

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 *Faerie Garb +3 Light +4 +8 +0 0

	EQUIP	PMENT			
	ITEM	LOCATION	QTY	WT	COST
Claw		Carried	1	0.0	0.0
Faerie Garb +3		Equipped	1	0.5	9151.0
Quarterstaff		Equipped	1	4.0	0.0
Satyr Wreath		Equipped	1	0.0	0.0
	icated by fey alcohol. Fey attitude cally. Increases your charisma.	es			
Sentient Rod of	Any Weapon	Equipped	1	0.0	0.0
Special Backpac	ck of Holding	Equipped	1	0.0	0.0
Special Boots		Equipped	1	0.0	0.0
Teleport Crystal		Carried	1	0.0	0.0
Bearer can teleport without known to them	error once per day to a location				
TC	TAL WEIGHT CARRIE	D/VALUE		4.5 lbs	9151.0
					gp

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

DISADVANTAGES

Hunted [eclipse, p.9]

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.

Obligations [eclipse, p.27]

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

Recorder [eclipse, p.27]

The player keeps records, and ensures that the GM gets a copy. Acceptable forms are up to the GM, but common variants include character diaries, letters, campaign logs, and keeping a list of NPC's.

Spell Caster Information

Wizard

Wizard Level 5, Casterlevel is 5

[eclipse, p.9]

SPECIAL ATTACKS

Any Weapon Rod

[eclipse, p.9] 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 vet are undiscovered.

Natural Weapon (Claw) feclipse, p.27 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. Warcraft [eclipse, p.27]

+1 BAB

SPECIAL QUALITIES

Companion [eclipse, p.27] (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 [eclipse, p.27]

(+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 [eclipse, p.27]

(+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 [eclipse, p.27]

(+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 [eclipse, p.22]

[eclipse, p.17]

(Companion, Companion ~ Might, Companion ~

Storage, Companion ~ Template)

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 gnoring 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.

Fast Learner (+1) [eclipse, p.17]

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 [eclipse, p.35]

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.

[eclipse, p.17] Restrictions Save ~ Will (, , ,) [eclipse, p.10]

Increases the Will Save by +4 Specialist [eclipse, p.44]

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) [eclipse, p.49]

Grants Proficiency with selected weapons.

Wizard Spell Points (Total 26 @ 3rd Level + 22 = 48 for 3rd, Total 67 @ 5th Level (45 +22)) [Is This It]

+4 racial bonus on saves against sleep and paralysis [eclipse, p.27] Earth Weightlessness [eclipse, p.27]

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

triagers. Familiar

[eclipse, p.27] You have a familiar companion

Mental Link [eclipse, p.27]

You are automatically in Mental Contact with your companions [eclipse, p.22]

You have the Spirit Elemental Familiar

FEATS

Feat Conversion to CP ~ 6 (, , ,)

[eclipse, p.9]

Covert regular feat to six Character Points Dragonblood

INR

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

[RSRD, p.89] Alertness

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

PROFICIENCIES

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

LANGUAGES

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

TEMPLATES

Point Buy Spells

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

LEVEL 0

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

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	Duration 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	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	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	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	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 Caster Level: 1 Caster Level: 1 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 summonec an 30 ft. a	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 summonec an 30 ft. a	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 spi 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 Section 1 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 should be some of the Close (25 ft.) V Target: One swarm of Close (25 ft.) V Target: One swarm of Close (25 ft.) V	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 Evocation [Fire] 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 the standard action accept the 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 1 standard	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 con must 15 l; see to 15 l; see to 15 lc 16 lc 16 lc 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 the standard action accept the 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 1 standard	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 tanget: 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 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 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 16 Neglect 15 15 15 Neglect 15 15 Neglect 16 Neglect 16 Neglect 16 Neglect 16 Neglect 15 Neglect 16 Neglect 1	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 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)	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 Transmutation	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 0 ft. apart Close (25 ft.) Varaget: 1 creature/even and the target: 1 creature/even and 0 ft. apart Close (25 ft.) Varaget: Invisible, mind Medium (110 ft.) Varaget: Allied creature/even and the target: Invisible, mind Medium (110 ft.)	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) summoned (,S,M/DF) 4 bats, rats (,S,M/DF) 4 bats, rats (,S,M/DF) 5 bats, rats (,S,M/DF) 5 bats, rats (,S,M/DF) 6 bats, rats (,S,M/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 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

^{* =}Domain/Speciality Spell

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

Notes:

Character Sheet Notes:

Missing Invocation