Alpha - Talend

1st level Primary Attack Spell Secondary Attack Spell Primary Defensive Spell Secondary Defensive Spell Primary Enhancement Spell Misc Utility War, Crafts, Honor, Kingship Summon Monster I True Strike Mage Armor

Magic Weapon Mount Beta - Vashtal

Arcane, prophecy, time, beauty Magic Missile Sleep Shield

Disguise Self Identify

2nd level Primary Attack Spell Secondary Attack Spell Primary Defensive Spell Secondary Defensive Spell Primary Enhancement Spell Misc Utility Misc Utility Summon Monster II Web Barkskin (Drd 2) Ghost Touch Armor (SC) Fox's Cunning Locate Object Gust of Wind Acid Arrow Shatter Mirror Image Levitate Eagle's Splendor Arcane Lock Magic Mouth

3rd level **Primary Attack Spell** Summon Monster III **Lightning Bolt** Secondary Attack Spell Bands of Steel (SC) **Deep Slumber** Primary Defensive Spell Diamondsteel (SC) **Dispel Magic** Secondary Defensive Spell **Explosive Runes** Unluck (SC) Primary Enhancement Spell Greater Magic Weapon **Dimension Step (PH2) Misc Utility** Shrink Item Gentle Repose Lesser Telepathic Bond (SC) Arcane Sight

Gamma - Tura Keshik Purity, health, sun, harvest Burning Hands Charm Person Reduce Person Entropic Shield (Clr 1)

Comprehend Languages

Delta - Sioctana Peace, Defense, Fortitude, Love Shocking Grasp Hypnotism Protection from Evil

Enlarge Person Alarm

Epsilon

Chill Touch Color Spray Lesser Deflect (PH2) Grease

Silent Image

Scorching Ray Glitterdust False Life Delay Poison (Drd 2) Bear's Endurance Command Undead Owl's Wisdom Blindness/Deafness Hypnotic Pattern Blur Protection From Arrows Bull's Strength See Invisibility Repair Light Damage (CA) Ghoul Touch Daze Monster Electric Vengeance (PH 2) Deflect (PH2) Cat's Grace Spectral Hand Darkvision

Fireball Halt Undead Protection from Energy Wall of Light (SC) Haste

Tiny Hut Daylight Hold Person Great Thunderclap (SC) Magic Circle against Evil Wind Wall Heroism

Suggestion Tongues Vampiric Touch Stinking Cloud Blink Gaseous Form Fly

Major Image Sepia Snake Sigil Zeta - Ychirra

Secrecy, treachery, song, exploration, fate Produce Flame (Drd 1) Ray of Enfeeblement Expeditious Retreat Obscuring Mist

Detect Secret Doors

Flaming Sphere Scare Resist Energy Fog Cloud Invisibility Spider Climb Obscure Object

Ray of Exhaustion Slow Displacement Meld into Stone (Drd 3) Invisibility Sphere Flame Arrow Clairaudience/Clairvoyance Water Breathing