

Token Wizards

Power. It all comes down to power: the universe is full of it and you've learned how to store and shape it for your personal use. Of course, like everything else, there's a price involved. Welcome to the world of being a wizard.

A token wizard is a meta-gaming name for a wizard who uses the token system to learn, prepare and cast spells. Except where noted in these rules, a token wizard uses the same rules as a standard wizard from the players handbook.

Token Wizard

Alignment: Any

Hit Dice: D6

Skill Points: 2 + Int modifier per level

Class Skills: Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Base Attack Bonus: Poor

Fortitude Save: Poor

Reflex Save: Poor

Will Save: Good

Special Features:

Level 1: Bonus Feat, Summon Familiar

Level 5: Bonus Feat

Level 10: Bonus Feat

Level 15: Bonus Feat

Level 20: Bonus Feat

Bonus Feat: At 1st, 5th, 10th, 15th, and 20th level, a token wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The token wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

Learning Spells

Token wizards learn spells in the same fashion as their traditional counterparts. They keep spell books and may learn the same spells from the same sources as a traditional wizard. They may take the spell mastery feat as normal.

Tokens

Token wizards power their spells through the use of arcane tokens, which represent the raw forces of magical energy they are able to store within themselves. Token wizards store a number of tokens equal to their **class level** plus their **intelligence modifier**. The sum total of these tokens is referred to as the token wizard's *arcane token pool*. You may decide to represent the pool in a number of different ways, but perhaps the best way to do so is with a physical set of objects such as dice or beads.

The key difference in how the token wizard casts his spells is that in addition to the traditional requirements, you must also have accumulated tokens to power your spells. The token wizard draws power into himself to cast spells through these tokens. Storing tokens, also referred to as *refreshing the token pool*, takes a period of five minutes where you are able to concentrate

without outside interruptions. The tokens in a wizard's pool can be in one of three locations: *available* (i.e., in the pool), *in-use* (i.e., sustaining a spell), and *spent* (not available). In effect, the token wizard's arcane spell pool is divided into three sub-pools: *available*, *in-use* and *spent*. There is also a special fourth location: *expended*, which only applies to permanent spells. We discuss expended tokens in the section on Permanent Spells, below.

When you initially refresh your pool, all your tokens are placed in *available*. When you cast a spell, the tokens you spend on it go to *spent* if it is an instantaneous spell (such as an attack spell like **magic missile** or **fireball**) or to *in-use* if it is a spell with a duration (e.g., **mage armor** or **summon monster**). When spells you cast with a duration expire--whether it is by their duration ending, being dispelled, or being cancelled by you--move the tokens from *in-use* to *spent*. When you rest again, tokens that in your *spent* pool are moved into *available*.

The distinctions between *in-use* and *spent* is important, since you are able to gradually refresh your spell pool over time, or by spending actions drawing power to yourself. Any tokens that are *in-use* can't be recovered and made *available* for use until the spells they are powering end, and they become *spent*. This means that a token wizard can eventually exhaust their ability to cast spells by continuing to cast spells with a duration. In effect, the arcane power the token wizard has stored up is still tied up as long as the spell is still functioning, and is still counting against his total reserve. From a game mechanics standpoint, this rule exists to keep token wizards from casting an unlimited number of spells.

Example

Our sample token wizard has the name **Goodgulf Firehammer**, and is a 4th level token wizard with eight tokens in his arcane spell pool. Upon entering the Caverns of the Goblin King, he decides to protect himself with **mage armor**, a first level spell, which costs him one token to cast. Goodgulf's player moves one token in his pool from *available* to *in-use*, to reflect the fact that he has the spell active. Until the spell ends, Goodgulf will only have seven tokens available to cast other spells, even if he rests and recovers. When the spell's duration ends, or if he decides to end it himself (mage armor has the (D) option listed in its description), the token becomes *spent*. With some rest, Goodgulf may now recover that token and use it to power another spell. How Goodgulf received 8 tokens for his spell pool, and why **mage armor** cost him one token to cast will be discussed in just a moment.

Preparing Spells

Wizards must prepare spells before they can cast them, and token wizards are no exception. A token wizard collects and stores raw magical energy within his body, but to channel that energy and "cast a spell" he must funnel it through a specially prepared *template*. The token wizard prepares spells to make their lives easier; the action of preparing a spell is taking care of all of the details to creating the channel that he can manage before actually sending the raw power of magic through it.

Token wizards receive a number of *spell slots* much like their traditional counterparts to prepare spells with. What is different, however, is that once the token wizard prepares a spell using one of their slots, they may recast (or *rechannel* as a token wizard would say) it as many times as they wish. The practical effect of this is that it is not necessary to prepare a spell more than once in order to cast it repeatedly. Token wizards are limited in the number of spells they can cast by the amount of power they can store within themselves (i.e., by their tokens).

A token wizard receives 3 + Intelligence modifier **spell slots** for each spell level they are able to cast. **Table 1: Spell Levels Available by Class Level**, lists the maximum spell level the token wizard is able to cast based on their class level as well as the maximum number of tokens the wizard may use to cast any one spell.

Table 1: Spell Levels Available by Class Level

Class Level	Spell Level Available	Maximum Tokens Per Spell
1-2	1	1
3-4	2	2
5-6	3	3
7-8	4	4
9-10	5	5
11-12	6	6
13-14	7	7
15-16	8	8
17-19	9	9
19-20	9	10

Example

As we've seen, our example wizard, Goodgulf Firehammer, is a 4th level token wizard and he has Intelligence 18 (modifier = +4). Goodgulf is able to cast level 0, 1 and 2 spells and has 8 arcane tokens to power them with. He has seven spell slots to fill for each spell level, so he can prepare 7 level 0 spells, 7 level one spells and 7 level two spells. Goodgulf may use up to two tokens to fuel any single spell he casts.

Preparing Spell Options

Some GMs may not like giving the token wizard all of their spell slots at once. In this case, add the following restrictions. The first character level that a token wizard is able to cast spells of a given spell level he receives spell slots equal to his Intelligence modifier (minimum 1). Each level he advances after that grants him one additional spell slot for that spell level, up to three additional slots. **Table 1A: Spell Slots Available Variant** lists the slots available at each level.

Table 1A: Spell Slots Available Variant

Spell Level Available for...	Spell Slots
Initial Level	Intelligence Modifier
Two Levels	Intelligence Modifier +1
Three Levels	Intelligence Modifier +2
Four or More Levels	Intelligence Modifier +3

Example

Goodgulf's GM considers using the spell slots available variant, so his player considers how many spell slots he would have. Goodgulf is a 4th level token wizard, which means he has been able to cast his level zero and level one spells for four levels, and second level spells for two levels. Goodgulf has Intelligence 18 (modifier = + 4) so he will have 7 level 0 and level 1 spell slots (4 + 3 = 7) and 5 second level spell slots (4 + 1 = 5).

Ability Boosts and Tokens

Token wizards have many spells and magic items available to them to boost their intelligence. When you increase your intelligence modifier, you immediately receive additional tokens into your token pool equal to the additional modifier. These tokens go into your *available* pool. Should you later lose the boost in your ability, either through losing the item or having a spell's duration expire or be dispelled, you must immediately lose the same number of tokens from your *available* pool. Should you not have sufficient tokens available, you will be injured by the backlash, as your body pays the price for using too much power. See "Negative Tokens," below.

Note: as with traditional casters, token wizards do not actually receive any bonus spell slots from a boost in intelligence until they have rested and the boost has been in effect for at least 24 hours.

Casting a Spell

Token wizards follow all of the traditional rules for the mechanics of casting a spell, including: minimum ability scores, arcane spell failure for armor, concentration, gestures, incantations and components/foci.

In addition to these normal restrictions, the token wizard must have the necessary tokens available in the *available* portion of his arcane token pool. The tokens you use to power a spell determine its caster level. Each token you spend gives the spell at most two caster levels (e.g., one token gives caster level 2, two tokens give caster level 4 and so on). You can never cast a spell with a higher caster level than your level as a token wizard, however. You also have a limit to the total number of tokens you may spend to cast any single spell, which is shown in **Table 1**.

Spells higher than first level have a minimum cost in tokens to cast, because they also have a minimum caster level. The minimum cost is equal to the level of the spell. As an example, if you want to cast a third level spell, you must use at least three tokens. You may spend more token as you desire, subject to the limits of your class level. **Table 2: Tokens Spent and Spell Caster Level**, lists the maximum caster level you receive when you spend a given number of tokens, along with the minimum number of tokens you need to power different levels of spells.

Table 2: Tokens Spent and Spell Caster Level

Tokens Spent	Maximum Caster Level	Minimum Cost for a...
0	1	Level 0 Spell
1	2	Level 1 Spell
2	4	Level 2 Spell
3	6	Level 3 Spell
4	8	Level 4 Spell
5	10	Level 5 Spell
6	12	Level 6 Spell
7	14	Level 7 Spell
8	16	Level 8 Spell
9	18	Level 9 Spell
10	20	

Many times you will want to cast a spell with a higher caster level than the minimum token cost requires you to. For example, you can cast the magic missile spell with only one token, but this will give it a maximum caster level of two—and that only gives you a single missile. Spending more tokens lets you cast the spell at a higher level, and thus create more missiles and cause more damage.

Example

Goodgulf finds himself facing a slew of goblins. When he asks the GM how many goblins constitute a slew, the GM tells him it is four. Goodgulf remembers his moniker of being the **Firehammer**, and decides to cast **burning hands** at the goblins. **Burning hands** is a first level spell, so it would normally cost the Firehammer one token from his spell pool to cast, but this would also limit him to caster level two, and 2D4 damage. In thinking about it, Goodgulf's player decides he doesn't want to do such paltry damage, so he spends two tokens to cast the spell at caster level four. Goodgulf's player takes two tokens from his *available* pool and places them into *spent*, and voila: goblin flambé.

Saving Throws

In some cases, such as determining the saving throws associated with a spell, the standard D20 rules use a formula with the level of the spell. If you spend more tokens on a spell, its spell level is considered to increase for these purposes. For example, if Goodgulf spent 2 tokens to cast **shocking grasp**, the formula for the spell's saving throw would be **10 + 2 + Intelligence Modifier**. Spending the extra tokens in this way makes a spell more difficult to resist. The formula for calculating the DC for saving throw from a token wizard is then:

$$10 + \text{Tokens Spent} + \text{Intelligence Modifier} + \text{Feat Modifiers}$$

Example

In our previous example, Goodgulf's **burning hands** spell has a DC to resist it of 16: 10 (base) + 2 (two tokens spent) + 4 (Intelligence 18) = 16.

Note: it may seem like it is not that great a deal to cast a lower level spell with more tokens to achieve the effects of a higher caster level. That's right, and it is an intended part of the token

wizard's spell system: you are encouraged to cast the highest-level spells you can, rather than relying on lower levels spells.

Level 0 spells

In looking at table 2, you will see that level 0 spells have a base cost of 0 tokens to cast. This means that a token wizard can theoretically cast an infinite number of level 0 spells, so long as he only casts them at caster level 1. This is an intended feature of the token wizard class, but many GMs may not like this option. As an optional rule, token wizards may **cast 3 + intelligence modifier** level 0 spells without spending any tokens, but any after that will cost at least one token. The token wizard may reset these "free spells" by resting at least eight hours.

Permanent Spells

Any spell cast with a duration of permanent has a special set of rules associated with it. Any tokens spent to cast a permanent spell go into a special fourth state: *expended*. *Expended* tokens are treated very much like those *in-use*: they reduce the wizard's spell pool, and are not recovered by resting. *Expended* tokens are recovered and returned to the *available* pool only when the wizard rests for at least eight hours.

Most permanent spells have special costs to cast them in experience points. As a special option, a token wizard may cast a permanent spell without spending experience points, but if they choose to do so, any tokens used this way stay as *expended* and are not recovered so long as the spell they are powering still functions. Should the spell end or be dispelled, these *expended* tokens become *available* again after eight hours of rest.

Metamagic

Metamagic feats work a little differently for a token wizard. A token wizard with metamagic feats must prepare them for use with each of his spells as a traditional wizard does. The metamagic feats add to the level of the spell, so, for example, a **silent magic missile** becomes a second level spell (it is a first level spell with a +1 level metamagic adjustment applied). If you want to be able to cast a spell both with and without a metamagic feat, you must prepare it more than once. If a wizard wanted to be able to cast **magic missile** both normally and **silenced**, he would have to prepare it as both a first and a second level spell.

Metamagic spells are treated as higher-level spells in terms of their maximum *effect level*. A first level spell with a +1 level adjusted metamagic feat applied to it costs two tokens to cast, and has a maximum effect level of four. This makes metamagic an attractive option for many spells, since simply casting these spells at a given caster level would have the same cost! This is an intended feature of the token wizard.

Remember: you are still limited to the maximum number of tokens you may spend in casting a single spell.

Negative Tokens

It is normally not possible to have a negative number of tokens in your spell pool: once you run out you are simply unable to cast any spells requiring them until you recover one or more into your pool. Sometimes, however, you may lose one or more ability points in your spellcasting ability that may reduce the size of your total arcane spell pool. When this happens, immediately

remove the appropriate tokens from the *available* portion of your pool and put them aside. If you had cast a large number of spells already you may not have enough tokens to do this. In this case, your body pays the price for any tokens you can't provide. You immediately take damage based on the number of tokens you can't afford to lose. There is no saving throw against this damage, and energy resistance or spell resistance does not apply.

Table 3: Damage by Token Loss, lists the damage by the number of tokens you were not able to provide.

Table 3: Damage by Token Loss

Negative Tokens	Damage
1	1D6
2	2D6
3	3D6
4	4D6
5	5D6
6	6D6
7	7D6
8	8D6
9+	9D6

Example

Goodgulf Firehammer is a wily old wizard, and casts **fox's cunning** on himself while in the Goblin Caves. Casting a second level spell costs Goodgulf two tokens, which he moves into his *in-use* pool. Increasing his intelligence by 4 improves his intelligence modifier by +2, which means he adds two extra tokens to his *available* spell pool immediately. "What a deal," he says. During a long battle with the goblins, the spell expires, and Goodgulf's player moves the original two tokens from *in-use* to *spent*. He also has to lose two tokens from his *available* pool, but he has been using so many spells that he does not have any tokens there at all! The strain of using too much magical energy snaps back upon him, and the Firehammer takes 2D6 damage. He sighs to himself and remembers that mastery of fundamental forces of the universe is about time management as much as anything else.

Recovering Tokens

Outside of combat, a token wizard may take ten minute of rest and concentration to recover all of his *spent* spell tokens. Once a combat is over, it may be assumed that you may move all of your tokens from *spent* back into *available* unless some additional action is likely to immediately occur.

Token wizards will likely want to recover their tokens in the middle of combat as well, which is also possible through concentration. As with recovering outside of combat, you may only recover tokens that are in your *spent* pool. Tokens *in-use* (i.e., still powering spells) can't be recovered: if you need them back you should end the spell that they are powering, which causes them to move to your *spent* pool. In order to recover tokens, you may take an action on your turn (which provokes an attack of opportunity) and make a **concentration** check. You choose the kind of action you wish to use, and the more time you spend, the more you can recover, but you may only make one attempt to recover tokens in a given round. You may decide to "recover defensively," which increases the DC for the check by

+5. The maximum number of tokens you can recover at any one time is based on your class level.

The DC for the concentration check is equal to:

$$10 + 2 \times \text{tokens recovered} [+5 \text{ to recover defensively}]$$

With a full-round action and a successful concentration check you may recover tokens equal to the maximum number you may spend on a single spell, which is listed in **Table 1**. As an example, a 10th level token wizard can spend up to 5 tokens on a spell, and so can recover up to 5 tokens with a full-round action.

You may always choose to recover fewer tokens—either because you don't need to recover that many or to make the concentration check easier. You also automatically recover fewer tokens if you spend less time concentrating on recovery.

Taking less time to concentrate means you will recover fewer tokens. **Table 4: Token Recovery by Action Type**, lists the tokens you will recover based on the type of action you use to concentrate with. If the type of action you take would result in your recovering zero or fewer tokens, the action will have no effect.

Remember: whenever you recover tokens—either in or out of combat—you may only recover *spent* tokens: tokens that are *in-use* or *expended* can only be recovered when their effects end. In the case of *expended* tokens, they can only be recovered when their effects end and the token wizard is able to rest for eight hours.

Table 4: Token Recovery by Action Type

Action Taken	Tokens Recovered
Full Action	Maximum Tokens for one Spell
Standard Action	Maximum Tokens for one Spell – 1
Move Action	Maximum Tokens for one Spell – 2
Swift Action*	Maximum Tokens for one Spell – 3

* A swift action is a special kind of free action that a character may only take once per round.

Example

Goodgulf's situation has become somewhat dire after his unfortunate incident with **fox's cunning**. "Hmnn," he says, "I guess this proves that there's always something cleverer than yourself." His familiar nods in agreement. The Firehammer has a bit of insight and decides to cast **expeditious retreat** and retire from the Goblin Caves altogether. In order to do so while in combat, he must recover at least one token to cast the first level spell. As a fourth level token wizard, he can take a full-round action and recover two tokens—the maximum he can spend on a single spell. Goodgulf decides this is a good idea and uses a full-round action in conjunction with a DC 14 Concentration check. With success, he moves two of his tokens from *spent* into *available* and is able to cast **expeditious retreat** to run out like a rabbit! Should Goodgulf have been threatened while he was attempting to recover power, he could have made a defensive check to recover, which would have had DC 19.

Recovering Tokens: Options for the GM

How fast you are able to recover tokens in your spell pool is the chief balancing measure for the token wizard class. By default, should the wizard have ten minutes to concentrate, he is able to recharge his spell pool (subject to his spells *in-use* or *expended*). A GM might not like this rule, so here are some suggestions to balance it. When you make changes like this as a GM, you should reflect both your vision for your game world, and also your campaign play style. If you run only a few encounters in a day, or even only one, token wizards lose a lot of their effectiveness. At the same time, the flexibility with the token wizard allows your players to do things like constantly charming a captive until they fail a save or making miles and miles of stone walls at higher levels. Consider the play style of your players and what kind of a campaign you want to run before implementing any of these options.

First, a GM might restrict how much time it takes to replenish the spell pool, increasing the time to 20 minutes or even an hour. The GM might also reduce or entirely eliminate the token wizard's ability to refresh spells in combat. A GM should take care in these instances not to weaken the class to such an extent that it loses its purpose. Making a token wizard rest for eight hours to recover tokens is just creating a very weak substitute for the traditional wizard! On the other hand, this might be just the ticket for a very low magic campaign.

A second suggestion is to limit the number of times in a day that the token wizard can refresh his spell pool. Default assumptions for encounters in the D20 system assume 3-4 encounters per day. A compromise change might be to limiting the token wizard to four (or a similar number) refreshes of his token pool per day. A good middle-of-the-road formula for limiting the number of times a token wizard can refresh their spell pool might be: Intelligence Modifier + 3.

Third, the GM can consider using the rules for fatigue and exhaustion as a limiting factor for recovering tokens. Use the following rules if you wish to place such a restriction on your token wizards.

The act of recovering tokens is physically tiring to the token wizard. Each time you recover tokens (whether this is inside or outside of combat) the action is treated as an hour of exertion. The exertion from recovering tokens is combined with any other activities the token wizard performs, such as walking.

As with other characters, a token wizard can deal with exerting himself up to eight hours in a day without problems, but after this he is subject to the effects of a forced march. For each hour of exertion beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the token wizard takes 1d6 points of nonlethal damage. A character that takes any nonlethal damage in this manner becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue.

For a more extreme rule on token recovery, use the following additional rule for recovery in combat. Each time a token wizard recovers by taking the concentration action, the effect is highly strenuous. It is treated as an hour of exertion (as above) but it is also treated as an hour of hustling. A character may recover once

in combat with no problem, but an additional recovery deals one point of nonlethal damage. Each additional recovery causes twice the damage of the one before it. Any time you take nonlethal damage from recovering tokens you immediately become fatigued. As above, eliminating the nonlethal damage also eliminates the fatigue. After combat has ended, ten minutes of rest remove the fatigued condition, and reset your ability to take one recovery before taking damage.

Specialist Token Wizards

A token wizard may choose to specialize in a school of magic much like a traditional wizard can. Choosing to do so means that one or more schools of magic will become barred to you as normal. A specialist wizard receives one or more school tokens, tokens which may only be used to cast spells from their chosen school of specialization. **Table 5: Specialist Wizards**, lists the school tokens by class level.

Table 5: Specialist Wizards

Class Level	School Tokens
1-4	1
5-9	2
10-14	3
15-19	4
20+	5

Example

Goodgulf's player considered making him an **evocation** specialist when he first created the character. Had he done so, the Firehammer would receive one school token as a fourth level token wizard. This school token could only be used on spells from the evocation school.

Token Wizards and Prestige Classes

When a prestige class lists "gaining caster level and spells" as if you had taken a level in the spellcasting class, a token wizard improves both caster and class levels—as far as his total number of tokens and the highest level spells he can cast. Should a token wizard take a class or feat that merely improves his caster level (such as the practiced spellcaster feat), he improves his caster level but does not add additional tokens nor improve the level of spells he is able to cast.

A Full Example

Goodgulf Firehammer is adventuring in the Caves of the Goblin King when he is jumped by a dozen goblins. At the start of the battle, Goodgulf has the spells **mage armor** and **fox's cunning** cast on himself. His spell pool looks like this: *Total*: 10 (8+2 for **fox's cunning**), *Available*: 7, *In-Use*: 3 (**fox's cunning** and **mage armor**), *Spent*: 0.

On the first turn, Goodgulf casts **enlarge person** on his group's fighter. He spends one token from his pool and casts it at caster level 2. His spell pool looks like so: *Total* 10, *Available* 6, *In-Use*: 4, *Spent*: 0.

On turn two, Goodgulf has been attacked by some of the goblins, so he decides to unleash the awesome power of the Firehammer, also known as his **burning hands** spell. **Burning hands** cast at caster level 4 costs two tokens, which go into his *spent* pool. His spell pool becomes: *Total* 10, *Available* 4, *In-Use*: 4, *Spent*: 2.

Round three is looking good for Goodgulf, so he only launches an **acid orb** at a fleeing goblin. His token pool: *Total* 10, *Available*: 4, *In-Use*: 4, *Spent*: 2. No tokens are spent because **acid orb** cast at caster level 0 does not cost any tokens at all for him to cast.

Round four is a bad round. It looks like the goblins have a couple of ogres working for them, and the fleeing goblins were bringing them to bear on the group. Never fearing, Goodgulf casts a **scorching ray** at one of the ogres. A second level spell cast at caster level 4 costs him two tokens, which again move into his *spent* pool. His token pool is now: *Total* 10, *Available* 2, *In-Use*: 4, *Spent*: 4.

Round five is a worse round. The two ogres proceed to smash through the rest of Goodgulf's team and get right up to him. This round he casts **mirror image**, a level two spell, which costs two tokens. Goodgulf's pool is now: *Total*: 10, *Available*: 0, *In-Use*: 6, *Spent*: 4.

Round six is the point where Goodgulf's **fox's cunning** spell gives out. As a result he must deal with the issue of negative tokens, as we have discussed above!

A sample Character

Goodgulf Firehammer: Male Human Token Wizard level 4; CR 4; Medium Humanoid; HD 4D6, HP 21; Init +1; Spd 30 ft; AC 12, touch 11, Flat-Footed 11; Base Atk +2; Grp +2; Attack +3 melee: quarterstaff (1D6), +3 ranged: dagger (1D4); SA Spells; SQ Familiar; AL CG; SV Fort +3; Ref +3; Will +5; St 10, Dx 12, Con 12, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +8, Knowledge (Arcana) +14, Knowledge (Architecture and Engineering) +11, Knowledge (History) +11, Knowledge (The Planes) +11, Profession (Sage) +4, Spellcraft +11; Craft Wondrous Item, Scribe Scroll, Skill Focus: knowledge: arcana, Still Spell.

Languages: Common, Draconic, Dwarvish, Elvish, Orcish.

Wizard Spells: Caster Level 4; 0—Acid Splash, Detect Magic, Disrupt Undead, Light, Mage Hand, Mending, Prestidigitation; 1—Burning Hands, Enlarge Person, Expeditious Retreat, Feather Fall, Mage Armor, Magic Missile, Shield; 2—Acid Arrow, Detect Thoughts, Invisibility, Fox's Cunning, Mirror Image, Scorching Ray, Web. Spell Tokens: 8.

Possessions: Masterwork Quarterstaff, two daggers, Ring of Protection +1, Cloak of Resistance +1, Potion of Cure light wounds (3) (1D8+1).