



EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Amulet of Natural Armor +2</b>	Equipped	1	0.0	8000.0	
<b>Arrows + of Flaming</b>	Backpack	8	3.0	3321.0	
(Arrows +1 (20/Flaming)), +1d6 fire damage			(24.0)	(26568.0)	
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WEIGHT ALLOWANCE			
Light	50	Medium	100
Lift over head	150	Lift off ground	300
		Heavy	150
		Push / Drag	750

  

MONEY	
1 x Crystal found in Tomb (1) [Backpack]	
	Total = 1.0 gp

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1 x Crystal found in Tomb (1) [Backpack]	Total = 1.0 gp

FEATS	
Banish Magical Might	Add ability score bonus to spell resistance checks
Collegiate Wizard	Begin play with six 1st level plus 1 per point of INT modifier. Each wizard level you may add four spells to your spellbook.
Modify Spell	Laden spell has additional power
Sculpt Spell	Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. or 120-ft.-line. Use slot one level higher.
Skill Focus (Knowledge (Religion))	You get a +3 bonus on all checks involving that skill.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Oracle Domain granted	
Prescient Sense	
Scribe Scroll	You can create a scroll of any spell that you know.
Scry Bonus	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative	You get a +4 bonus on initiative checks.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells(Ray), Unarmed Strike	

TEMPLATES
Elf Wizard Lv:1
Truename
Divine Oracle ~ Wizard Base Class

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## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Fireburst	19	Reflex half	1 standard	Instantaneous	10 ft.	V,S,M	Yes	Evocation [Fire]	SC: Pg.93
<i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage.						<i>Target:</i> Burst of fire extending 10 ft			<i>Caster Level:</i> 9	
* =Domain/Speciality Spell										

# Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6	6	5	4	2	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.	17	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 9	PHB: pg.196
<b>Amanuesis</b> <i>Effect:</i> Copies 250 words per minute.	17	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 9	SC: Pg.9
<b>Arcane Mark</b> <i>Effect:</i> Inscribes a personal rune [visible or invisible].	17	None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 9	PHB: pg.201
<b>Caltrops</b> <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.	17	None	1 standard action	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 9	SC: Pg.42
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	17	None	1 standard action	1 minute/level [D]	Medium (190 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: pg.216
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	17	Will negates	1 standard action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 9	PHB: pg.217
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	17	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 11	PHB: pg.219
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Divination <i>Caster Level:</i> 11	PHB: pg.219
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.	17	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 9	PHB: pg.223
<b>Electric Jolt</b> <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	17	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 9	SC: Pg.78
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	17	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 9	PHB: pg.232
<b>Ghost Sound</b> <i>Effect:</i> Fgment sounds.	17	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 9	PHB: pg.235
<b>Launch Bolt</b> <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.	17	None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 9	SC: Pg.130
<b>Launch Item</b> <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.	17	None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 9	SC: Pg.130
<b>Light</b> <i>Effect:</i> Object shines like a torch.	17	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: pg.248
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	17	None	1 standard action	Concentration	Close (45 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 9	PHB: pg.249
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 9	PHB: pg.253
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.	17	None	1 standard action	10 minutes/level	Medium (190 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 9	PHB: pg.253
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	17	Will negates (object)	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 9	PHB: pg.258
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	17	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 9	PHB: pg.264
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	17	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 9	PHB: pg.269
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	17	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 11	PHB: pg.269
<b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.	17	None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 9	SC: Pg.173
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	17	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 9	PHB: pg.272
<b>Silent Portal</b> <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	17	Will negates [object]	1 standard action	1 minute/level [D]	Close (45 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 9	SC: Pg.190
<b>Sonic Snap</b> <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	17	Will partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 9	SC: Pg.195
* =Domain/Specialty Spell									

## Wizard Spells

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<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Sticks one object to another; see text.</div> </div> <div> <div> <div> <div> <div>Target:</div> <div>Nonmagical, unattended object weighing up to 5lbs</div> </div> <div> <div>Caster Level:</div> <div>9</div> </div> </div> </div> </div> </div></div>
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div> <div> <div> <div> <div>17</div> <div>Fortitude negates</div> </div> <div> <div>1 standard</div> <div>1 round/level action</div> </div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes</div> <div>Necromancy</div> <div>PHB: pg.294</div> </div> </div> </div></div>
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Touch attack fatigues target.</div> </div> <div> <div> <div> <div> <div>Target:</div> <div>Creature touched</div> </div> <div> <div>Caster Level:</div> <div>9</div> </div> </div> </div> </div> </div></div>

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Benign Transposition	18	None	1 standard action	Instantaneous	Medium (190 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
Effect: Two target creatures instantly swap positions.					Target: Two willing creatures of up to Large size			Caster Level: 9	
Burning Hands	18	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
Effect: 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst			Caster Level: 9	
Color Spray	18	Will negates	1 standard action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.					Target: Cone-shaped burst			Caster Level: 9	
Comprehend Languages	18	None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
Effect: You understand all spoken and written languages.					Target: You			Caster Level: 11	
Deep Breath	18	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.61
Effect: Your lungs are constantly filled with air for the duration of the spell.					Target: You			Caster Level: 9	
Disguise Self	18	None	1 standard action	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: pg.222
Effect: Changes your appearance.					Target: You			Caster Level: 9	
Distract Assailant	18	Will negates	1 swift action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
Effect: Target is flatfooted till next turn.					Target: One creature			Caster Level: 9	
Enlarge Person	18	Fortitude negates	1 round	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
Effect: Creatures size increases to next category					Target: One humanoid creature			Caster Level: 9	
Expeditious Retreat	18	None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
Effect: Your speed increases by 30 ft.					Target: You			Caster Level: 9	
Grease	18	See text	1 standard action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.237
Effect: Makes 10-ft. square or one object slippery.					Target: One object or a 10-ft. square			Caster Level: 9	
Orb of Fire, Lesser	18	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.					Target: One orb of fire			Caster Level: 9	
Ray of Clumsiness	18	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Abjuration	SC: Pg.166
Effect: Interferes with magical animation dealing 1d6 per caster level [max 15d6].					Target: Ray and One construct			Caster Level: 9	
Scholar's Touch	18	None	1 standard action	Concentration, up to 11 rounds	Personal	V,S,M,F	No	Divination	DoomDrea: Races of Destiny Pg.167
Effect: Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					Target: One book/round			Caster Level: 11	
Silent Image	18	Will disbelief (if interacted with)	1 standard action	Concentration	Long (760 ft.)	V,S,F	No	Illusion (Figment)	PHB: pg.279
Effect: Creates minor illusion of your design.					Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]			Caster Level: 9	
Tenser's Floating Disk	18	None	1 standard action	1 hour/level	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
Effect: Creates 3-ft.-diameter horizontal disk that holds 900 lbs					Target: 3-ft.-diameter disk of force			Caster Level: 9	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Black Karma Curse	19	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	PHB II: pg.103
Effect: If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.					Target: One creature				
False Life	19	None	1 standard action	1 hour/level or until discharged; see text	Personal	V,S,M	No	Necromancy	PHB: pg.229
Effect: Gain 1d10 +1/level [max +10] temporary hp					Target: You			Caster Level: 9	
Force Ladder	19	None	1 standard action	1 minute/level	Close (45 ft.)	V,S,F	No	Evocation [Force]	SC: Pg.97
Effect: Creates a ladder from 10 to 60 ft. long by 2 ft. wide.					Target: One ladder of force 2 ft. wide and anywhere from 10 to 60 ft. long			Caster Level: 9	
Glitterdust	19	Will negates (blinding only)	1 standard action	1 round/level	Medium (190 ft.)	V,S,M	No	Conjuration (Creation) Caster Level: 9	PHB: pg.236
Effect: Blinds creatures, outlines invisible creatures.					Target: Creatures and objects within 10-ft.-radius spread				
Ironthunder Horn	19	Reflex negates	1 standard action	Instantaneous	30 ft.	V,S	Yes	Transmutation [Sonic] Caster Level: 9	SC: Pg.126
Effect: Creatures must save or be knocked prone.					Target: Cone-shaped burst				
Knock	19	None	1 standard action	Instantaneous; see text	Medium (190 ft.)	V	No	Transmutation	PHB: pg.246
Effect: Opens locked or magically sealed door.					Target: One door, box, or chest with an area of up to 10 sq. ft./level			Caster Level: 9	
Mechanus Mind	19	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: Pg.140
Effect: Subject +4 resistance bonus on Will saves; see text					Target: Creature touched				
Mirror Image	19	None	1 standard action	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
Effect: Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					Target: You			Caster Level: 9	
Protection from Arrows	19	Will negates (harmless)	1 standard action	1 hour/level or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	PHB: pg.266
Effect: Subject immune to most ranged attacks.					Target: Creature touched			Caster Level: 9	

\* =Domain/Speciality Spell

## Wizard Spells

Ray of Stupidity	19	None	1 standard action	Instantaneous	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: Pg.167
<i>Effect:</i> Ranged touch attack takes 1d4+1 Intelligence damage.					<i>Target:</i> Ray				
Scorching Ray	19	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Fire] Caster Level: 9	PHB: pg.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text]				
Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic] Caster Level: 9	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
Shroud of Undeath	19	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy Caster Level: 9	SC: Pg.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You				
Slide, Greater	19	Will negates	1 standard action	Instantaneous	Medium (190 ft.)	V	Yes	Transmutation Caster Level: 9	SC: Pg.192
<i>Effect:</i> Slide the subject 20 feet in any direction; does not provoke attack of opportunity.					<i>Target:</i> One creature				
Spectral Hand	19	None	1 standard action	1 minute/level [D]	Medium (190 ft.)	V,S	No	Necromancy Caster Level: 9	PHB: pg.282
<i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.					<i>Target:</i> One spectral hand				
Web	19	Reflex negates; see text	1 standard action	10 minutes/level [D]	Medium (190 ft.)	V,S,M	No	Conjuration (Creation) Caster Level: 9	PHB: pg.301
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.					<i>Target:</i> Webs in a 20-ft.-radius spread				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alter Fortune	20	None	1 immediate action	Instantaneous	Close (50 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 11		
Chain Missile	20	None	1 standard action	Instantaneous	Long (760 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.44
<i>Effect:</i> Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+10] each to the primary target, each secondary target takes only 1d4+1 from one missile.					<i>Target:</i> One creature, + one/2 levels which must be within 30 ft. of the primary target		<i>Caster Level:</i> 9		
Corpse Candle	20	None	1 standard action	1 minute/level [D]; see text	Close (45 ft.)	S,M	No	Conjuration (Creation) Caster Level: 9	SC: Pg.53
<i>Effect:</i> Create ghostly hand and candle that sheds 5 ft. of light, you can direct it to move 50 ft. a round. Reveals hidden, ethereal, and invisible beings and items.					<i>Target:</i> Ghostly hand and candle				
Dispel Magic	20	None	1 standard action	Instantaneous	Medium (190 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 9		
Dragonskin	20	N/A	1 standard action	10 minutes/level	Personal	S,M	N/A	Transmutation	SC: Pg.73
<i>Effect:</i> Gain armor enhancement bonus of +1/2 levels [max +5] and energy resistance 10 [20 after 10th level] to one energy type.					<i>Target:</i> You		<i>Caster Level:</i> 9		
Enhance Familiar	20	None	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Universal	SC: Pg.81
<i>Effect:</i> Grants familiar +2 bonus on saves, attack rolls and melee damage, as well as a +2 bonus to AC.					<i>Target:</i> Familiar touched		<i>Caster Level:</i> 9		
Haste	20	Fortitude negates (harmless)	1 standard action	1 round/level	Close (45 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
Mage Armor, Greater	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force] Caster Level: 9	SC: Pg.136
<i>Effect:</i> As mage armor, except gain +6 armor bonus.					<i>Target:</i> Creature touched				
Magic Circle against Evil	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good] Caster Level: 9	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
Phantom Steed	20	None	10 minutes	1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation) Caster Level: 9	PHB: pg.260
<i>Effect:</i> Magic horse appears for 1 hour/level.					<i>Target:</i> One quasi-real, horselike creature				
Scintillating Sphere	20	Reflex half	1 standard action	Instantaneous	Long (760 ft.)	V,S,M	Yes	Evocation [Electricity] Caster Level: 9	SC: Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.					<i>Target:</i> 20-ft.-radius burst				
Shrink Item	20	Will negates (object)	1 standard action	1 day/level; see text	Touch	V,S	Yes (object)	Transmutation	PHB: pg.279
<i>Effect:</i> Object shrinks to one-sixteenth size.					<i>Target:</i> One touched object of up to 2 cu. ft./level		<i>Caster Level:</i> 9		
Spell Vulnerability	20	Fortitude negates	1 round	1 minute/level	Close (45 ft.)	V,S	No	Transmutation	SC: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
Subsequent Silence	20	None [object]	1 standard action	24 hours or until discharged, then 6 rounds; see text	Touch	V,S,M	No [object]	Illusion (Glamer) Caster Level: 9	SC: Pg.216
<i>Effect:</i> Imbue object with held silence spell until command word is used.					<i>Target:</i> One object				
Tongues	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Tremorsense	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SC: Pg.224
<i>Effect:</i> You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground.					<i>Target:</i> You		<i>Caster Level:</i> 9		
Vampiric Touch	20	None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: pg.298
<i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Baleful Blink	21	Fortitude negates	1 standard action	1 round/level	Close (45 ft.)	V	No	Transmutation	PHB II: pg.102
<i>Effect:</i> Creature has 50% miss chance on any attack. No miss chance to hit affected creature.					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
☐☐☐☐ Celerity	21		1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a standard action as if you had readied an action. You are dazed until the end of your next turn.					<i>Target:</i> You			<i>Caster Level:</i> 9	
* =Domain/Speciality Spell									



## Wizard Spells

□□□□□ Dimensional Anchor	21	None	1 standard action	1 minute/level	Medium (190 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray		<i>Caster Level:</i> 9		
□□□□□ Evard's Black Tentacles	21	None	1 standard action	1 round/level [D]	Medium (190 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.228
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 9		
□□□□□ Forceward	21	Will negates; see text	1 round	1 minute/level	15 ft.	V,S	Yes	Abjuration [Force]	SC: Pg.98
<i>Effect:</i> Create an unmoving, transparent sphere of force centered on you; see text					<i>Target:</i> 15-ft.-radius sphere centered on you		<i>Caster Level:</i> 9		
□□□□□ Invisibility, Greater	21	Will negates (harmless)	1 standard action	1 round/level [D]	Personal or touch	V,S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: pg.245
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 9		
□□□□□ Know Vulnerabilities	21	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Divination	SC: Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature		<i>Caster Level:</i> 11		
□□□□□ Orb of Acid	21	Fortitude partial; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d6 points of acid damage per caster level [max 15d6]. Fort save to avoid becoming sick for 1 round.					<i>Target:</i> One orb of acid		<i>Caster Level:</i> 9		
□□□□□ Otiluke's Resilient Sphere	21	Reflex negates	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Evocation [Force]	PHB: pg.258
<i>Effect:</i> Force globe protects but traps one subject.					<i>Target:</i> 1 ft./level diameter sphere, centered around a creature		<i>Caster Level:</i> 9		
□□□□□ Polymorph	21	None	1 standard action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.263
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 9		
□□□□□ Vortex of Teeth	21	None	1 standard action	1 round/level [D]	Medium (190 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.					<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]		<i>Caster Level:</i> 9		
□□□□□ Wall of Fire	21	None	1 standard action	Concentration + 1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage					<i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high		<i>Caster Level:</i> 9		

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Anticold Sphere	22	None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: Pg.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 9		
□□□□□ Dimension Shuffle	22	Will negates; see text	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Conjuration (Teleportation)	PHB II: pg.110
<i>Effect:</i> Teleport any subject creature to any other spot within 30 ft. [See restrictions in text].					<i>Target:</i> One creature/level, no two of which can are more than 30 ft. apart		<i>Caster Level:</i> 9		
□□□□□ Feeblemind	22	Will negates; see text	1 standard action	Instantaneous	Medium (190 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.229
<i>Effect:</i> Subject's Int and Cha drop to 1.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
□□□□□ Fire Shield, Mass	22	Will negates [harmless]	1 round	1 round/level [D]	Close (45 ft.)	V,S,M	Yes [harmless]	Evocation [Fire or Cold]	SC: Pg.92
<i>Effect:</i> Creatures attacking subjects take fire damage; you're protected from heat or cold.					<i>Target:</i> One or more allied creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
□□□□□ Hidden Lodge	22	None	10 minutes	24 hours	Close (45 ft.)	V,S,F	No	Conjuration (Creation)	SC: Pg.113
<i>Effect:</i> As leomund's secure shelter, except it is camouflaged.					<i>Target:</i> 20-ft.-square structure		<i>Caster Level:</i> 9		
□□□□□ Leomund's Secret Chest	22	None	10 minutes	Sixty days or until discharged	See text	V,S,F	No	Conjuration (Summoning)	PHB: pg.247
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.					<i>Target:</i> One chest and up to 1 cu. ft./level. of goods		<i>Caster Level:</i> 9		
□□□□□ Lucent Lance	22	None	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray		<i>Caster Level:</i> 9		
□□□□□ Mordenkainen's Faithful Hound	22	None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog		<i>Caster Level:</i> 9		
□□□□□ Rary's Telepathic Bond	22	None	1 standard action	10 minutes/level [D]	Close (50 ft.)	V,S,M	No	Divination	PHB: pg.268
<i>Effect:</i> Link lets allies communicate.					<i>Target:</i> You plus One willing creature/per 3 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
□□□□□ Teleport	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.292
<i>Effect:</i> Instantly transports you as far as 100 miles/level.					<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 9		

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Legend Lore	23	None	See text	See text	Personal	V,S,M,F	No	Divination	PHB: pg.246
<i>Effect:</i> Lets you learn tales about a person, place, or thing.					<i>Target:</i> You		<i>Caster Level:</i> 11		
□□□□□ Planar Binding	23	Will negates	10 minutes	Instantaneous	Close (45 ft.)	V,S	No and Yes; see text	Conjuration (Calling)	PHB: pg.262
<i>Effect:</i> As lesser planar binding, but up to 12 HD.					<i>Target:</i> Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear		<i>Caster Level:</i> 9		

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Forcecage	24	None	1 standard action	2 hours/level [D]	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.233
<i>Effect:</i> Cube or cage of force imprisons all inside.					<i>Target:</i> Barred cage 20 or windowless cell 10		<i>Caster Level:</i> 9		

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Celerity, Greater	25		1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a full action or [standard and move action] as if you had readied an action. You are dazed until the end of your next turn.					<i>Target:</i> You		<i>Caster Level:</i> 9		
□□□□□ Discern Location	25	None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 11		

\* =Domain/Specialty Spell

Wizard Spells

▣▣▣▣▣▣ Excavate	25	None	1 standard	Instantaneous	Close (45 ft.)	V,S,M	No	Transmutation	SC: Pg.85
<i>Effect:</i> As with passwall, create tunnel/passage through wooden, plaster or stone walls, but not through metal or harder material.					<i>Target:</i> One 5-ft.-by 8 ft. opening, 1 ft. deep/level			<i>Caster Level:</i> 9	
* =Domain/Specialty Spell									





Pryad



Elf, Fire
RACE
132
AGE
Male
GENDER
Low-light
VISION
Lawful Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
120 lbs.
WEIGHT
Violet - It red
EYE COLOUR
Gray
SKIN COLOUR
Flame Orange,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
Sulasspryn
RESIDENCE
Thar
LOCATION
None
REGION

Description:  
Spell Points: 143

Biography:

## Notes:

Character Sheet Notes: