft.)	V,S,M eature or co an 25 lb/leve V,S,M	Yes ombustible object that el Yes	Evocation [Fire]  Caster Level: 1  Evocation [Electricity]	
Combust  Effect: Creature takes 1d8/level [Max 10d8] fire damage, object	21 burns t 21 [6]; see	Reflex partial aking 1d6 fire round unt Reflex half; see text text.	1 standard action il extiguishe 1 standard action	Duration Instantaneous; see text d. Instantaneous	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creatur adjacent to another	V,S,M eature or co n 25 lb/leve V,S,M re/3 levels, or	Yes ombustible object that al Yes each of which is	Evocation [Fire]  Caster Level: 1  Evocation [Electricity]  Caster Level: 1	SC: p.50 SC: p.78
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object	21 burns t 21	Reflex partial aking 1d6 fire round unt Reflex half; see text	1 standard action il extiguishe 1 standard	Duration Instantaneous; see text d.	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creatur	V,S,M eature or co	Yes ombustible object that el Yes	Evocation [Fire]  Caster Level: 1  Evocation [Electricity]	SC: p.50
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/lev	21 burns t 21 [6]; see	Reflex partial aking 1d6 fire round unt Reflex half; see text text.	1 standard action il extiguishe 1 standard action	Duration Instantaneous; see text d. Instantaneous	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creatur adjacent to another	V,S,M eature or co n 25 lb/leve V,S,M re/3 levels, or	Yes ombustible object that al Yes each of which is	Evocation [Fire]  Caster Level: 1  Evocation [Electricity]  Caster Level: 1	SC: p.50 SC: p.78
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/lev	21 burns t 21 [6]; see	Reflex partial aking 1d6 fire round unt Reflex half; see text text.	1 standard action il extiguishe 1 standard action 1 swift action 1 standard	Duration Instantaneous; see text d. Instantaneous	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creatur adjacent to another Personal	V,S,M eature or co n 25 lb/leve V,S,M re/3 levels, or	Yes ombustible object that al Yes each of which is	Evocation [Fire]  Caster Level: 1  Evocation [Electricity]  Caster Level: 1  Transmutation	SC: p.50 SC: p.78
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/lev	21 burns t 21 [6]; see	Reflex partial aking 1d6 fire round unt Reflex half; see text text. N/A	1 standard action il extiguishe 1 standard action 1 swift action	Duration Instantaneous; see text d. Instantaneous	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creature adjacent to another Personal  Target: You  Close (25 ft.)	V,S,M eature or con 25 lb/leve V,S,M re/3 levels, target V V,S	Yes combustible object that all yes each of which is N/A Yes	Evocation [Fire]  Caster Level: 1  Evocation [Electricity]  Caster Level: 1  Transmutation  Caster Level: 1	SC: p.50 SC: p.78 SC: p.96
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d Ffect: This spell functions like fly, except as noted.  Scorching Ray  Effect: O rays, ranged touch attack deals 4d6 fire damage.	21 burns t 21 [6]; see	Reflex partial  aking 1d6 fire round unt Reflex half; see text  text.  N/A  None	1 standard action il extiguishe 1 standard action 1 swift action 1 standard action	Duration Instantaneous; see text d. Instantaneous 1 round	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creatur adjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray	V,S,M eature or cc in 25 lb/leve V,S,M re/3 levels, i target V V,S	Yes combustible object that all Yes each of which is N/A Yes see text]	Evocation [Fire]  Caster Level: 1  Evocation [Electricity]  Caster Level: 1  Transmutation  Caster Level: 1  Evocation [Fire]  Caster Level: 1	SC: p.50 SC: p.78 SC: p.96 PHB: p.274
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage. C	21 burns t 21 [6]; see	Reflex partial aking 1d6 fire round unt Reflex half; see text text. N/A	1 standard action il extiguishe 1 standard action 1 swift action 1 standard	Duration Instantaneous; see text d. Instantaneous	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creature adjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)	V,S,M eature or cc in 25 lb/leve V,S,M re/3 levels, target V V,S y/4 levels [s V,S,F/DF e summone	Yes ombustible object that all Yes each of which is N/A  Yes see text] No dd creatures, no two of	Evocation [Fire]  Caster Level: 1  Evocation [Electricity]  Caster Level: 1  Transmutation  Caster Level: 1  Evocation [Fire]	SC: p.50 SC: p.78 SC: p.96
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage [Max 5d] Creature takes 1d8/level [Max 5d] Creature takes 1d8/level [Max 10d8] fire damage. Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire da	21 burns t 21 [6]; see	Reflex partial aking 1d6 fire round unt Reflex half; see text text. N/A None	standard action     standard action     standard action     swift action     standard action     standard action     standard action     standard action     round	Duration Instantaneous; see text d. Instantaneous 1 round Instantaneous 1 round/level [D]	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creaturadjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)  Target: One or more which can be more	V,S,M eature or cc in 25 lb/leve V,S,M re/3 levels, it target V V,S V,S,F/DF e summone than 30 ft. a	Yes ombustible object that all Yes each of which is N/A Yes see text] No dd creatures, no two of	Evocation (Fire)  Caster Level: 1  Evocation [Electricity]  Caster Level: 1  Transmutation  Caster Level: 1  Evocation (Fire)  Caster Level: 1  Conjuration (Summoning)  Caster Level: 1	SC: p.50 SC: p.78 SC: p.96 PHB: p.274 PHB: p.286
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caste	21 burns t 21 [6]; see	Reflex partial  aking 1d6 fire round unt Reflex half; see text  text.  N/A  None	1 standard action il extiguishe 1 standard action 1 swift action 1 standard action	Duration Instantaneous; see text d. Instantaneous 1 round	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creature adjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)	V,S,M eature or cc nn 25 lb/leve V,S,M re/3 levels, n target V V,S V,S,F/DF e summone than 30 ft. a V,S,M/DF	Yes probustible object that all Yes each of which is N/A  Yes see text] No dd creatures, no two of apart.	Evocation (Fire)  Caster Level: 1  Evocation [Electricity] Caster Level: 1  Transmutation  Caster Level: 1  Evocation [Fire]  Caster Level: 1  Conjuration (Summoning)	SC: p.50 SC: p.78 SC: p.96 PHB: p.274
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage. Creature takes 1d8/level [Max 10d8] fire damage. Creature takes 1d8/level [Max 10d8] fire damage. Creature to fight for you. Creature takes 1d8/level [Max 10d8] fire damage. Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, ob	21 burns t 21 [6]; see	Reflex partial aking 1d6 fire round unt Reflex half; see text text. N/A None	standard action     standard action     standard action     swift action     standard action     standard action     standard action     standard action     round	Duration Instantaneous; see text  d. Instantaneous  1 round Instantaneous  1 round/level [D]  Concentration + 2 rounds	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creaturadjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)  Target: One or more which can be more Close (25 ft.)	V,S,M eature or cc nn 25 lb/leve V,S,M re/3 levels, n target V V,S V,S,F/DF e summone than 30 ft. a V,S,M/DF	Yes probustible object that all Yes each of which is N/A  Yes see text] No dd creatures, no two of apart.	Evocation (Fire)  Caster Level: 1  Evocation [Electricity] Caster Level: 1  Transmutation  Caster Level: 1  Evocation (Fire)  Caster Level: 1  Conjuration (Summoning) Caster Level: 1  Conjuration (Summoning) Caster Level: 1	SC: p.50 SC: p.78 SC: p.96 PHB: p.274 PHB: p.286
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caste	21 burns t 21 [6]; see	Reflex partial aking 1d6 fire round unt Reflex half; see text text. N/A None	standard action     standard action     standard action     swift action     standard action     standard action     standard action     standard action     round	Duration Instantaneous; see text d. Instantaneous 1 round Instantaneous 1 round/level [D]	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creaturadjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)  Target: One or more which can be more Close (25 ft.)	V,S,M eature or cc nn 25 lb/leve V,S,M re/3 levels, n target V V,S V,S,F/DF e summone than 30 ft. a V,S,M/DF	Yes probustible object that all Yes each of which is N/A  Yes see text] No dd creatures, no two of apart.	Evocation (Fire)  Caster Level: 1  Evocation [Electricity] Caster Level: 1  Transmutation  Caster Level: 1  Evocation (Fire)  Caster Level: 1  Conjuration (Summoning) Caster Level: 1  Conjuration (Summoning) Caster Level: 1	SC: p.50 SC: p.78 SC: p.96 PHB: p.274 PHB: p.286
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels [max 5d] Cone	21 burns t 21 21 66]; see: 21	Reflex partial aking 1d6 fire round unt Reflex half; see text text. N/A None None Saving Throw	1 standard action ill extiguishe 1 standard action 1 standard action 1 standard action 1 round	Duration Instantaneous; see text  d. Instantaneous  1 round Instantaneous  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creatur adjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)  Target: One or more which can be more Close (25 ft.)  Target: One swarm  Range	V,S,M eature or cc in 25 lb/leve V,S,M re/3 levels, target V V,S y/4 levels [s V,S,F/DF e summone than 30 ft. z V,S,M/DF of bats, rat	Yes probustible object that all Yes each of which is N/A  Yes see text] No ad creatures, no two of apart No s, or spiders  Spell Resistance	Evocation (Fire)  Caster Level: 1  Evocation [Electricity] Caster Level: 1  Transmutation  Caster Level: 1  Evocation [Fire]  Caster Level: 1  Conjuration (Summoning)  Caster Level: 1  Conjuration (Summoning)  Caster Level: 1	SC: p.50  SC: p.78  SC: p.96  PHB: p.274  PHB: p.286  PHB: p.289
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3	21 burns t 21 [6]; see 21	Reflex partial aking 1d6 fire round unt Reflex half; see text text. N/A None None	1 standard action ill extiguishe 1 standard action 1 standard action 1 standard action 1 round	Duration Instantaneous; see text d. Instantaneous  1 round Instantaneous  1 round/level [D]  Concentration + 2 rounds	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creature adjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)  Target: One or more which can be more Close (25 ft.)  Target: One swarm	V,S,M eature or cc in 25 lb/leve V,S,M re/3 levels, target V V,S V,S,F/DF e summone than 30 ft. a V,S,M/DF of bats, rat	Yes probustible object that all Yes each of which is N/A  Yes see text] No ad creatures, no two of apart No s, or spiders	Evocation (Fire)  Caster Level: 1  Evocation [Electricity] Caster Level: 1  Transmutation  Caster Level: 1  Evocation (Fire)  Caster Level: 1  Conjuration (Summoning) Caster Level: 1  Conjuration (Summoning) Caster Level: 1	SC: p.50  SC: p.78  SC: p.96  PHB: p.274  PHB: p.286
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, one ray/3 caster levels deal 1d6/2 caster levels [max 5d] Creature files, Swift  Effect: This spell functions like fly, except as noted. Creature files files files files files damage. Creature files files files files files damage. Creature files fil	21 burns t 21 21 66; see 21 DC 22	Reflex partial  aking 1d6 fire round unt Reflex half; see text  text.  N/A  None  None  Saving Throw  Fortitude negates (harmless)	1 standard action ill extiguishe 1 standard action 1 swift action 1 standard action 1 standard action 1 round 1 round 1 round 1 round 1 round 1 standard action 1 round 1 round 1 standard action 1 round 1 round 1 standard	Duration Instantaneous; see text  d. Instantaneous  1 round Instantaneous  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creatur adjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)  Target: One or more which can be more Close (25 ft.)  Target: One swarm  Range  Close (25 ft.)  Target: 1 creature/let	V,S,M eature or cc in 25 lb/leve V,S,M V,S,M V,S,M V,S,F/DF e summone than 30 ft. a V,S,M/DF of bats, rat  Comp. V,S,M	Yes probustible object that all Yes each of which is N/A  Yes see text] No ad creatures, no two of apart No s, or spiders  Spell Resistance	Evocation (Fire)  Caster Level: 1  Evocation [Electricity]  Caster Level: 1  Transmutation  Caster Level: 1  Evocation [Fire]  Caster Level: 1  Conjuration (Summoning)  Caster Level: 1  Conjuration (Summoning)  Caster Level: 1  School  Transmutation	SC: p.50  SC: p.78  SC: p.96  PHB: p.274  PHB: p.286  PHB: p.289
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels deal 1d6/2 caster levels [max 5d] Cone ray/3 caster levels [max 5d] C	21 burns t 21 21 66; see 21 DC 22	Reflex partial  aking 1d6 fire round unt Reflex half; see text  text.  N/A  None  None  Saving Throw  Fortitude negates (harmless)	1 standard action ill extiguishe 1 standard action 1 swift action 1 standard action 1 round 1 round 1 round 1 round 1 standard action 1 standard 1 st	Duration Instantaneous; see text  d. Instantaneous  1 round Instantaneous  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creatur adjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)  Target: One or more which can be more Close (25 ft.)  Target: One swarm  Range  Close (25 ft.)	V,S,M eature or cc in 25 lb/leve V,S,M V,S,M V,S,M V,S,F/DF e summone than 30 ft. a V,S,M/DF of bats, rat  Comp. V,S,M	Yes probustible object that all Yes each of which is N/A  Yes see text] No ad creatures, no two of apart No s, or spiders  Spell Resistance Yes (harmless)	Evocation (Fire)  Caster Level: 1  Evocation [Electricity] Caster Level: 1  Transmutation  Caster Level: 1  Evocation [Fire]  Caster Level: 1  Conjuration (Summoning) Caster Level: 1  Conjuration (Summoning) Caster Level: 1  School  Transmutation  Caster Level: 1  Conjuration Caster Level: 1	SC: p.50  SC: p.78  SC: p.96  PHB: p.274  PHB: p.286  PHB: p.289
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, object Creature takes 1d8/level [Max 10d8] fire damage, one ray/3 caster levels deal 1d6/2 caster levels [max 5d] Creature five five five five five five five fiv	21 burns t 21 21 66; see 21 DC 22 dd Reflex	Reflex partial aking 1d6 fire round unt Reflex half; see text text. N/A None None Saving Throw Fortitude negates (harmless) saves.	1 standard action 1 round 1 round Time 1 standard action	Duration Instantaneous; see text d. Instantaneous  1 round Instantaneous  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration 1 round/level	Touch  Target: Touched creweighs no more that Close (25 ft.)  Target: One creatur adjacent to another Personal  Target: You  Close (25 ft.)  Target: 1 ray + 1 ray  Close (25 ft.)  Target: One or more which can be more Close (25 ft.)  Target: One swarm  Range  Close (25 ft.)  Target: 1 creature/lt  Target: 1 creature/lt  Target: 1 creature/lt  Target: 1 creature/lt  Target: 1 creature/lt	V,S,M eature or cc in 25 lb/leve V,S,M re/3 levels, target V,S V,S,F/DF e summone than 30 ft. a. V,S,M/DF of bats, rat  Comp. V,S,M evel, no two V,S,M	Yes probustible object that all Yes each of which is N/A  Yes see text] No dd creatures, no two of apart No s, or spiders  Spell Resistance Yes (harmless) of which can be more No	Evocation (Fire)  Caster Level: 1  Evocation [Electricity] Caster Level: 1  Transmutation  Caster Level: 1  Evocation [Fire] Caster Level: 1  Conjuration (Summoning) Caster Level: 1  Conjuration (Summoning) Caster Level: 1  School  Transmutation  Caster Level: 1	SC: p.50  SC: p.78  SC: p.96  PHB: p.274  PHB: p.286  PHB: p.289  Source PHB: p.239

1 standard Instantaneous action

1 round 1 round/level [D]

1 standard Instantaneous/1 hour; see text action

Medium (110 ft.) V,S,M/DF Yes [harmless]

Target: Allied creatures in a 20-ft.-radius burst

Target: Living creature touched

Target: Union V,S.F/DF No Conjuration (Summoning)

Which can be more than 30 ft. apart

Touch V,S Yes Necromos

Transmutation

Caster Level: 1

SC: p.193

PHB: p.286

PHB: p.298

Effect:
Subjects may make another single attack melee or ranged; see text.

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

□□□□□ Snake's Swiftness, Mass

Will negates [harmless]

None

<sup>\* =</sup>Domain/Speciality Spell