

Spell Like Abilities

Frequency	Spell Name	Lvl.	Reference	School	Cast	Duration	Range	Area	Save	SR
3	Telekinesis	0	PHB:292	Transmutation	1a	(text)	Long (840')		Will 16 neg (o)(txt)	Yes
	<i>Lifts or moves 275 lb; can hurl 11 creatures toward any target within 11 ft.</i>									
	Detect Magic	0	PHB:219	Divination	1a	[c] 11 min [d]	60 ft.	Cone em.	None	No
	<i>Detects spells and magic items within 60 ft. See text for details on detect.</i>									
3	Identify	0	PHB:243	Divination	1 hour	Inst.	Touch		None	No
	<i>Determines all magical properties of single item you touch. Does not work on Artifacts.</i>									

Selu'taar (Elven Mage): 10

4	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Amanuensis	0	ElvM	SCmp:9	v,s,m,xp	1a	100 min	Close (50')		Transmutation	Will 16 neg (o)	Yes
	<i>Copy non-magical writing from one source to another at 250wpm. If the target contains both normal and magical writing, only the normal text is copied. This spell triggers (but does not copy) writing-based magic traps. Blank paper must be provided.</i>											
	Arcane Mark	0	ElvM	PHB:201	v,s	1a	Permanent	0 feet	1 sq. ft.	Universal	None	No
	<i>Inscribes your personal rune (visible or invisible).</i>											
	Caltrops	0	ElvM	SCmp:42	v,s	1a	10 rd	Close (50')		Conjuration	None	No
	<i>Covers one 5 ft square with caltrops</i>											
	Dancing Lights	0	ElvM	PHB:216	v,s	1a	1 min [d]	Med (200')	10' r.	Evocation [Light]	None	No
	<i>Figment torches or other lights; can move up to 100' per round, but must remain within 10ft of each other.</i>											
	Detect Magic	0	ElvM	PHB:219	v,s	1a	[c] 10 min [d]	60 ft.	Cone em.	Divination	None	No
	<i>Detects spells and magic items within 60 ft. See text for details on detect.</i>											
	Flare	0	ElvM	PHB:232	v	1a	Inst.	Close (50')		Evocation [Light]	Fort 16 neg	Yes
	<i>Creates burst of bright light; can dazzle one creature (-1 attack) for 1 minute. Sightless and dazzled creatures are immune.</i>											
	Launch Bolt	0	ElvM	SCmp:130	v,s	1a	Inst.	Touch		Transmutation	None	No
	<i>Launch a crossbow bolt as if you had fired it from a light crossbow.</i>											
	Launch Item	0	ElvM	SCmp:130	v,s	1a	Inst.	Touch		Transmutation	None	No
	<i>Launch one fine item weighing up to 10 lbs. to the extreme of range.</i>											
	Light	0	ElvM	PHB:248	v,m/df	1a	100 min [d]	Touch		Evocation [Light]	None	No
	<i>Object shines like a torch, shedding light in a 20' r (dim to next 20'). Counters or dispels darkness spell of level 0 or lower.</i>											
	Mage Hand	0	ElvM	PHB:249	v,s	1a	Concen.	Close (50')		Transmutation	None	No
	<i>5-pound telekinesis. Can propel object up to 15ft, though spell ends if object moves beyond range of spell.</i>											
	Mending	0	ElvM	PHB:253	v,s	1a	Inst.	10 ft		Transmutation	Will 16 neg (oh)	Yes
	<i>Repairs small breaks or tears (but not warps) in an object up to 1 lb. Does not affect constructs.</i>											
	Message	0	ElvM	PHB:253	v,s,f	1a	100 min	Med (200')		Transmutation [Language]	None	No
	<i>Whispered conversation between up to 10 indicated subjects.</i>											
	Open/Close	0	ElvM	PHB:258	v,s,f	1a	Inst.	Close (50')		Transmutation	Will 16 neg (o)	Yes
	<i>Opens or closes small or light things.</i>											
	Prestidigitation	0	ElvM	PHB:264	v,s	1a	1 hour	10 feet		Universal	(text) 16	No
	<i>Performs minor tricks (coloration, flavor, cleaning, amusing children.)</i>											
	Read Magic	0	ElvM	PHB:269	v,s,f	1a	100 min	Personal		Divination	None	No
	<i>Read scrolls and spellbooks.</i>											
	Resistance	0	ElvM	PHB:272	v,s,m	1a	1 min	Touch		Abjuration	Will 16 neg (h)	Yes
	<i>Subject gains +1 (resistance) bonus on saving throws.</i>											
8	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Animate Rope	1	ElvM	PHB:199	v,s	1a	10 rd	Med (200')		Transmutation	None	No
	<i>100 feet of rope animates and moves at your command.</i>											
	Arcane Sensitivity	1	ElvM	ShinSth:0	v,s	1a	Inst.	Touch		Divination	None	No
	<i>With a touch, you instantly determine if a creature can cast arcane spells and the maximum spell level it can cast.</i>											
	Benign Transposition	1	ElvM	SCmp:27	v	1a	Inst.	Med (200')		Conjuration [Teleport]	None	No
	<i>Two willing creatures (up to large), of which you may be one, swap positions, not provoking AoOs..</i>											
	Blockade	1	ElvM	CSc:95	v,s,m	1 sw	3 rd	0 ft	5ft cube	Conjuration (Creation)	None	No

Selu'taar (Elven Mage): 10

8	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	You create a solid cube of wood, which must be created upon solid ground on an empty square. If no solid surface exists that is large enough for the cube to fit upon or if no adjacent square is empty the spell fails. The cube weighs 2000 lbs, has Hardness 5 and 600 HP and it completely fills one 5ft square. Multiple cubes can be stacked. If it is pushed into water, the cube floats.											
	Charm Person	1	ElvM	PHB:209	v,s	1a	10 hours	Close (50')		Enchantment (Charm) [Mind-affecting]	Will 17 neg	Yes
	Makes one person believe you are his trusted friend and ally (see <i>Influencing NPC Attitudes</i> , PHB p. 72). If the creature is being threatened it gets +5 on its save.											
	Comprehend Languages	1	ElvM	PHB:212	v,s,m/df	1a	100 min	Personal		Divination	None	No
	Understand all spoken and written languages. Written material is read at 1 page/min. Magical writing cannot be read, but is revealed to be magical.											
	Darsson's Cooling Breeze	1	ElvM	ShinSth:45	v,s	1a	10 hr [d]	60 ft.	Line-shaped breeze	Evocation [Air]	None	Yes
	You create a 9 mph breeze. Any airborne vapors, gasses, clouds, fumes, etc. drift away at a speed of 80 ft. per round and dissipate in 1/4 the normal time.											
	Dispel Ward	1	ElvM	SCmp:67	v,s	1a	Inst.	Med (200')		Abjuration	None	Yes
	Functions like <i>Dispel Magic</i> (PH 223) but used only in targeted or area.											
	Endure Elements	1	ElvM	PHB:226	v,s	1a	24 hours	Touch		Abjuration	None	Yes
	Creature does not make Fort saves in harsh environment (-50 to 140 deg F.), but provides no protection from fire or cold dmg, nor protect from lack of air, etc.											
	Erase	1	ElvM	PHB:227	v,s	1a	Inst.	Close (50')		Transmutation	(text) 17	No
	Mundane or magical writing on scroll or up to two pages vanishes. You must touch magical writing, and failure of caster check indicates writing goes off.											
	Expeditious Retreat	1	ElvM	PHB:228	v,s	1a	10 min [d]	Personal		Transmutation	None	No
	Grants +30 (enhance) to your speed (and thus jumping distance, see PHB p. 77).											
	Hold Portal	1	ElvM	PHB:241	v	1a	10 min [d]	Med (200')		Abjuration	None	No
	Holds door/gate/window/shutters shut. Knock spell or <i>Dispel</i> can negate. +5 to DC for forcing open the portal.											
	Mage Hand, Greater	1	ElvM	SCmp:136		1a	concentration	Med (200')		Transmutation	Will 17 neg	Yes
	See text											
	Magic Missile	1	ElvM	PHB:251	v,s	1a	Inst.	Med (200')		Evocation [Force]	None	Yes
	5 magical missiles streak out and automatically hit for 1d4+1 dmg. Each can affect a different target, no two of which can be more than 15' apart.											
	Magic Weapon	1	ElvM	PHB:251	v,s,df	1a	10 min	Touch		Transmutation	Will 17 neg (oh)	Yes
	Weapon touched gains +1 (enhance). Spell cannot affect natural weapons, but a monk's unarmed strike is considered a weapon and can be enhanced.											
	Nystul's Magic Aura	1	ElvM	PHB:257	v,s,f	1a	10 days [d]	Touch		Illusion (Glamer)	None (text)	No
	Alters the magic aura of any item.											
	Obscuring Mist	1	ElvM	PHB:258	v,s	1a	10 min	Centered	20' r.	Conjuration (Creation)	None	No
	Fog obscures vision; within 5', 20% miss chance; farther, 50% miss.											
	True Casting	1	ElvM	CompMage:121	v,s	1a	One spell	Personal		Divination	None	No
	Next spell gains +10 to caster level check to overcome SR											
8	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Arcane Turmoil	2	ElvM	CompMage:96	v,s,m	1a	Inst.	Close (50')		Abjuration	Will 18 part - see text	Yes
	Effects target as per targeted <i>Dispel Magic</i> . If target is an Arcane caster and they fail a Will save they lose one spell from their highest level as if it had been cast.											
	Blur	2	ElvM	PHB:206	v	1a	10 min [d]	Touch		Illusion (Glamer)	Will 18 neg (h)	Yes
	Grants concealment; attacks miss subject 20% of the time. See <i>Invisible</i> does not counter <i>Blur</i> , but <i>True Seeing</i> does.											
	Create Magic Tattoo	2	ElvM	SCmp:55	v,s,m,f	10 min.	1 day	Touch		Conjuration (Creation)	None	Yes
	This spell creates a single magic tattoo - See text.											
	Dispel Fog	2	ElvM	ShinSth:46	v,s	1a	10 min	Med (200')	Up to 40 10-ft. cube	Abjuration	See Text	Yes
	You make normal or magical fog completely vanish. The areas stays clear for 10 minutes regardless of other conditions. Natural fog reforms within 1 minute of expiration of the spell. Magical fog requires a <i>Dispel</i> check of 1d20 +10 vs. a DC of 11 + the caster's level. Fog or mist creatures must immediately assume another shape and make a DC 18 Fort save or take 2d10 points of damage.											
	Dispelling Touch	2	ElvM	PHBII:110	v,s	1a	Inst.	Touch		Abjuration	None	No
	Dispel one magical effect on touched subject.											
	Fog Cloud	2	ElvM	PHB:232	v,s	1a	100 min	Med (200')	20' r. sprd.	Conjuration (Creation)	None	No
	Fog cloud 20' high obscures vision (incl. Darkvision); within 5', concealment (20% miss); farther, Total Conceal (50% miss). Fog can be dispersed (see text) and cannot function under water.											
	Glitterdust	2	ElvM	PHB:236	v,s,m	1a	10 rd	Med (200')	10' r. sprd	Conjuration (Creation)	None	No
	Blinds creatures (Will 18 neg), outlines invisible creatures. Subject suffer -40 to Hide checks.											
	Gust of Wind	2	ElvM	PHB:238	v,s	1a	1 rd	60 ft.	Line	Evocation [Air]	Fort 18 neg	Yes
	Gust of 50Mph wind. Exact effects depend on size of creature caught in area. Any creature takes a -4 on Ranged Att and Listen checks. For other effects, see text.											
	Lively Step	2	ElvM	SCmp:133	v,s,f	1a	up to 12 hours	30 ft	30-ft. radius centere	Transmutation	Will 18 neg (h)	Yes
	When performing only move actions, you and allies increase movement by 10 ft and can hustle overland for 10 extra hours per day.											

Selu'taar (Elven Mage): 10

8	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Malevolent Miasma <i>15 ft. radius cloud deals 5d4 subdual damage to those within.</i>	2	ElvM	SCmp:137	v,s,f	1a	Inst.	Close (50')		Conjuration (Creation)	Fort 18 neg	Yes
	Mirror Image <i>Creates 1d4+3 decoy duplicates of you (maximum 8 duplicates).</i>	2	ElvM	PHB:254	v,s	1a	10 min [d]	(text)		Illusion (Figment)	None	No
	Rainbow Beam <i>Spell deals 1d12 pts per 3 caster levels (max 5d12) and dazzled for 1 rd.</i>	2	ElvM	SCmp:165	v,s,f	1a	Inst.	Close (50')		Evocation [Light]	None	Yes
	Rope Trick <i>Up to eight creatures hide in extradimensional space.</i>	2	ElvM	PHB:273	v,s,m	1a	10 hours [d]	Touch		Transmutation	None	No
	Speak to Allies <i>Functions like Message (PH 235) but any number of allies and no need to whisper or moth words.</i>	2	ElvM	SCmp:197	v,s,f	1a	100 min	Med (200')		Transmutation (Creation) [Language]	None	No
	Surefooted Stride <i>Move through difficult terrain at full speed. Gain +2 on Climb checks.</i>	2	ElvM	SCmp:216	v,s	1a	10 min	Personal		Transmutation	None	No
	Swim <i>Target may swim at it's normal movement rate if carrying a light load, gains +8 competence bonus to swim checks.</i>	2	ElvM	SCmp:217	v,s,m	1 rd.	100 min [d]	Med (200')		Transmutation [Water]	None	Yes
5	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Blink <i>You randomly vanish and reappear. Physical Att at you have 50% miss (unless can strike Ether.). Your spells have a 20% chance of failure. You take half from area effects, strike as an invisible creature, move at 75% speed.</i>	3	ElvM	PHB:206	v,s	1a	10 rd [d]	Personal		Transmutation	None	No
	Chain Missile <i>One creature + 1 more per 2 caster levels hit by magic missiles. See text.</i>	3	ElvM	SCmp:44	v,s	1a	Inst.	Long (800')		Evocation [Force]	None	Yes
	Control Temperature <i>You imbue an area with Cold or Fire energy, reducing or raising the temp by up to 2 bands. See Cold Dangers (Frostburn, p. 8) or Heat Dangers (DMG p. 303) for information on the effects.</i>	3	ElvM	FrstBrn:92	v,s,m/df	1 rd.	10 hr	Centered	200 cu. ft. em.	Transmutation	None	No
	Dispel Magic <i>Cancels magical spells and effects; d20+10 check vs. 11+ casterlvl of caster or item. Cannot dispel Inst. effects. You can choose to target one creature, spell being cast (see Counterspell, PHB p. 170) or effect, or an area.</i>	3	ElvM	PHB:223	v,s	1a	Inst.	Med (200')	20' r. brst	Abjuration	None	No
	Displacement <i>Subject appears about 2 feet away from true location; attacks at target miss 50%. True seeing reveals true location.</i>	3	ElvM	PHB:223	v,m	1a	10 rd [d]	Touch		Illusion (Glamer)	Will 19 neg (h)	Yes
	Hold Person <i>Immobilizes one humanoid creature for 10 rounds. Each rd on its turn, subj. may attempt new save as a Full Rd Act.</i>	3	ElvM	PHB:241	v,s,f/df	1a	10 rd [d]	Med (200')		Enchantment (Compulsion) [Mind-affecting]	Will 19 neg (txt)	Yes
	Leomund's Tiny Hut <i>Creates sphere of force around yourself. Up to 9 other medium creatures can join you inside. Temp inside is moderated. Very strong winds can destroy hut (see text). Sphere is opaque form outside, transparent from within.</i>	3	ElvM	PHB:247	v,s,m	1a	20 hr [d]	Centered	20' r.	Evocation [Force]	None	No
	Prismatic Mist <i>Multicolored mist has random effect.</i>	3	ElvM	PHBII:121	v	1a	10 min	Med (200')	30' spread	Evocation	See Text	No
	Rainbow Blast <i>Deals 1d6 pts dmg for each energy type (acid, cold, electricity, fire, and sonic) for 5d6 total. Increases to d8 at 7th, d10 at 9th, and d12 at 11th</i>	3	ElvM	SCmp:165	v,s,m	1a	Inst.	120 ft		Evocation [Light]	Ref 19 half	Yes
	Spell Vulnerability <i>This spell reduces the target's SR by 10. This reduction cannot lower a subject's SR below 0. The target takes a -10 penalty to the FORT save.</i>	3	ElvM	SCmp:200	v,s	1 rd.	10 min	Close (50')		Transmutation	Fort 19 neg; see text	No
	Tongues <i>Speak any language.</i>	3	ElvM	PHB:294	v,df	1a	100 min	Touch		Divination	Will 19 neg (h)	No
	Walk the Mountains Path <i>Creature you touch gains the following: Not affected by slopes (DMG, p. 89), gains climb = base land speed, gains +10 (enhance) bonus on Jump and Balance checks.</i>	3	ElvM	RcStn:163	v,s,m	1a	100 min	Touch		Transmutation	Will 19 neg	Yes
5	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Charm Monster <i>As Charm Person, but makes one creature of any type or size believe you are his trusted friend and ally (see Influencing NPC Attitudes, PHB p. 72). If the creature is being threatened it gets +5 on its save.</i>	4	ElvM	PHB:209	v,s	1a	10 day(s)	Close (50')		Enchantment (Charm) [Mind-affecting]	Will 20 neg	Yes
	Energy Spheres <i>See text</i>	4	ElvM	SCmp:80	v,s,m	1a	10 hr [d]	Close (50')		Evocation [Acid, Sonic, Fire, Cold, Electricity]	Ref 20 half	Yes
	Leomund's Secure Shelter <i>Creates sturdy cottage. Shelter has no heating or cooling, but is otherwise very secure (see text).</i>	4	ElvM	PHB:247	v,s,m,f,xp	10 min	20 hr [d]	Close (50')	20' sq.	Conjuration (Creation)	None	No
	Minor Creation <i>Creates a nonmagical object of cloth or wood, up to 10 cu. ft.</i>	4	ElvM	PHB:253	v,s,m	1 min	10 hours [d]	0 feet		Conjuration (Creation)	None	No

Selu'taar (Elven Mage): 10

5	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Mirror Image, Greater	4	ElvM	PHBII:120	v,s	1im.	10 min	Personal;see te		Illusion (Figment)	None	Yes
	<i>As mirror image, but gain an additional image each round.</i>											
	Solid Fog	4	ElvM	PHB:281	v,s,m	1a	10 min	Med (200')		Conjuration (Creation)	None	No
	<i>Fog blocks vision; -2 attack/dmg; move speed of 5'</i>											
	Stone Shape	4	ElvM	PHB:284	v,s,df	1a	Inst.	Touch		Transmutation [Earth]	None	No
	<i>Sculpts stone (up to 20 cu. ft.) into any form.</i>											
	Stoneskin	4	ElvM	PHB:284	v,s,m	1a	100 min [disch]	Touch		Abjuration	Will 20 neg (h)	Yes
	<i>Gain damage reduction 10/adamantine until duration or 100 hp negated.</i>											
4	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Blink, Greater	5	ElvM	SCmp:32	v,s	1a	10 rd [d]	Personal		Transmutation	None	No
	<i>As Blink (PHB 206), except you have control over the timing of your blinking. You can ready an action to blink away from any physical or magical Att. You have no chance of your own Att or spells failing to hit target due to blinking. While moving through objects you have no chance to materialize within unless you end your move inside. See text for details.</i>											
	Hold Monster	5	ElvM	PHB:241	v,s,m/df	1a	10 rd [d]	Med (200')		Enchantment (Compulsion) [Mind-affecting]	Will 21 neg (txt)	Yes
	<i>Immobilizes one creature for 10 rounds. Each rd on its turn, subj. may attempt new save as a Full Rd Act.</i>											
	Major Creation	5	ElvM	PHB:252	v,s,m	10 min	(text)	Close (50')		Conjuration (Creation)	None	No
	<i>Creates a nonmagical object of cloth, wood, stone or metal. See text for duration, which depends on type of material.</i>											
	Sending	5	ElvM	PHB:275	v,s,df	10 min	1 rd	(text)		Evocation	None	No
	<i>Delivers short message anywhere, instantly.</i>											
	Teleport	5	ElvM	PHB:292	v	1a	Inst.	Touch		Conjuration (Teleport)	(text) 21	Yes
	<i>Instantly transports you and up to 3 companions anywhere.</i>											