

Spells Prepared

- Cantrips (4): *see spreadsheet*
- Level One (6+1): *see spreadsheet*
- Level Two (6+1): *see spreadsheet*
- Level Three (5+1): *see spreadsheet*
- Level Four (4+1): *see spreadsheet*
- Level Five (4+1): *see spreadsheet*
- Level Six (3+1): *see spreadsheet*

Spellbook

- Cantrips: Resistance, Acid Splash, Detect Magic, Detect Poison, Read Magic, Daze, Dancing Lights, Flare, Light, Ray of Frost, Mage Hand (tr), Mending (tr), Message (tr), Open/Close (tr), Arcane Mark, Prestidigitation
- Level One: Comprehend Languages (ma), Endure Elements, Enlarge Person (tr), Expeditious Retreat (tr), Feather Fall (tr), Magic Weapon (tr, ma), Protection from Evil, Protection from Law, Identify, Magic Missile, Reduce Person (tr)
- Level Two: Arcane Lock, Bull's Strength (tr), Cat's Grace (tr), Darkness, Darkvision (tr), Eagle's Splendor (tr), Elemental Speech, Knock, Levitate (tr), Protection from Arrows, Scorching Ray, Spider Climb (tr, ma), Web (ma)
- Level Three: Beast Shape I (tr), Blink (tr), Dispel Magic, Flame Arrow (tr), Fly (tr), Gaseous Form (tr), Haste (tr), Magic Circle of Protection from Evil, Protection from Energy, Slow (tr), Tiny Hut
- Level Four: Beast Shape II (tr), Calcific Touch (tr, APG), Dimension Door, Firefall (tr, APG), Ice Storm, Stoneskin
- Level Five: Break Enchantment, Passwall (tr), Telekinesis (tr), Treasure Stitching (tr, APG)
- Level Six: Bear's Endurance (Mass) (tr), Chain Lightning, Disintegrate (tr), Fluid Form (tr, APG)

Random Items

Map of Brinestump Marsh (showing two shipwrecks and a dangerous cave)

Rubbing of the nameplate from the *Kaijitsu Star* (Tien characters)

Documents relating to planar bindings and hellwasps

Equipment

Item	Location	Qty	Unit Wt. (lb)	Unit Cost (gp)	Total Wt. (lb)	Total Cost	Uses	Notes
Belt Pouch	Belt	1	0.5	1	0.5	1		
Cold Iron Dagger	Belt	1	1	4	1	4		1d4, 19-20/x2, rng 10'
Dagger	Belt	1	1	2	2	4		1d4, 19-20/x2, rng 10'
Silver Dagger +1	Belt	1	1		1			1d4, 19-20/x2, rng 10', +1 hit
Rapier +1	Belt	1	2	310	1	310		1d6+1, +1 to hit, 18-20/x2
Masterwork Dagger	Belt	2	1	2	2	4		1d4, 19-20/x2, rng 10' +1 to hit
Miyako's Fan	Belt	1						See below
Dancing Wasp	Belt	1						See below
Cube of Frost Resistance	Pouch							
Wand of Magic Missile (CL5)	Pouch	1					22	
Wand of Flame Arrow (CL5)	Pouch	1					7	
Wand of Identify	Pouch	1					14	
Wand of Bull's Strength	Pouch	1		4500			40	
Wand of Endure Elements	Pouch	1		750			45	

<i>Item</i>	<i>Location</i>	<i>Qty</i>	<i>Unit Wt. (lb)</i>	<i>Unit Cost (gp)</i>	<i>Total Wt. (lb)</i>	<i>Total Cost</i>	<i>Uses</i>	<i>Notes</i>
Wand of Ray of Enfeeblement	Pouch	1					14	
Pearl of Power (1 st level)	Pouch	1					<input type="checkbox"/>	Recover 1 st level spell
Scroll of Bestow Curse	Pouch	1					<input type="checkbox"/>	
Scroll of Beast Shape I	Pouch	1					<input type="checkbox"/>	
Scroll of Darkvision	Pouch	1					<input type="checkbox"/>	
Scroll of Dimension Door	Pouch	1					<input type="checkbox"/>	
Scroll of Blink	Pouch	1					<input type="checkbox"/>	
Scroll of Ghoul Touch	Pouch	1					<input type="checkbox"/>	
Scroll of Haste	Pouch	1					<input type="checkbox"/>	
Scroll of Ice Storm	Pouch	1					<input type="checkbox"/>	
Scroll of Lightning Bolt	Pouch	1					<input type="checkbox"/>	
Scroll of Protection from Evil	Pouch	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Scroll of Protection from Energy	Pouch	2					<input type="checkbox"/> <input type="checkbox"/>	
Scroll of Resist Energy	Pouch	1					<input type="checkbox"/>	
Scroll of Knock	Pouch	1					<input type="checkbox"/> <input type="checkbox"/>	
Scroll of Levitate	Pouch	1					<input type="checkbox"/>	
Scroll of Expeditious Retreat	Pouch	1					<input type="checkbox"/>	
Scroll of Protection from Arrows	Pouch	1					<input type="checkbox"/>	
Scroll of Scorching Ray	Pouch	4					<input type="checkbox"/>	
Scroll of Ventriloquism	Pouch	1					<input type="checkbox"/>	
Pinches of Powdered Silver	Pouch	2					<input type="checkbox"/> <input type="checkbox"/>	For Magic Circle
Potion of Vanish	Pouch	1					<input type="checkbox"/>	CL 1, 1 round
Potion of Barkskin	Pouch	1					<input type="checkbox"/>	
Potion of Displacement	Pouch	1					<input type="checkbox"/>	
Potion of Cure Moderate Wounds	Pouch	1					<input type="checkbox"/>	
Potion of Cure Serious Wounds	Pouch	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Fugitive Grenade	Pouch	1					<input type="checkbox"/>	Smoke & rope trick
Magical Wayfinder	Pouch	1						
Thunderstone	Pouch	1					<input type="checkbox"/>	
Vial of Alchemist's Fire	Pouch	1					<input type="checkbox"/>	
Vial of Holy Water	Pouch	1					<input type="checkbox"/>	
Skyrocket	Pouch	1						Firework
Powdered Gorgon Horn	Pouch	8					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Material component for Stoneskin
Diamond Dust	Pouch	1		250			<input type="checkbox"/>	For Stoneskin
Desnan Candles	Pouch	3					4	Firework
Dice and Cards	Pouch	1						
Waterskin	Belt	1	4	1	4	1		
Headband of Intellect +2	Worn	1						+2 INT

<i>Item</i>	<i>Location</i>	<i>Qty</i>	<i>Unit Wt. (lb)</i>	<i>Unit Cost (gp)</i>	<i>Total Wt. (lb)</i>	<i>Total Cost</i>	<i>Uses</i>	<i>Notes</i>
<i>Belt of Incredible Dexterity +2</i>	Worn	1						+2 DEX
<i>Ring of Protection +1</i>	Worn	1						+1 AC
<i>Bracers of Armor +2</i>	Worn	1						+2 AC (not stack w/ Shozoku)
<i>Amulet of Natural Armor +1</i>	Worn	1						+1 AC
Bonded Amulet	Worn	1	0	0	0	0		
<i>Shozoku of the Night Wind</i>	Worn	1						+2 AC, +5 Stealth
<i>Claws of the Ice Bear</i>	Worn	1						+2 Climb, Acrobatics on ice
<i>Clear Spindle Ioun Stone</i>	Worn	1						No need to eat or drink
Ornamental scabbard, decorated with opals	Worn	1		1000				From Ordo-Aganhei
Gold Bracelet	Worn	1		100				Allows <i>Sacred Bond</i> from Gobo
Snow Goggles	Worn	1						
Cold Weather Outfit	Worn	1	7	8				+5 Survival vs. cold
Bright Green Sash	Worn	1	0	4	0	4		
Elegant Green Robe	Worn	1	8	10	8	10		
Masterwork Shuriken	Worn	1	0					Sewn inside flap of robe, etched w/ group symbol
Expensive Minkaian Robes	Wardrobe	2		50		100		
Backpack	Back	1	2	2	2	2		
Ink (8 oz jar)	Pouch	1	0	8	0	8		
Inkpen	Pouch	1	0	0.1	0	0.1		
Parchment	Scroll Case	10	0	0.2	0	2		
Drinking Horn	Backpack	1						
Scroll Case	Backpack	1	0.5	1	0.5	1		
Spellbook	Backpack	1	1	0	1	0		
Arcane Magic Jar	Backpack	1						Broken, or flawed
Utagaruta cards	Backpack	1						Minkaian game
60' silk rope & grappling hook	Backpack	1						
Jade Raven statuette	Backpack	1						Fancy
Bedroll	Wagon	1	5	0.1	5	0.1		weight = 5lb
Totals					26	47.2		(light load to 26 lb) (med load to 53 lb)

Money

Platinum Coins	
Gold Coins	13,316
Silver Coins	24
Copper Coins	13

Interesting Documents

Map of Brinestump Marsh

Rubbing of the *Kaijitsu Star* nameplate (Tien characters)

Magical Wayfinder

A magical device that provides light and a +2 bonus to Survival to avoid becoming lost. It includes a slot into which an *Ioun Stone* may be placed.

Dancing Wasp

The *Dancing Wasp* is a unique magical kusari-gama (exotic weapon, light weapon). In addition to its properties as a weapon, once per day it can summon (and control) a giant wasp. The user must whirl the weapon around his head for the summoning, and must continue the action as long as the giant wasp remains, to a maximum of 5 rounds.

Weapon	Dmg	Crit	Wt.	Type	Special
Kusarigama	1d3/1d6	x2	3 lb	S or B	double, monk, reach, trip, grapple

Giant Wasp CR 3

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, –1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +2, **Will** +2

Immune mind-affecting effects

Offense

Speed 20 ft., fly 60 ft. (good)

Melee sting +6 (1d8+6 plus poison)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 18, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +8; **CMD** 19

Skills Fly +3, Perception +9; **Racial Modifiers** +8 Perception

Ecology

Environment temperate forests

Organization solitary, pair, group (3–6), or nest (7–19)

Treasure none

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Shozoku of the Night Wind

The Shozoku of the Night Wind is a stylish classic ninja outfit. It provides the wearer with +2 AC, a +5 circumstance bonus to Stealth, and the ability to invoke *Invisibility* once per day (CL3). If the wearer is also a ninja, it provides several additional benefits.

Claws of the Ice Bear

The *Claws of the Ice Bear* are climbing claws, strapped to the hands, that provide the following benefits:

- A +2 confidence bonus to Climb and Acrobatics skill checks (when using both hands for the purpose);
- The wearer may ignore penalties for moving slick and icy surfaces (as long as both hands are used)
- They may be used as spiked gauntlets
- Three times per day, they can provide the benefit of a *Spider Climb* spell for 1 round.

Miyako's Fan

Miyako's Fan is a decorated fan with a variety of abilities. It provides:

- A +2 bonus of CHA-based rolls
- Can substitute for the somatic components of spells
- The ability to cast Calm Emotions (1/day, CL 11, DC 13), Whispering Wind (1/day, CL 11) and Forceful Hand (CL 11, CMB 20)

Life History

Harwynian Fallingleaf, an elf from the Mierani forest. He was educated as a transmuter by the Green Sash Society, a group of elven magicians dedicated to the reclamation of the ruined city of Celwynvian. But he remains dismayed by the way the Green Sashes have been mired in meaningless ritual and routine, bringing them no closer to unraveling the curses of the city. He has abandoned their forest lodge and taken up with Shalelu Andosana, learning her ways. And now that she has settled on the idea of traveling with a caravan, he is drawn along with her. Perhaps along the way he will learn something useful to the dream of recovering Celwynvian.

Relationships

- Ameiko Kaijitsu (friendly) 12
- Koya Mvashti (competitive) 6
- Sandru Vhiski (friendly) 13
- Shalelu Andosana (friendly) 20
- Spivey (friendly) 1
- Drusisique (elf wizardess)

Elf Racial Traits

+2 Dexterity, +2 Intelligence, –2 Constitution: Elves are nimble, both in body and mind, but their form is frail.

Medium: Elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light. See Chapter 7.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Keen Senses: Elves receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Transmutation School

Transmuters use magic to change the world around them. Forbidden schools: Necromancy, Illusion.

- *Physical Enhancement (Su):* You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.
- *Telekinetic Fist (Sp):* As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.
- *Change Shape (Sp):* At 8th level, you can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*. At 12th level, this ability functions like *beast shape III* or *elemental body II*.

Campaign Trait

Student Survivalist: Although she is seen as something of a mystery to most of Sandpoint’s citizens, Shalelu has never really seemed all that mysterious to you. Of course, that’s probably because she helped

raise you. You have never quite figured out why Shalelu decided to treat you as a younger sibling, but you certainly appreciated it— and you eagerly absorbed all of the survivalist tricks that she showed you over the years. As a result, you gain a +2 trait bonus on all Survival checks, and Survival is a class skill for you. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your mentor. **NPC Choices:** Shalelu.

Experience Log

Date	Experience Gain	Experience Total	Notes
11/12/2011	0	0	Character created
11/27/2011	0	3000	Wizard Level 2. +3 hit points, +1 BAB, +1 Will Save, +1 cantrip, +1 L1 spell per day, 6 skill points, +1 relationship with Shalelu Andosana. +1 Appraise, +1 Survival, +1 Spellcraft, +1 Knowledge (geography), +1 Knowledge (arcana), +1 Knowledge (local)
12/11/2011	0	0	Missed session
01/08/2012	0	7500	Wizard Level 3. +6 hit points, +1 Fort save, +1 Ref save, +1 L2 spell/day (+1 for INT, +1 school spell), +1 relationship with Shalelu Andosana. +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge: arcana, +1 Knowledge: geography, +1 Knowledge: history, 2 new spells (Spider Climb, Web), Spell Mastery feat
02/05/2012	0	14,000	Wizard Level 4. +5 hit points, +1 Will save, +1 BAB, +1 DEX. Spells/day to 4/4+1/3+1. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (geography); 2 new spells: Darkvision, Bull's Strength
04/01/2012	0	23,000	Wizard Level 5. +3 hit points. +1 L3 spell/day (+1 Transmutation spell). 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (geography), +1 Linguistics (Giantish). Bonus feat: Empower Spell. Feat: Craft Wand. 2 spells: Haste, Tiny Hut
05/13/2012	0	35,000	Wizard Level 6. +6 hit points. +1 BAB, +1 Fort, +1 Ref, +1 Will. +1 L2 spell/day, +1 L3 spell/day – spells to 4/5+1/4+1/3+1. 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcane), +1 Knowledge (geography), +1 Knowledge (history). 2 spells: Resist Energy, Slow
06/17/2012	0	53,000	Wizard Level 7. +7 hit points (roll 6, +1 favored class). +1 L4 spell/day, +1 L1 spell/day – spells to 4/6+1/4+1/3+1/2+1. New feat: Heighten Spell. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (geography), +1 Fly. 2 spells: Beast Shape II (tr), Calcific Touch (APG, tr)
07/21/2012	0	77,000	Wizard Level 8. +4 hit points (roll 4). +1 BAB, +1 Will, +1 INT. +1 L3 spell/day, +1 L4 spell/day – spells to 4/6+1/4+1/4+1/3+1. <i>Change Shape</i> (8 rounds/day, as Beast Shape II or Elemental Body I). 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (history), +1 Fly. 2 spells: Blink, Firefall
08/18/2012	0	115,000	Wizard Level 9. +4 hit points (roll 4). +1 Fort, +1 Ref. Spells to 4/6+1/5+1/4+1/3+1/2+1. 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge (arcane), +1 Knowledge (geography), +1 Knowledge (history), +1 Fly. 2 spells: Telekinesis (tr), Treasure Stitching (APG, tr). New Feat: Persistent Spell.
09/30/2012	0	160,000	Wizard Level 10. +7 hit points (roll 6). +1 BAB, +1 Will. +1 L4 spell, +1 L5 spell: spells to 4/6+1/5+1/4+1/4+1/3+1. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge (arcane), +1 Knowledge (history), +1 Profession (scribe). 2 spells: Passwall, Break Enchantment. New Bonus Feat: Craft Magic Arms & Armor.
11/10/2012	0	235,000	Wizard Level 11. +3 hit points (roll 2). +1 L6 spell, +1 L3 spell: spells to 4/6+1/5+1/5+1/4+1/4+1/3+1/1+1. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge (arcana), +1 Knowledge (geography), +1 Profession (scribe). 2 spells: Bear's Endurance (Mass), Disintegrate. 1 Feat: Spell Penetration
01/05/2013	0	235,000	+1 rank Perform (sing) – effect of possession
01/19/2013	0	330,000	Wizard Level 12. +6 hit points (roll 5, +1 for CON). +1 INT. +1 Fort, +1 Ref, +1 Will, +1 BAB. +1 L5 spell, +1 L6 spell (increased INT gives +1 L2 spell and +1 L6 spell). 8 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge (arcana), +1 Knowledge (history), +1 Knowledge (local), +1 Linguistics (Minkaian), +1 Profession (scribe). 2 spells: Chain Lightning, Fluid Form

Harwynian Current Spells

1/20/2013

Level 0	4		4 OK
Level 1	6	1	7 OK
Level 2	6	1	7 OK
Level 3	5	1	6 OK
Level 4	4	1	5 OK
Level 5	4	1	5 OK
Level 6	3	1	4 OK

Row Labels	Sum of Remaining	Sum of Memorized
0	4	4
1	7	7
2	7	7
3	6	6
4	5	5
5	5	5
6	4	4
Grand Total	38	38

Spell	Feats	Level	Trans?	Memorized	Used	Remaining
Detect Magic		0	FALSE	1		1
Mending		0	TRUE	1		1
Prestidigitation		0	FALSE	1		1
Read Magic		0	FALSE	1		1
Expeditious Retreat		1	TRUE	2		2
Magic Missile		1	FALSE	2		2
Endure Elements		1	FALSE	1		1
Protection from Evil		1	FALSE	2		2
Protection from Arrows		2	FALSE	1		1
Knock		2	FALSE	1		1
Levitate		2	TRUE	2		2
Cat's Grace		2	TRUE	1		1
Scorching Ray		2	FALSE	1		1
Web		2	FALSE	1		1
Blink		3	TRUE	2		2
Magic Circle of Protection from Evil		3	FALSE	1		1
Fly		3	TRUE	1		1
Haste		3	TRUE	2		2
Calcific Touch		4	TRUE	1		1
Dimension Door		4	FALSE	1		1
Protection from Energy	Heighten 1	4	FALSE	1		1
Stoneskin		4	FALSE	1		1
Firefall		4	TRUE	1		1
Passwall		5	TRUE	1		1
Slow	Persistent	5	TRUE	2		2
Telekinesis		5	TRUE	2		2
Bear's Endurance, Mass		6	TRUE	1		1
Chain Lightning		6	FALSE	1		1
Fluid Form		6	TRUE	1		1
Disintegrate		6	TRUE	1		1

<i>Spell</i>	<i>Level</i>	<i>Trans</i>	<i>Master</i>
Acid Splash	0	FALSE	FALSE
Arcane Mark	0	FALSE	FALSE
Dancing Lights	0	FALSE	FALSE
Daze	0	FALSE	FALSE
Detect Magic	0	FALSE	FALSE
Detect Poison	0	FALSE	FALSE
Flare	0	FALSE	FALSE
Light	0	FALSE	FALSE
Mage Hand	0	TRUE	FALSE
Mending	0	TRUE	FALSE
Message	0	TRUE	FALSE
Open/Close	0	TRUE	FALSE
Prestidigitation	0	FALSE	FALSE
Ray of Frost	0	FALSE	FALSE
Read Magic	0	FALSE	FALSE
Resistance	0	FALSE	FALSE
Comprehend Languages	1	FALSE	TRUE
Endure Elements	1	FALSE	FALSE
Enlarge Person	1	TRUE	FALSE
Expeditious Retreat	1	TRUE	FALSE
Feather Fall	1	TRUE	FALSE
Identify	1	FALSE	FALSE
Magic Missile	1	FALSE	FALSE
Magic Weapon	1	TRUE	TRUE
Protection from Evil	1	FALSE	FALSE
Protection from Law	1	FALSE	FALSE
Reduce Person	1	TRUE	FALSE
Arcane Lock	2	FALSE	FALSE
Bull's Strength	2	TRUE	FALSE
Cat's Grace	2	TRUE	FALSE
Darkness	2	FALSE	FALSE
Darkvision	2	TRUE	FALSE
Eagle's Splendor	2	TRUE	FALSE
Elemental Speech	2	FALSE	FALSE
Knock	2	FALSE	FALSE
Levitate	2	TRUE	FALSE
Protection from Arrows	2	FALSE	FALSE
Scorching Ray	2	FALSE	FALSE
Spider Climb	2	TRUE	TRUE
Web	2	FALSE	TRUE
Beast Shape I	3	TRUE	FALSE
Blink	3	TRUE	FALSE
Dispel Magic	3	FALSE	FALSE
Flame Arrow	3	TRUE	FALSE
Fly	3	TRUE	FALSE
Gaseous Form	3	TRUE	FALSE
Haste	3	TRUE	FALSE
Lightning Bolt	3	FALSE	FALSE
Magic Circle of Protection from Evil	3	FALSE	FALSE

Protection from Energy	3	FALSE	FALSE
Slow	3	TRUE	FALSE
Tiny Hut	3	FALSE	FALSE
Beast Shape II	4	TRUE	FALSE
Calcific Touch	4	TRUE	FALSE
Dimension Door	4	FALSE	FALSE
Firefall	4	TRUE	FALSE
Ice Storm	4	FALSE	FALSE
Stoneskin	4	FALSE	FALSE
Break Enchantment	5	FALSE	FALSE
Interposing Hand	5	FALSE	FALSE
Passwall	5	TRUE	FALSE
Permanency	5	FALSE	FALSE
Telekinesis	5	TRUE	FALSE
Treasure Stitching	5	TRUE	FALSE
Bear's Endurance, Mass	6	TRUE	FALSE
Chain Lightning	6	FALSE	FALSE
Disintegrate	6	TRUE	FALSE
Fluid Form	6	TRUE	FALSE
Summon Monster VI	6	FALSE	FALSE