

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

	E	QUIPMENT			
OI	ITEM	LOCATION			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 A	Any Weapon	Equipped	1	0.0	0.0
Special Backpacl	k of Holding	Equipped	1	0.0	0.0
Special Boots		Equipped	1	0.0	0.0
TC	OTAL WEIGHT C	CARRIED/VALUE		4.5 lbs.	9151.0 gp

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

CDECIVI	ATTACKS

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.

#### Familiar

You have a familiar companion

# Mental Link

You are automatically in Mental Contact with your companions

# Familiar

You have the Spirit Elemental Familian

Wizard Level 5, Casterlevel is 0

### 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

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

			LEVELU					
Name	DC	Saving Throw None	Time Duration	•	Comp.	Spell Resistance No	School	Source
□□□□□ Acid Splash  Effect:		None	1 standard Instantaneous action	Close (25 ft.)  Target: One missile	V,S of acid	NO	Conjuration (Creation) [Acid] Caster Level: 1	PHB: p.196
Orb deals 1d3 acid damage.	40	AACH	4 - 1 - 1 - 1 - 1 - 1			Weststern		00 . 0
Amanuesis  Effect:	13	Will negates [object]	1 standard 10 minute/level action		V,S	Yes [object]	Transmutation	SC: p.9
Copies 250 words per minute.				Target: Object or obj		vnung	Caster Level: 1	
□□□□□ Arcane Mark		None	1 standard Permanent action	0 ft.	V,S	No	Universal	PHB: p.201
Effect: Inscribes a personal rune [visible or invisible].				Target: One persona fit within 1 sq. ft.	al rune or m	nark, all of which must	Caster Level: 1	
□□□□□ Caltrops		None	1 standard 1 round/level action		V,S	No	Conjuration (Creation)	SC: p.42
Effect: Caltrops cover one 5-foot-by-5-foot square, attack roll +0				Target: See text			Caster Level: 1	
+2] for purpose of the caltrop attack] dealing 1 pt of damage  Dancing Lights	and la	na speea reaucea by na None	ar. 1 standard 1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light]	PHB: p.216
Effect:			action	Target: Up to four lig	thts, all with	nin a 10- ftradius area	Caster Level: 1	
Creates torches or other lights.  Daze	13	Will negates	1 standard 1 round	Close (25 ft.)	V,S,M	Yes	Enchantment	PHB: p.217
Effect:	.0	· · · · · · · · · · · · · · · · · · ·	action	Target: One humano			(Compulsion) [Mind-Affecting] Caster Level: 1	
Humanoid creature of 4 HD or less loses next action.		None	1.	-				DUD . 040
⊒□□□□ Detect Magic  Effect:		None	1 standard Concentration, up to 1 minutes/level [D] action	60 ft.  Target: Cone-shape	V,S d emanatio	No	Divination  Caster Level: 1	PHB: p.219
Detects spells and magic items within 60 ft.		None	1 standard Instantaneous		V,S	No	Divination	PHB: p.219
□□□□□ Detect Poison  Effect:			action	Target: One creature			Caster Level: 1	
Detects poison in one creature or small object.		None	1 standard Instantaneous	-	V,S	Yes	Necromancy	PHB: p.223
□□□□□ Disrupt Undead  Effect:		NUILE	action	, ,	ν,υ	169	Caster Level: 1	r 110. p.223
Deals 1d6 damage to one undead.		N	A de la Università de la Companya de	Target: Ray	\/ O	W		00 70
□□□□ Electric Jolt  Effect:		None	1 standard Instantaneous action	Close (25 ft.)  Target: Ray	V,S	Yes	Evocation [Electricity] Caster Level: 1	SC: p.78
Ranged touch attack delivers 1d3 electric damage.	13	Fortitude negates	1 standard Instantaneous		V	Yes	Evocation [Light]	PHB: p.232
⊒□□□□ Flare <sup>Effect:</sup>	13	Fortifude negates	action	Target: Burst of light		res	Caster Level: 1	РПВ: р.232
Dazzles one creature [-1 on attack rolls].	40	MARIN AREA PROFESSION	A standard A sound/fourt [D]			Ne		DUD 225
□□□□□ Ghost Sound	13	Will disbelief (if interacted with)	1 standard 1 round/level [D] action	Close (25 ft.)  Target: Illusory soun	V,S,M ids	No	Illusion (Figment)  Caster Level: 1	РНВ: р.235
Figment sounds.		None	1 standard Instantaneous		V,S,M	No	Transmutation	SC: p.130
Effect:			action	Target: One crossbo		our possession	Caster Level: 1	
Treat bolt as if fired from a light crossbow, including any b	onuses	s, feats or enchantments None	s. 1 standard Instantaneous	Touch	S	No	Transmutation	SC: p.130
Effect:			action					
Launch an item safely to the target you specify where it w	ill act n			to 10lbs		ossession, weighing u		
⊒□□□□ Light		None	1 standard 10 minutes/level [D] action			No	Evocation [Light]	PHB: p.248
Effect: Object shines like a torch.				Target: Object touch			Caster Level: 1	
Mage Hand		None	1 standard Concentration action	Close (25 ft.)	V,S	No	Transmutation	PHB: p.249
Effect: 5-pound telekinesis.				Target: One nonmag up to 5 lb.	gical, unatte	ended object weighing	Caster Level: 1	
⊒□□□ Mending	13	Will negates (harmless, object)	1 standard Instantaneous action		V,S	Yes (harmless, object	) Transmutation	PHB: p.253
Effect:		(arriness, object)	<u> </u>	Target: One object of	of 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/le	vel		[Language-Depen Caster Level: 1	dent]
Whispered conversation at distance.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	13	Will negates (object)	1 standard Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation	PHB: p.258
Effect:		,	action	Target: Object weigh	ning up to 3	0 lb. or portal that can	Caster Level: 1	
Opens or closes small or light things.  Prestidigitation	13	See text	1 standard 1 hour	be opened or closed 10 ft.	V,S	No	Universal	PHB: p.264
Effect:			action	Target: See text			Caster Level: 1	
Performs minor tricks.		None	1 standard Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold]	PHB: p.269
Effect:			action	Target: Ray			Caster Level: 1	
Ray deals 1d3 cold damage.		None	1 standard 10 minutes/level		V,S,F	No	Divination	PHB: p.269
Effect:			action	Target: You			Caster Level: 1	
Read scrolls and spellbooks.		None	1 standard Instantaneous		V,S	No	Transmutation	SC: p.173
□□□□□ Repair Minor Damage  Effect:		. 10110	action	Target: Construct to			Caster Level: 1	CO. p. 170
Repair a construct 1 point of damage.	13	Will negates	1 standard 1 minute	-		Yes (harmless)	Abjuration	PHB: p.272
□□□□ Resistance  Effect:	13	(harmless)	action			res (namiless)	Caster Level: 1	1 110. μ.212
Subject gains +1 on saving throws.				Target: Creature tou				
□□□□□ Silent Portal	13	Will negates [object]	1 standard 1 minute/level [D] action	, ,	S	Yes [object]	Illusion (Glamer)	SC: p.190
Effect: Negates the sound of opening/closing any portal [door,wingstand to be a control of the c			A de la Harten	Target: One portal		V	Caster Level: 1	00 45-
Sonic Snap	13	Will partial	1 standard Instantaneous action		V,S	Yes	Evocation [Sonic]	SC: p.195
Effect:  Deal 1 pt of damage and target must save or be deafened.	for 1 r	ound.		Target: One creature	e or object		Caster Level: 1	
			* =Domain/Speciality Spell					

March   Marc					Daint Duy Challa					
March   Marc		13	Will negates [object]		Point Buy Spells	Touch V	/.S.M	Yes [object]	Transmutation	SC: p.206
Part		10	vviii riegates [object]		mstantanoods					GG. p.200
The Control of Market Part   Control of Mark	Sticks one object to another; see text.	12	Fortitude pogatos	1 standard	1 round/level	5lbs				DHR: n 204
		10	Tormade riegates		Tourianever			103	•	1 11b. p.204
March   Marc						ranget. Oreatare todo	neu		Oddier Level. 1	
					LEVEL 1					
Page   Contact Stand Contage										
Property   Secure	Effect:	1-7	Toritade riegates	Tiouna	Timute/level [b]	, ,		103		1 11b. p.220
Page   Capter   Cap			None	1 round	Instantaneous	Medium (110 ft.) V	/,S,M	No		SC: p.108
						Target: Cylinder [5-ft	radius, 40	ft. high]		
Comparison   Com		14	Will negates	1 standard	Instantaneous	Medium (110 ft.) V	/,S	Yes		SC: p.123
Support   Supp				action					[Mind-Affecting]	
Each   Column   Col						-				
Light particles given and 20th Earth of off in light, care in uniform of the process of the pr	· ·		None		10 minutes/level [D]				Light]	SC: p.132
Marge Among   14   With regards   Incomark New Year   Note   No	Light radiating 30-ft. and 20-ft further of dim light, next ro	und yo	ou can use the light as	a ray attack	dealing 1d6 [double against undead and		two rays;	see text	Caster Level: 1	
Target Content Note   1 and of Interest Principle   1 and of Int		14			1 hour/level [D]	Touch V	/,S,F	No		PHB: p.249
	Effect:		(narmless)	action		Target: Creature touch	hed			
Section   Appendix   Section			None		Instantaneous	Medium (110 ft.) V	/,S	Yes	Evocation [Force]	PHB: p.251
	Effect:			action				two of which can be	Caster Level: 1	
		14	None [harmless]		1 round			Yes	Transmutation	SC: p.146
Control Clarge    Control Clarge   Contr										
Section of November 1 showed place Soft), see lest section of 1 round 1 round served (p) Cue (26 %) V.5 F.OF No Comparison (Summorn) Monstor 1 Nove 1 round 1 round served (p) Cue (26 %) V.5 F.OF No Comparison (Summorn) (Summorn) Monstor 1 Target Core summored oreactive Coule storage of the Soft (Summorn)						Target: One creature			Caster Level: 1	
Transport of the content levels (rank dots) and both content levels (rank dots) and the content levels (rank dots) and the content levels (rank) and the c	Ray of Flame	14	See text		Instantaneous	Close (25 ft.) V	/,S,F	Yes	Evocation [Fire]	SC: p.167
Targer Create summoned creature to light for you.    Color (25%)   V.S. No.		5d6];	see text			Target: Ray			Caster Level: 1	
Calle complance construct to fight for you.    Complant to the property of the particle on the field   Complant to the property of the particle on the field   Complant to the property of the field   Complant to the field	Summon Monster I		None	1 round	1 round/level [D]	Close (25 ft.) V	,S,F/DF	No		PHB: p.285
Effect: Select a wall of blacks smoke, causes nauseix, see fort.  LEVEL 2  Name  Do Saving Throw Time Under the standard instantaneous see text action.  Touch V Yes Consistance Touch V Yes Consistan						Target: One summone	ed creatur	е	Caster Level: 1	
Section   Sect	□□□□□ Wall of Smoke	14			1 round/level	Close (25 ft.) V	/,S	No		SC: p.235
None DC Saving Throw I Fine Duestion 15 Range Comp. Spell Resistance School Source Combust 15 Range part of 15 standard institutancous; see text action Touch V.S.M Yes Cool [Fire] Sci. p. 50 Control texts stall well flux 10x8] for damage, object burns taking tidd fire round until esqualment action Touch V.S.M Yes Cool [Fire] Sci. p. 50 Cool (Fire) Sci. p. 50 Cool (						Target: A straight wall square/level [S]	l whose ar	ea is up to one 10-ft.	Caster Level: 1	
None DC Saving Throw I Fine Duestion 15 Range Comp. Spell Resistance School Source Combust 15 Range part of 15 standard institutancous; see text action Touch V.S.M Yes Cool [Fire] Sci. p. 50 Control texts stall well flux 10x8] for damage, object burns taking tidd fire round until esqualment action Touch V.S.M Yes Cool [Fire] Sci. p. 50 Cool (Fire) Sci. p. 50 Cool (					LEVEL 2					
action  Targer: Touched creature or combustible object that Caster Level: 1  Caster Level:										
Creature takes 1 deliverel [Max 108] fire durange, cliphed property of the companion Hopp is a standard instantaneous and property of the control of the con	Name	DC	Saving Throw	Time		Range C	Comp.	Spell Resistance	School	Source
Effect: Description of the personal coaster levels. The destination must be an unoccupied space within file of sight. Description of the personal p				1 standard	Duration					
Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.  The Reflex half; see text at standard instantaneous and control in the standard inst	Combust	15	Reflex partial	1 standard action	<b>Duration</b> Instantaneous; see text	Touch V  Target: Touched creat	,S,M ture or cor	Yes mbustible object that	Evocation [Fire]	
Effect: One ray3 caster levels deal 1682 caster levels [max 5d5]; see text.  One ray3 caster levels deal 1682 caster levels [max 5d5]; see text.  One ray3 caster levels deal 1682 caster levels [max 5d5]; see text.  Is NA such 1 round Part of the responsive V NA Transmutation SC: p.66  Effect: This spell functions like fly, except as noted.  One ray3 caster levels deal 1682 caster levels [max 5d5]; see text.]  One ray3 caster levels deal 1682 caster levels [max 5d5]; see text.]  Caster Level: 1	Combust  Effect: Creature takes 1d8/level [Max 10d8] fire damage, object by	15 ourns ta	Reflex partial aking 1d6 fire round unti	1 standard action il extiguishe 1 standard	Duration Instantaneous; see text d.	Touch V  Target: Touched creat weighs no more than 2	/,S,M ture or cor 25 lb/level	Yes mbustible object that	Evocation [Fire]  Caster Level: 1  Conjuration	SC: p.50
One my Caster levels feat 1465 caster levels [max 5d5]; see text.    Caster Level: 1	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object b	15 ourns ta 15	Reflex partial aking 1d6 fire round unti Will negates	1 standard action il extiguishe 1 standard action	Duration Instantaneous; see text d. Instantaneous	Touch V  Target: Touched creat weighs no more than 2 Touch V	/,S,M ture or cor 25 lb/level	Yes mbustible object that	Evocation [Fire]  Caster Level: 1  Conjuration (Teleportation)	SC: p.50
Self-correct	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object b Dimension Hop Effect: Teleport subject 5 feet per two caster levels. The destination	15 ourns ta 15 on mus	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spi	1 standard action il extiguishe 1 standard action ace within li 1 standard	Duration Instantaneous; see text  d. Instantaneous  e of sight.	Touch V  Target: Touched creat weighs no more than 2 Touch V  Target: Creature touch	/,S,M ture or cor 25 lb/level /	Yes mbustible object that Yes	Evocation [Fire]  Caster Level: 1  Conjuration (Teleportation)  Caster Level: 1  Evocation	SC: p.50 PHB II: p.110
This pell functions like fly, except as noted.   Close (25 ft.) V,S Yes   Evocation [Fire]   PHB; p.274	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object b Dimension Hop Effect: Teleport subject 5 feet per two caster levels. The destination of the company of th	15 ourns ta 15 on mus	Reflex partial  aking 1d6 fire round unti 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 Instantaneous; see text  d. Instantaneous  e of sight.	Touch V  Target: Touched creat weighs no more than 3 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature/	/,S,M ture or cor 25 lb/level / hed /,S,M	Yes mbustible object that Yes Yes	Evocation [Fire]  Caster Level: 1  Conjuration (Teleportation)  Caster Level: 1  Evocation [Electricity]	SC: p.50 PHB II: p.110
Istandard Instantaneous action   Istandard Instantaneous   Istandard Instantan	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object b Dimension Hop Effect: Teleport subject 5 feet per two caster levels. The destination of the company of th	15 ourns ta 15 on mus 15	Reflex partial  aking 1d6 fire round unt Will negates  st be an unoccupied spa Reflex half; see text  ext.	1 standard action il extiguishe 1 standard action ace within li 1 standard action 1 swift	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous	Touch V  Target: Touched creat weighs no more than 3 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature/r adjacent to another ta	ture or cor 25 lb/level hed /,S,M	Yes  mbustible object that  Yes  Yes  ach of which is	Evocation [Fire]  Caster Level: 1  Conjuration (Teleportation) Caster Level: 1  Evocation [Electricity] Caster Level: 1	SC: p.50  PHB II: p.110  SC: p.78
Effect:  Target 1 ray + 1 ray/4 levels [see text]  Caster Level: 1  Toruch V.S.M. Yes (harmless) Transmutation PHB: p.283  Transmutation PHB: p.283  Transmutation PHB: p.283  Transmutation PHB: p.283  Transmutation PHB: p.286  Target Creature touched Conjuration (Conjuration Summon Swarm of bats, rats, or spiders  Target Cone swarm of	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object b Dimension Hop Effect: Teleport subject 5 feet per two caster levels. The destination one ray/3 caster levels deal 1d6/2 caster levels [max 5d6]	15 ourns ta 15 on mus 15	Reflex partial  aking 1d6 fire round unt Will negates  st be an unoccupied spa Reflex half; see text  ext.	1 standard action il extiguishe 1 standard action ace within li 1 standard action 1 swift	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous	Touch V  Target: Touched creat weighs no more than 1 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature to adjacent to another ta Personal V	ture or cor 25 lb/level hed /,S,M	Yes  mbustible object that  Yes  Yes  ach of which is	Evocation [Fire]  Caster Level: 1  Conjuration (Teleportation) Caster Level: 1  Evocation [Electricity] Caster Level: 1  Transmutation	SC: p.50  PHB II: p.110  SC: p.78
Effect:    Spider Climb   15	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object b Dimension Hop Effect: Teleport subject 5 feet per two caster levels. The destination Electric Loop Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 ourns ta 15 on mus 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 swift action      1 swift action	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round	Touch V  Target: Touched creat weighs no more than 1 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature/tadjacent to another ta Personal V  Target: You	/,s,M ture or cor 25 lb/level / hed /,s,M 3 levels, e	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: Grants ability to walk on walls and ceilings.  Close (25 ft.) V.S.M/DF No Conjuration (Surmoning) Fifect: Grants ability to walk on walls and ceilings.  Fifect:  None  DC Saving Throw Time Duration Target: One swarm of bats, rats, or spiders  Effect: To resture/level moves faster, +1 on attack rolls, AC, and Reflex saves. None T standard 1 hour/level Close (25 ft.) V.S.M Ves (harmless) Target: Invasible, mindless, shapeless servants Close (25 ft.) V.S.M Ves (harmless) Target: Invisible, mindless, shapeless servants Close (25 ft.) V.S.M Ves (harmless) Target: Invisible, mindless, shapeless servants Close (25 ft.) V.S.M Ves (harmless) Target: Invisible, mindless, shapeless servants Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Target: One swarm of bats, rats, or spiders Caster Level: 1  Tar	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object b Dimension Hop Effect: Teleport subject 5 feet per two caster levels. The destination Electric Loop Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Dimension Hop Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6] Company Swift Effect: This spell functions like fly, except as noted. Company Scorching Ray Effect:	15 ourns ta 15 on mus 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 swift action      1 swift action	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round	Touch V  Target: Touched creat weighs no more than 1 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature/adjacent to another ta Adjacent to another ta V  Target: You  Close (25 ft.) V	/,s,M ture or cor 25 lb/level / hhed /,s,M 3 levels, e	Yes mbustible object that Yes  Yes ach of which is N/A Yes	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
Filed:   Fortund   Fortund   Filed:   Fortund   Fortund   Fortund   Filed:   Fortund   Fortund   Filed:   Fortund	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object be presented by the composition of the compo	on mus 15 15 15 15 15 1; see to	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text ext. N/A None Will negates	standard action     standard action     standard action     standard action     standard action     swift action     standard action     standard action     standard action	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous 1 round Instantaneous	Touch V  Target: Touched creat weighs no more than V  Target: Creature touch C  Close (25 ft.) V  Target: One creature/c adjacent to another ta adjacent to another ta Personal V  Target: You  Close (25 ft.) V  Target: 1 ray + 1 ray/4	/,s,M ture or cor 25 lb/level / hed /,s,M 3 levels, e rrget / /,S	Yes mbustible object that Yes  Yes ach of which is N/A  Yes ee 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: Calls extraplanar creature to fight for you.    Calls extraplanar creature to fight for you.	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object be calculated by the composition of the comp	on mus 15 15 15 15 15 1; see to	Reflex partial aking 1d6 fire round unt Will negates st be an unoccupied sp Reflex half; see text ext. N/A None Will negates	standard action     standard action     standard action     standard action     standard action     swift action     standard action     standard action     standard action	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous 1 round Instantaneous	Touch V  Target: Touched creat weighs no more than: Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature to adjacent to another ta adjacent to another ta Personal V  Target: You  Close (25 ft.) V  Target: 1 ray + 1 ray/4  Touch V	ture or cor 25 lb/level / hed /,S,M 3 levels, e r/ f,S 4 levels [se	Yes mbustible object that Yes  Yes ach of which is N/A  Yes ee 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  Transmutation	SC: p.50  PHB II: p.110  SC: p.78  SC: p.96  PHB: p.274
Close (25 ft.)   V,S,M/DF No   Conjuration (Summoning)   Caster Level: 1	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object b Dimension Hop Effect: Teleport subject 5 feet per two caster levels. The destination of the company of th	on mus 15 15 15 15 15 1; see to	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     It standard action	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level	Touch V  Target: Touched creat weighs no more than 1 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature/ adjacent to another ta Personal V  Target: You  Close (25 ft.) V  Target: 1 ray + 1 ray/4  Touch V  Target: Creature touch V  Target: Creature touch	ture or cor 25 lb/level / hed /,S,M /3 levels, e r/ 4 levels [se /,S,M	Yes nbustible object that Yes  Yes ach of which is N/A  Yes ee 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  Conjuration	SC: p.50  PHB II: p.110  SC: p.78  SC: p.96  PHB: p.274  PHB: p.283
Effect: Summons swarm of bats, rats, or spiders.  LEVEL 3    Caster Level: 1   Caster Level: 1	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object be calculated by the composition of the comp	on mus 15 15 15 15 15 1; see to	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      It 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      1 standard action	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level	Touch V  Target: Touched creat weighs no more than 12 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature adjacent to another ta Personal V  Target: You Close (25 ft.) V  Target: 1 ray + 1 ray/4  Touch V  Target: Creature touch V  Target: Creature touch Close (25 ft.) V  Target: One or more s	ture or cor 25 lb/level / hed /,S,M 3 levels, e arget /,S 4 levels [set /,S,M hed /,S,F/DF	Yes mbustible object that Yes  Yes ach of which is N/A  Yes ee 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  Conjuration (Summoning)	SC: p.50  PHB II: p.110  SC: p.78  SC: p.96  PHB: p.274  PHB: p.283
Name DC Saving Throw Time Duration Range Comp. Spell Resistance School Source	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object be calculated by the composition of the comp	on mus 15 15 15 15 15 1; see to	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spr Reflex half; see text ext. N/A  None  Will negates (harmless)	1 standard action il standard action il standard action ace within li 1 standard action 1 round 1 round 1 round 1 round 1 round 1	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level 1 round/level [D]	Touch V  Target: Touched creat weighs no more than 1 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature/a adjacent to another ta Personal V  Target: You  Close (25 ft.) V  Target: 1 ray + 1 ray/4  Touch V  Target: Creature touch Close (25 ft.) V  Target: One or more swhich can be more the	ture or cor 25 lb/level/ hed (,S,M 3 levels, e riget /,S,M hed /,S,F/DF summoned an 30 ft. a	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  se text]  Yes (harmless)  No  d creatures, no two of part	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	SC: p.50  PHB II: p.110  SC: p.78  SC: p.96  PHB: p.274  PHB: p.283
Name DC Saving Throw I is action  Time Duration Range Comp. Spell Resistance Close (25 ft.) V,S,M Yes (harmless) Transmutation PHB: p.239	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object before: Teleport subject 5 feet per two caster levels. The destination of the composition of the comp	on mus 15 15 15 15 15 1; see to	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spr Reflex half; see text ext. N/A  None  Will negates (harmless)	1 standard action il standard action il standard action ace within li 1 standard action 1 round 1 round 1 round 1 round 1 round 1	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level 1 round/level [D]	Touch V  Target: Touched creat weighs no more than Y  Target: Creature touch Close (25 ft.) V  Target: One creature/Ladjacent to another ta adjacent to another ta Personal V  Target: You  Close (25 ft.) V  Target: 1 ray + 1 ray/4  Touch V  Target: Creature touch Close (25 ft.) V  Target: One or more swhich can be more the Close (25 ft.) V	ture or cor 25 lb/level/ hed (,S,M 3 levels, e greet/ ,S,M hed (,S,F/DF summonecan 30 ft. a ,S,M/DF	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  se text]  Yes (harmless)  No  dicreatures, 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)	SC: p.50  PHB II: p.110  SC: p.78  SC: p.96  PHB: p.274  PHB: p.283
Haste	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object before: Teleport subject 5 feet per two caster levels. The destination of the composition of the comp	on mus 15 15 15 15 15 1; see to	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spr Reflex half; see text ext. N/A  None  Will negates (harmless)	1 standard action il standard action il standard action ace within li 1 standard action 1 round 1 round 1 round 1 round 1 round 1	Duration Instantaneous; see text  d. Instantaneous  de of sight. Instantaneous  1 round  Instantaneous  10 minutes/level  1 round/level [D]  Concentration + 2 rounds	Touch V  Target: Touched creat weighs no more than Y  Target: Creature touch Close (25 ft.) V  Target: One creature/Ladjacent to another ta adjacent to another ta Personal V  Target: You  Close (25 ft.) V  Target: 1 ray + 1 ray/4  Touch V  Target: Creature touch Close (25 ft.) V  Target: One or more swhich can be more the Close (25 ft.) V	ture or cor 25 lb/level/ hed (,S,M 3 levels, e greet/ ,S,M hed (,S,F/DF summonecan 30 ft. a ,S,M/DF	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  se text]  Yes (harmless)  No  dicreatures, 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)	SC: p.50  PHB II: p.110  SC: p.78  SC: p.96  PHB: p.274  PHB: p.283
Effect: 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object before: Creature takes 1d8/level [Max 10d8] fire damage, object before: Creature takes 1d8/level [Max 10d8] fire damage, object before: Teleport subject 5 feet per two caster levels. The destination of the destinati	15 uurns ta 15 on mus 15 15  ; see t 15 15	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spr Reflex half; see text ext. N/A  None  Will negates (harmless)  None	1 standard action ill extiguished il standard action acce within li 1 standard action 1 round	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous 1 round Instantaneous 10 minutes/level 1 round/level [D] Concentration + 2 rounds  LEVEL 3	Touch V  Target: Touched creat weighs no more than 1 Touch Close (25 ft.) V  Target: Creature touch Close (25 ft.) V  Target: Target: One creature/L adjactant to another ta a Personal V  Target: You  Close (25 ft.) V  Target: 1 ray + 1 ray/A  Touch V  Target: Creature touch Close (25 ft.) V  Target: One or more swhich can be more the Close (25 ft.) V  Target: One swarm of	ture or cor 25 lb/level/ hed (,S,M 3 levels, e r/,S 4 levels [se (,S,M hed (,S,F/DF summonecan 30 ft. a (,S,M/DF f bats, rats	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  se text]  Yes (harmless)  No  d creatures, no two of part No , or spiders	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	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
Close (25 ft.)   V,S,M   No   Conjuration (Creation)   SC: p.182	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object before: Teleport subject 5 feet per two caster levels. The destination of the composition of the comp	15 uurns ta 15 15 15 15 15 15 15 15 15 15 15 15 15	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spr Reflex half; see text ext. N/A None Will negates (harmless) None  Saving Throw Fortitude negates	1 standard action 1 standard action 1 standard action ace within li 1 standard action 1 standard action 1 swift action 1 standard action 1 round 1 round 1 round 1 round 1 round	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration	Touch V  Target: Touched creat weighs no more than 1 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature/t adjacent to another ta adjacent to another ta Adjacent to another ta Adjacent to another ta Adjacent to Adja	ture or cor 25 lb/level / hed /,S,M 3 levels, e rget /,S,M hed /,S,F/DF summone an 30 ft. a /,S,M/DF f bats, rats	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  se text]  Yes (harmless)  No  d 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  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1  Conjuration (Summoning) Caster Level: 1  Conjuration (Summoning) 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  PHB: p.286  PHB: p.289
Effect: Creates 2d6 +1 per caster level [max +15] unseen servants Creater Level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster level [max +15] unseen servants Creates 2d6 +1 per caster	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object before: Creature takes 1d8/level [Max 10d8] fire damage, object before: Dimposion Hop Effect: Teleport subject 5 feet per two caster levels. The destination of the constant o	15	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spi Reflex half; see text ext. N/A  None  Will negates (harmless)  None  Saving Throw Fortitude negates (harmless)	1 standard action 1 standard action 1 standard action ace within li 1 standard action 1 standard action 1 swift action 1 standard action 1 round 1 round 1 round 1 round 1 round	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration	Touch V  Target: Touched creat weighs no more than 1 Touch V  Target: Creature touch Close (25 ft.) V  Target: One creature Adjacent to another ta Personal V  Target: 1 ray + 1 ray/4 Touch V  Target: Creature touch Close (25 ft.) V  Target: One or more swhich can be more the Close (25 ft.) V  Target: One swarm of Close (25 ft.) V  Target: One swarm of Close (25 ft.) V  Target: One swarm of Close (25 ft.) V  Range C  Close (25 ft.) V  Target: 1 creature/levet	ture or cor 25 lb/level/ hed (,S,M 3 levels, e riget /,S,M hed (,S,F/DF summonecan 30 ft. a /,S,M/DF f bats, rats	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  se text]  Yes (harmless)  No  d 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  Conjuration (Summoning) Caster Level: 1  Conjuration (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
Snake's Swiftness, Mass   16   Will negates   1 standard Instantaneous   Addition   Sc: p.193	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object before: Creature takes 1d8/level [Max 10d8] fire damage, object before: Creature takes 1d8/level [Max 10d8] fire damage, object before: Cone raylouse: Cone raylouse: 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 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 5	15	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied sp. Reflex half; see text ext. N/A  None  Will negates (harmless)  None  Saving Throw Fortitude negates (harmless) saves.	1 standard action ill extiguishe 1 standard action accept in standard action accept in standard action 1 standard action 1 standard action 1 standard action 1 round 1 round 1 round 1 round 1 round 1 standard action 1 standard action 1 round 1 standard action 1 sta	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous 1 round Instantaneous 10 minutes/level 1 round/level [D] Concentration + 2 rounds  LEVEL 3  Duration 1 round/level	Touch V  Target: Touched creat weighs no more than 1 Touch Close (25 ft.) V  Target: One creature/Ladjacent to another ta adjacent to another ta adjacent to another ta ta Personal V  Target: 1 ray + 1 ray/4 Touch V  Target: Creature touch Close (25 ft.) V  Target: One or more swhich can be more the Close (25 ft.) V  Target: One swarm of  Range C  Close (25 ft.) V  Target: One swarm of	ture or cor 25 lb/level/ hed (,S,M 3 levels, e arget /,S,M hed (,S,F/DF summonecan 30 ft. a ,S,M/DF f bats, rats	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  se text]  Yes (harmless)  No  d creatures, no two of part No , or spiders  Spell Resistance Yes (harmless)  of which can be more	Evocation [Fire]  Caster Level: 1  Conjuration (Teleportation) Caster Level: 1  Evocation [Electricity] Caster Level: 1  Transmutation  Caster Level: 1  Evocation [Fire] Caster Level: 1  Conjuration (Summoning) 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: Subjects may make another single attack melee or ranged; see text.	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object before: Creature takes 1d8/level [Max 10d8] fire damage, object before: Teleport subject 5 feet per two caster levels. The destination of t	15 15 15 15 15 15 15 15 15 16 16 16 Reflex	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied sp. Reflex half; see text ext. N/A  None  Will negates (harmless)  None  Saving Throw Fortitude negates (harmless) saves.	1 standard action ill extiguishe 1 standard action accept in standard action accept in standard action 1 standard action 1 standard action 1 standard action 1 round 1 round 1 round 1 round 1 round 1 standard action 1 standard action 1 round 1 standard action 1 sta	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous 1 round Instantaneous 10 minutes/level 1 round/level [D] Concentration + 2 rounds  LEVEL 3  Duration 1 round/level	Touch V  Target: Touched creat weighs no more than 1: Touch  Close (25 ft.) V  Target: One creature to adjacent to another ta adjacent to another ta adjacent to another ta Close (25 ft.) V  Target: You  Close (25 ft.) V  Target: 1 ray + 1 ray/4  Touch V  Target: Creature touch  Close (25 ft.) V  Target: One or more swhich can be more the Close (25 ft.) V  Target: One swarm of the Close (25 ft.) V  Target: 1 creature/level than 30 ft. apart Close (25 ft.) V	ture or cor 25 lb/level/ hed  (,S,M  3 levels, e r/ (,S,M  hed  (,S,F/DF  summonecan 30 ft. a (,S,M/DF  f bats, rats  comp. (,S,M  el, no two	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  se text]  Yes (harmless)  No  d 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 (Summoning) Caster Level: 1  School  Transmutation  Caster Level: 1  Conjuration Conjuration Conjuration 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
Calls extraplanar creature to fight for you.  Summon Monster III  None  1 round 1 round/level [D]  Close (25 ft.) V,S,F/DF No  Conjuration (Summoning)  Caster Level: 1  Target: One or more summoned creatures, no two of which can be more than 30 ft. apart  Touch  V,S Yes  Necromancy  PHB: p.286  Caster Level: 1  Target: Living creature to uched  Caster Level: 1  Caster Level: 1  Target: Living creature to uched  Caster Level: 1  Caster Level: 1  Caster Level: 1	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object befect: Teleport subject 5 feet per two caster levels. The destination of the control of the	15 on must 15 15 15 15 15 16 Reflex tts.	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spr Reflex half; see text ext. N/A  None  Will negates (harmless)  None  Saving Throw Fortitude negates (harmless) saves. None	1 standard action  1 round  1 round  1 round  1 round  1 standard action  1 standard action	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration 1 round/level  1 hour/level	Touch V  Target: Touched creat weighs no more than V  Touch V  Target: Creature touch V  Target: One creature to adjacent to another ta Personal V  Target: 1 ray + 1 ray/4  Touch V  Target: Creature touch V  Target: Creature touch V  Target: One or more swinch can be more the Close (25 ft.) V  Target: One swarm of V  Range C  Close (25 ft.) V  Target: 1 creature/levthan 30 ft. apart Close (25 ft.) V  Target: 1 creature/levthan 30 ft. apart Close (25 ft.) V  Target: 1 creature/levthan 30 ft. apart Close (25 ft.) V  Target: 1 creature/levthan 30 ft. apart Close (25 ft.) V  Target: 1 creature/levthan 30 ft. apart Close (25 ft.) V  Target: 1 creature/levthan 30 ft. apart Close (25 ft.) V  Target: 1 creature/levthan 30 ft. apart Close (25 ft.) V	ture or cor 25 lb/level/ hed  ',S,M  3 levels, e  ',S,M  4 levels [se  ',S,F/DF  summonecan 30 ft. a  ',S,F/DF  summonecan 30 ft. a  ',S,M/DF  f bats, rats  Comp.  ',S,M  el, no two	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  ach of which is  N/A  Yes  ach etext]  Yes (harmless)  No  d creatures, no two of part  No , or spiders  Spell Resistance  Yes (harmless)  of which can be more  No  obeless servants	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  Conjuration (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.289  Source PHB: p.239  SC: p.182
Effect: Calls extraplanar creature to fight for you.  None 1 standard Instantaneous/1 hour; see text action  Target: One or more summoned creatures, no two of which can be more than 30 ft. apart  Touch V,S Yes Necromancy PHB: p.298  Effect:  Target: Living creature to cuched  Caster Level: 1  Target: Living creature to cuched  Caster Level: 1	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object before: Creature takes 1d8/level [Max 10d8] fire damage, object before: Creature takes 1d8/level [Max 10d8] fire damage, object before: Teleport subject 5 feet per two caster levels. The destination of the destinati	15 on must 15 l; see to 15 li	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied sp. Reflex half; see text ext. N/A  None  Will negates (harmless)  None  Saving Throw Fortitude negates (harmless) saves. None  Will negates [harmless]	1 standard action  1 round  1 round  1 round  1 round  1 standard action  1 standard action	Duration Instantaneous; see text  d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration 1 round/level  1 hour/level	Touch V  Target: Touched creat weighs no more than: Touch V  Target: Creature touch V  Target: One creature/ Target: One creature/ Target: 1 ray + 1 ray/4  Touch V  Target: 1 ray + 1 ray/4  Touch V  Target: One or more swinch can be more than V  Target: One swarm of V  Target: One swarm of V  Target: 1 ray + 1 ray/4  Target: One swarm of V  Target: 1 ray + 1 ray/4	ture or cor 25 lb/level/ hed (,S,M) 3 levels, e arget (,S,M) hed (,S,F/DF) summonec an 30 ft. a (,S,M/DF) f bats, rats comp. (,S,M) el, no two	Yes mbustible object that Yes  Yes ach of which is N/A  Yes ach of which is N/A  Yes ach etext] Yes (harmless)  No d creatures, no two of part No , or spiders  Spell Resistance Yes (harmless) of which can be more No beless servants 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 (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.289  Source PHB: p.239  SC: p.182
Unique Vampiric Touch  None  1 standard Instantaneous/1 hour; see text action  1 standard Instan	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object before: Creature takes 1d8/level [Max 10d8] fire damage, object before: Teleport subject 5 feet per two caster levels. The destination of the composition of the destination of the composition of t	15 on must 15 l; see to 15 li	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spr Reflex half; see text ext. N/A  None  Will negates (harmless)  None  Saving Throw Fortitude negates (harmless) saves. None  Will negates [harmless] text.	1 standard action iil extiguished standard action iil extiguished standard action ace within iil 1 standard action 1 standard action 1 standard action 1 round 1 round 1 round 1 standard action 1 round 1 standard action 1 standar	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration 1 round/level Instantaneous	Touch  Target: Touched creat weighs no more than: Touch  Varaget: Creature touch Close (25 ft.)  Varaget: One creature/a adjacent to another ta adjacent to another ta Personal  Varaget: You  Close (25 ft.)  Varaget: 1 ray + 1 ray/4  Touch  Varaget: Creature touch Close (25 ft.)  Varaget: One or more than to the target: One or more than 30 ft. apart Close (25 ft.)  Varaget: 1 creature/even of the target: 1 creature/even and 50 ft. apart Close (25 ft.)  Varaget: 1 creature/even and Medium (110 ft.)  Varaget: Invisible, mind Medium (110 ft.)  Varaget: Allied creature	ture or cor 25 lb/level/ hed  (,S,M  3 levels, e riget  (,S,M  4 levels [set (,S,M)  hed (,S,F/DF  summoned an 30 ft. a (,S,M/DF  f bats, rats  Comp. (,S,M  dless, shap (,S,M/DF  es in a 20-	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  ach et ext]  Yes (harmless)  No  d creatures, no two of part No , or spiders  Spell Resistance Yes (harmless)  of which can be more No  beless servants Yes [harmless]  ftradius burst	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  Conjuration Caster Level: 1  Transmutation  Caster Level: 1  Conjuration Caster Level: 1  Conjuration Caster Level: 1  Transmutation  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  SC: p.193
Effect: Target: Living creature touched Caster Level: 1	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object be creature takes 1d8/level [Max 10d8] fire damage, object be creature takes 1d8/level [Max 10d8] fire damage, object be creature takes 1d8/level [Max 10d8] fire damage, object be creature to fire taylor and the creature to fight for you.  Scorching Ray  Effect: Orays, ranged touch attack deals 4d6 fire damage. Orays, ranged touch attack deals 4d6 fire damage. Creature for the creature to fight for you. Creature for the creature to fight for you. Creature for the c	15 on must 15 l; see to 15 li	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spr Reflex half; see text ext. N/A  None  Will negates (harmless)  None  Saving Throw Fortitude negates (harmless) saves. None  Will negates [harmless] text.	1 standard action iil extiguished standard action iil extiguished standard action ace within iil 1 standard action 1 standard action 1 standard action 1 round 1 round 1 round 1 standard action 1 round 1 standard action 1 standar	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous  1 round Instantaneous  10 minutes/level  1 round/level [D]  Concentration + 2 rounds  LEVEL 3  Duration 1 round/level Instantaneous	Touch V  Target: Touched creat weighs no more than V  Target: Creature touch V  Target: Creature touch V  Target: One creature to adjacent to another ta Personal V  Target: 1 ray + 1 ray/4  Touch V  Target: 1 ray + 1 ray/4  Touch V  Target: Creature touch Close (25 ft.) V  Target: One or more swhich can be more the Close (25 ft.) V  Target: One swarm of V  Range C  Close (25 ft.) V  Target: 1 creature/levet than 30 ft. apart Close (25 ft.) V  Target: Invisible, mind Medium (110 ft.) V  Target: Allied creature  Close (25 ft.) V  Target: Allied creature  Close (25 ft.) V	ture or cor 25 lb/level/ hed  (,S,M)  3 levels, e arget  (,S,M)  4 levels [set (,S,M)  hed (,S,F/DF)  summonet (,S,M/DF)  4 bats, rats (,S,M/DF)  5 bats, rats (,S,M)  el, no two (,S,M)  set na 20- (,S,F/DF)  summonet (,S,F/DF)	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  ach of which is  N/A  Yes  ach et ext]  Yes (harmless)  No  d creatures, no two of part  No  or spiders  Spell Resistance  Yes (harmless)  of which can be more  No  beless servants  Yes [harmless]  ftradius burst  No  d creatures, no two of	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 (Summoning) Caster Level: 1  Conjuration (Summoning) 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
Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.	Effect: Creature takes 1d8/level [Max 10d8] fire damage, object be creature takes 1d8/level [Max 10d8] fire damage, object be creature takes 1d8/level [Max 10d8] fire damage, object be creature takes 1d8/level [Max 10d8] fire damage, object be creature to fight for you.  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] 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 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 6d6] Con	15 on must 15 l; see to 15 li	Reflex partial aking 1d6 fire round unti Will negates st be an unoccupied spi Reflex half; see text ext. N/A  None  Will negates (harmless)  None  Saving Throw Fortitude negates (harmless) saves. None  Will negates (harmless) saves. None	1 standard action iii at standard action iii at standard action ace within iii 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 round 1 round 1 round 1 standard action 1 round 1 standard action	Duration Instantaneous; see text d. Instantaneous ne of sight. Instantaneous 1 round Instantaneous 10 minutes/level 1 round/level [D] Concentration + 2 rounds  LEVEL 3  Duration 1 round/level Instantaneous 1 hour/level Instantaneous	Touch V  Target: Touched creat weighs no more than 1 Touch Close (25 ft.) V  Target: One creature/Ladjacent to another ta adjacent to another ta Personal V  Target: 1 ray + 1 ray/4  Touch V  Target: Creature touch Close (25 ft.) V  Target: Creature touch Close (25 ft.) V  Target: One or more swhich can be more than 30 ft. apart Close (25 ft.) V  Target: 1 creature/leve than 30 ft. apart Close (25 ft.) V  Target: Invisible, mind Medium (110 ft.) V  Target: Allied creature  Close (25 ft.) V  Target: Allied creature	ture or cor 25 lb/level/ hed  (,S,M 3 levels, e greet  (,S,M hed  (,S,F/DF summonecan 30 ft. a ,S,M/DF f bats, rats  comp. (,S,M dless, shap (,S,M/DF es in a 20- (,S,M/DF es in a 20- (,S,F/DF summonecan 30 ft. a	Yes  mbustible object that  Yes  Yes  ach of which is  N/A  Yes  the text]  Yes (harmless)  No  differentiation of which can be more  No  spell Resistance  Yes (harmless)  of which can be more  No  beless servants  Yes [harmless]  ftradius burst  No  differentiation of woo of part  Ves  differentiation of woo of	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 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  PHB: p.286

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

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

# Notes:

**Character Sheet Notes:** 

Missing Invocation