

SPELLS	Loc	Comp	Time	Range	Dur	Save	Effects
<b>From Magic Items</b>							
Mage Hand - Unlimited	PH 249	---	1 act	Close	Concent.	---	5 lb telekenisis; unlimited uses

Level 0 : 3/day; DC 14	Used today:						
Dancing Lights	PH 216	VS	1 act	Medium	1 min	---	Creates up to 4 moving lights in 10ft group
Detect Magic	PH 237	VS	1 act	60 ft	1 min/lvl	---	Detect spells and magic items within 60 ft
Ghost Sound	PH 235	VSM	1 act	Close	1 rd/lvl	Will dis.	Figments sounds
Light	PH 248	VM	1 act	Touch	10 min/lvl	---	Object shines like a torch
Message	PH 253	VSF	1 act	Medium	10 min/lvl	---	Whispered conversation at a distance
Prestidigitation	PH 264	VS	1 act	10 ft	1 hr	---	Performs minor tricks

1st Level : 5/day; DC 15	Used today:						
Disguise Self	PH 222	VS	1 act	Personal	10 min/lvl	---	Changes personal appearance
Inspirational Boost	CV 153	VS	Swift	Personal	Special	---	+ 1 to Inspire Courage
Joyful Noise	CV 154	S	1 act	10ft	Concent.	---	negates silence in 10 ft emanation
Tasha's Hideous Laughter	PH 292	VSM	1 act	Close	1 rd/lvl	Will n.	Subject collapses defenseless laughing

2nd Level : 3/day; DC 16	Used today:						
Blindness/Deafness	PH 206	V	1 act	Med	Permanent	Fort n.	Subject permanently blinded or deafened
Elation	BED 98	VS	1 act	80 ft	1 rd/lvl	Will n.	Allies gain +2 to STR & DEX
Invisibility, Lesser	PH 245	VSM	1 act	Touch	1 min/lvl	Will n.	Subject is invisible until it attacks
Whirling Blade	CAr 129	VSF	1 act	60ft line	Instant	---	Hurl slashing weapon; use CHA for STR; attacks line

3rd Level: 1/day; DC 17	Used today:						
Good Hope	PH 237	VS	1 act	Med	1min/lvl	Will n.	Subjects get +2 to attack, damage, saves, and checks
Leomund's Tiny Hut	PH 247	VSM	1 act	20 ft	2hr/lvl	---	Creates shelter for 10 medium creatures

Equipment		Cost	lbs	IB?	Notes
<b>Clothing</b>					
head	Circlet of Persuasion	4500	0	0	+3 to CHA checks
eyes					
amulet	Hand of Mage	900	2	0	Unlimited Mage Hand
cloak	Cloak of Charisma	4000	2	0	+2 to CHA
robe					
vest					
bracers					
gloves	Gloves of Dexterity	4000	0	0	+2 DEX
rings	Ring of Sustenance	2500	0	0	No food/ drink; sleep 2 hrs
belt	Healing Belt	750	1	0	3 charge/day; 1=2d8;2=3d8;3=4d8
boots	Boots of Elvenkind	2500	1	0	+5 to hide
	Monk's Outfit	3	2	0	
<b>Gear</b>					
	Handy Haversack	2000	5	0	12 ft3/120lb max
	Everburning Torch	110	1	1	20ft bright; 40ft dim
	Mirror	10	1	1	
	Waterskin	1	4	1	
	Disguise kit	50	8	1	
	Signal Whistle				
	Flint & Steel	1	0	1	
	Color Changing Rug	30	1		
<b>Fighting</b>					
	Shortbow	75	2	1	Plain medium
	Arrows	1	3	1	20 arrows
	Longsword		4	0	+1 Masterwork
	Studded Leather Arm		20	0	Masterwork
	Gray Bag of Tricks	900	0	1	rand. Animal for 10 minutes
	Wand Cure Moderate	4500	0	1	2d8 +5; _____ uses

Expendable Items	Cost	lbs	#
Tanglefoot Bag	50	4	2
Thunderstone	30	1	1
Smokestick	20	0.5	1
Alchemist Fire	20	1	1
Acid Flask	10	1	1
Caltrops	1	2	1
Chalk	0	0	2
Soap	0.5	1	2
Pepper	2	1	1
Cinnamon	1	1	1
Flour	0	1	2
Ginger	2	1	1
Salt	5	1	0
Tindertwig	1	0	3
Oil	0.1	1	6

Money
PP
GP
SP
CP

Carrying Capacity	Light	Med	Heavy
	38	76	115
<b>Weight</b>	<b>IB</b>	<b>75</b>	
	<b>OB</b>	<b>37</b>	
<b>Speed</b>	40	20	20