

Fox (Mage Blade)

NAME
MB15
CLASS
15
Character Level

105000
EXPERIENCE
120000
NEXT LEVEL

Nick Fuller

PLAYERNAME
Half-Elf
RACE
17
AGE

Medium
SIZE
Male
GENDER

DEITY
5' 10"
HEIGHT
170 lbs.
WEIGHT
EYES
HAIR

Neutral Good

ALIGNMENT
Low-light
VISION
-1
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	18	+4	20	+5	20	+5	131				Walk 40 ft.
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	30	27	16	10
CON Constitution	12	+1	12	+1	12	+1	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INT Intelligence	17	+3	17	+3	17	+3	INITIATIVE modifier	+9	+3	+6	SHIELD BONUS
WIS Wisdom	11	+0	11	+0	11	+0	TOTAL	DEX MODIFIER	MISC MODIFIER	STAT	SIZE
CHA Charisma	13	+1	13	+1	13	+1	BASE ATTACK bonus	+11/+6/+1		NATURAL	MISC
										MISS CHANCE	MISS
											ARCANE SPELL FAILURE
											ARMOR CHECK PENALTY
											SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	+6	+1	+2	+0	+0		
REFLEX (dexterity)	+11	+6	+3	+2	+0	+0		
WILL (wisdom)	+8	+6	+0	+2	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+16/+11/+6	+11/+6/+1	+5	+0	+0	+0	
RANGED attack bonus	+14/+9/+4	+11/+6/+1	+3	+0	+0	+0	
GRAPPLE attack bonus	+16/+11/+6	+11/+6/+1	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+16/+11/+6	1d3+5	20/x2	5 ft.

*Fox's Staff	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B/B	M	19-20/x2/2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+21/+16/+11/+21	2d8+13/+10				
Special Properties	Head1: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Head2: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*Fox's Staff (Head 1 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B	M	19-20/x2	5 ft.
To Hit	Dam		To Hit		Dam
1H-P	N/A	2d8+13	2W-P-(OH)	N/A	2d8+13
1H-O	N/A	2d8+10	2W-P-(OL)	+21/+16/+11	2d8+13
2H	+23/+18/+13	2d8+15	2W-OH	+21	2d8+10
Special Properties	Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*Fox's Staff (Head 2 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+23/+18/+13	2d8+15				
Special Properties	Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +2	Medium	+10	+3	-3	25
30hp/inch and 15 hardness					
*Amulet of Natural Armor +4		+4		+0	0
*Ring of Protection +3		+3		+0	0

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
SKILL NAME					RANKS	MISC MODIFIER
✓ Appraise	INT	3	=	3	+	+
✓ Balance	DEX	2	=	3	+	-1
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	2	=	5	+	-3
✓ Concentration	CON	1	=	1	+	+
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	5	=	1	+ 2.0	2
✓ Disguise	CHA	1	=	1	+	+
✓ Escape Artist	DEX	0	=	3	+	-3
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	3	=	1	+	2
✓ Heal	WIS	0	=	0	+	+
✓ Hide	DEX	9	=	3	+ 9.0	-3
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	8	=	5	+	3
Knowledge (Arcana)	INT	15	=	3	+ 12.0	+
Knowledge (Dungeoneering)	INT	13	=	3	+ 8.0	2
✓ Listen	WIS	10	=	0	+ 9.0	1
✓ Move Silently	DEX	9	=	3	+ 9.0	-3
✗ Psychic (Enhance Ability)	WIS	5	=	0	+ 5.0	+
✗ Psychic (Enhance Senses)	WIS	1	=	0	+ 1.0	+
✗ Psychic (Mental Contact)	CHA	6	=	1	+ 5.0	+
✗ Psychic (Psychic Healing)	WIS	1	=	0	+ 1.0	+
✓ Ride	DEX	3	=	3	+	+
✓ Search	INT	5	=	3	+ 1.0	1
✓ Sense Motive	WIS	4	=	0	+ 4.0	+
Spellcraft	INT	16	=	3	+ 11.0	2
✓ Spot	WIS	10	=	0	+ 9.0	1
✓ Survival	WIS	5	=	0	+ 5.0	+
✓ Swim	STR	-1	=	5	+	-6
✓ Tumble	DEX	6	=	3	+ 6.0	-3
✓ Use Rope	DEX	5	=	3	+ 2.0	+
			=		+	+
			=		+	+

✓: can be used untrained. ✗: exclusive skills

Laser (Holdout)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	F	M	20/x2	5 ft.
	30 ft.	75 ft.	150 ft.	225 ft.	300 ft.		
TH	+10/+5/+0	+10/+5/+0	+8/+3/-2	+6/+1/-4	+4/-1/-6		
Dam	1d10	1d10	1d10	1d10	1d10		
Special Properties							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +4	Equipped	1	0.0	32000.0	
Backpack	Equipped	1	2.0	2.0	
3 lbs., 1 Blanket (Winter)					
Blanket (Winter)	Backpack	1	3.0	0.5	
Bracers of Ogre Power	Equipped	1	0.0	500.0	
Enhancement bonus to ability %CHOICE					
Cloak of Resistance +2	Equipped	1	1.0	4000.0	
Fox's Staff	Equipped	1	2.0	80600.0	
Head1: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Head2: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
Full Plate +2	Equipped	1	25.0	14500.0	
30hp/inch and 15 hardness					
Laser (Holdout)	Carried	1	1.0	200.0	
0 lbs.					
Noble's Outfit	Equipped	1	10.0	75.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Dungeoneering Bonus	Equipped	1	0.0	1000.0	
Spell Component Pouch	Carried	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Carried	1	3.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			39 lbs.	150897.5 gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MAGIC
Fox's Battle Short Staff+4 2d8+4
-Pyschic Weapon: Add 3d8 to weapon damage Duration: 1 round per level Costs: 3 strain
Shimmering Shield +6 Deflection AC Bonus for 10 rounds

OTHER COMPANIONS
Desire' = Donnamarie
Jessabelle = Bekah
Lu = Phil
Turk = Jason
Grom = Tim

Gian = Dan
Lo = Cody
Aaron = Richard

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects.
Athame Defense ~ Anyone other than you picking up the Athame will be attacked
Athame ~ Basic empathic link with the mage blade, so the character always knows where the weapon is (distance and direction). +4 enhancement bonus
Elven Blood
Familiarity With Magic (Ex) ~ Gain +2 competence bonus to all saving throws against spells and spell-like abilities (including magic items). Further gain a +2 competence bonus to Armor Class against spells requiring attack rolls.
Immunity to magic sleep effects.
Shimmering Shield (Sp) ~ Call a shimmering aura that grants a +2 deflection bonus to Armor Class per four class levels. Standard action, lasts 1 round/level.
Slice Through Wardings (Su) ~ Once per day per class level, the mage blade can ignore all magic-based protections (Armor Class bonuses, defensive field, and so on) on a foe in a single attack with the athame. (Must declare use before attack).
Sprightly Step (Ex) ~ Gains proficiency with medium armor and retains a normal movement rate.
Summon Athame (Free Action)

FEATS	
Born to the Blade	Gain a +2 bonus on initiative and +1 bonus on save DCs.
Cleave	Take immediate, extra melee attack if you drop opponent.
Complex Spell	Caster can ready complex spells of one spell level
Fleet of Foot	+10 feet bonus to ground speed
Great Cleave	As Cleave, but unlimited.
Improved Athame Defense	Cast without provoking attacks of opportunity while using athame.
Improved Initiative	+4 bonus on initiative checks.
Power Attack	You can subtract up to 11 from all melee attack rolls and apply same to all melee damage rolls.
Speed Burst	You can take an extra move action 7 times per day
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Focus (Quarterstaff)	+1 bonus on all attack rolls with selected weapon.
Weapon Specialization* (Quarterstaff)	+2 bonus to damage rolls with one weapon
Wild Talent (Psychic (Mental Contact), Psychic (Enhance Senses), Psychic (Enhance Ability), Psychic (Psychic Healing))	
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Improved Toughness	Gain hp equal to your current HD
Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Simple Weapon Proficiency	Use simple weapons normally.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword Staff, Unarmed Strike

LANGUAGES
Celestial, Common, Draconic, Elven, Sylvan

TEMPLATES
Psychic Wild Feat Pool
Truename

Mage Blade Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Acid Splash <i>Effect:</i> A globe of acid strikes your target for 1d3 points of damage.		None	Standard action	Instantaneous	Close (60 ft.)		No	Conjuration (Creation) [Acid] Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animated Tattoo <i>Effect:</i> Creates a moving image on a subject's body.		None	One hour	Permanent	Touch		No	Illusion [Faen, Runic] Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Assess Creature <i>Effect:</i> Determine the HD of one creature.	14	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Divination Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bash <i>Effect:</i> Caster gets a +2 competence bonus to next melee attack roll.			Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccai] Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Canny Effort <i>Effect:</i> Caster gains +2 competence bonus on next skill check.			Standard action	Until discharged 0 [D]	Personal			Transmutation Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Clarity of Mind <i>Effect:</i> Grants +1 bonus to Concentration checks.		None	Standard action	1 round/level	Personal		No	Enchantment (Compulsion) Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Comrade's Trail <i>Effect:</i> You create a magical trail only your friends can see.		None	Standard action	One hour/level [D]	Touch		Yes	Conjuration (Creation) [Truename] Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Contact <i>Effect:</i> Sends mental message to creature touched.	14	Will negates	Standard action	Instantaneous	Touch		Yes	Divination [Mind-Affecting, Psionic] Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Disease <i>Effect:</i> Detects and identifies a disease.		None	Standard action	Instantaneous	Close (60 ft.)		No	Divination Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Magic <i>Effect:</i> Detects and identifies magical auras.		None	Standard action	Concentration, up to one minute/level [D]	60 feet		No	Universal Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Poison <i>Effect:</i> Detects and identifies poisons.		None	Standard action	Instantaneous	Close (60 ft.)		No	Divination Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Disrupt Undead <i>Effect:</i> Ray deals 1d6 points of damage to undead.		None	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Positive Energy] Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Enchanting Flavor <i>Effect:</i> Gives food better flavor and caster +2 bonus to Charisma checks against diners.		None	1 full round	Instantaneous	Touch		No	Transmutation [Faen, Mind-Affecting] Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Faen Glow <i>Effect:</i> Creates magical lights.		None	Standard action	One minute [D]	Medium (250 ft.)		No	Evocation [Faen, Light] Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ghost Sound <i>Effect:</i> Creates illusionary sounds.	14	Will disbelief (if interacted with)	Standard action	1 round/level [D]	Close (60 ft.)		No	Illusion Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Glowglobe, Lesser <i>Effect:</i> Creates nonmoving magical globe of light.		None	Standard action	10 minutes/level [D]	0 feet		No	Evocation [Faen, Light] Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hygiene <i>Effect:</i> Cleans one creature and gives +1 circumstance bonus to saves against disease.	14	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation Caster Level: 15	AE: Arcana Evolved
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ignore <i>Effect:</i> Distracted creature suffers a #5 penalty to Spot and Listen checks.	14	Will negates	One standard action	1 round	Close (60 ft.)		Yes	Enchantment (Charm) [Mind-Affecting, Psionic] Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Keep Dry <i>Effect:</i> One object resists water.		None	Standard action	Eight hours [D]	Touch		No	Abjuration Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Keep Fresh <i>Effect:</i> 1 lb. of food does not spoil		None	Standard action	24 hours	Touch		No	Abjuration Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Know Talent <i>Effect:</i> You learn which skill the target has the most ranks in.	14	Will negates	One standard action	Instantaneous	Touch		Yes	Divination [Mind-Affecting, Psionic] Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Learn Heritage <i>Effect:</i> Conveys details about family and ancestry of subject.	14	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Divination Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Light as a Feather <i>Effect:</i> Negates the armor check penalty for your armor and shield.			One standard action	1 round + 1 round/two levels	Personal			Divination Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Long Flame <i>Effect:</i> Candle, torch, or lantern burns much longer than normal.		None	Standard action	See text	Touch		No	Transmutation [Fire, Light] Caster Level: 15	ST: null
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mental Alarm <i>Effect:</i> Alerts you to events.		None	Standard action	One hour/level	Close (60 ft.)		No	Divination [Psionic] Caster Level: 15	ST: null

* =Domain/Specialty Spell

Mage Blade Spells

Minor Illusion	14	Will negates (disbelief)	Standard action	1 round/level [D]	0 feet	No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusion of nonmoving object in caster's hand.					<i>Target:</i> An image up to 6 inches on allsides		<i>Caster Level:</i> 15	
Minor Ward	14	See text	10 minutes	One day/level	Touch	Yes (object)	Abjuration	ST: null
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 20 square feet		<i>Caster Level:</i> 15	
Monkey Climb			Standard action	1 round/level	Personal		Transmutation [Faen]	ST: null
<i>Effect:</i> Grant yourself a +5 bonus to one Climb check.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Preserve Ice		None	Standard action	24 hours	Touch	No	Transmutation [Cold]	ST: null
<i>Effect:</i> Ice you touch will not melt.					<i>Target:</i> 1-foot cube of ice		<i>Caster Level:</i> 15	
Quick Boost		None	Standard action	1d4 rounds [D]	Touch	Yes	Transmutation [Positive Energy]	ST: null
<i>Effect:</i> Gives +2 bonus to Strength, Dexterity, or Constitution score of one subject.					<i>Target:</i> One living creature		<i>Caster Level:</i> 15	
Read Magic			Standard action	10 minutes/level	Personal		Divination	AE: Arcana Evolved
<i>Effect:</i> Caster can read magical writing, including scrolls and runes.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Remove Minor Malady	14	Fortitude negates (harmless)	Standard action	Instantaneous	Touch	Yes (harmless)	Transmutation [Positive Energy]	ST: null
<i>Effect:</i> Remove a minor physical malady from the target touched.					<i>Target:</i> One living creature		<i>Caster Level:</i> 15	
Repair, Lesser	14	Will negates (harmless,object)	Standard action	Instantaneous	10 feet	Yes (harmless,object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Repairs one small broken object and repairs 1d10 points of damage to damaged object.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 15	
Saving Grace			Standard action	One round/level [D]	Personal		Abjuration	AE: Arcana Evolved
<i>Effect:</i> Provides +1 luck bonus to one type of saving throw.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Scent Bane	14	Will negates(harmless)	Standard action	One minute/level [D]	Touch	Yes (harmless)	Abjuration [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Negates scent ability.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 15	
Seeker			Standard action	Until discharged 0 [D]	Personal		Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gets a +2 competence bonus to next ranged attack roll.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Sense Thoughts	14	Will negates	Standard action	Concentration 0	Close (60 ft.)	Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Reveals the location and emotional state of any target the caster cast contact upon in the last 24 hours.					<i>Target:</i> One creature		<i>Caster Level:</i> 15	
Sun Bond			Standard action	Instantaneous	Personal		Divination [Litorian,ST: null Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> You know the direction of the coming sunrise.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Touch of Weakness	14	Fortitude negates	Standard action	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch attack temporarily damages Strength by 1 point.					<i>Target:</i> One creature		<i>Caster Level:</i> 15	
Trust			One standard action	1 round	Personal		Transmutation [Mind-Affecting, Psionic]	ST: null
<i>Effect:</i> Gain a +5 bonus to one Bluff or Diplomacy check made the next round.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Warrior's Competence	14	Will negates (harmless)	Standard action	One minute or until discharged	Touch	Yes (harmless)	Divination [Litorian]ST: null	
<i>Effect:</i> Gain a +1 bonus on attack roll, save, or skill check.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Web Splat	14	Reflex negates	Standard action	1 round/level or until destroyed	Close (60 ft.)	Yes	Conjuration (Creation)	ST: null
<i>Effect:</i> Creates tiny glob of sticky substance.					<i>Target:</i> 3 inches by 3 inches		<i>Caster Level:</i> 15	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acrobatics			Standard action	10 minutes/level	Personal			Transmutation [Faen]	AE: Arcana Evolved
<i>Effect:</i> Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Animal Messenger	15	None (see text)	Special	One day/level	Close (60 ft.)	No		Enchantment (Compulsion) [Mind-Affecting, Psionic]	ST: null
<i>Effect:</i> You summon a Tiny creature to deliver a message for you.					<i>Target:</i> One Tiny animal		<i>Caster Level:</i> 15		
Animate Rope		None	Standard action	1 round/level	Medium (250 ft.)	No		Transmutation [Plant]	ST: null
<i>Effect:</i> Rope obeys you for 1 round/level.					<i>Target:</i> One ropelike object, length up to 50 feet + 5 feet/level [see text]		<i>Caster Level:</i> 15		
Animate Weapon		None	Standard action	Concentration 0	Close (60 ft.)	No		Transmutation	AE: Arcana Evolved
<i>Effect:</i> Allows weapon to attack on its own with caster's base attack bonus.					<i>Target:</i> A weapon you are proficient with		<i>Caster Level:</i> 15		
Arrow Deflection		None	Standard action	One minute/level	Personal	No		Transmutation	ST: null
<i>Effect:</i> You make saves to deflect incoming ranged attacks.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Bane	15	Will negates	Standard action	One minute/level	50-foot radius centered on you	Yes		Enchantment (Compulsion) [Dragon, Fear, Mind-Affecting, Psionic]	ST: null
<i>Effect:</i> Enemies in 50-foot burst take #1 penalty on attack rolls and saves against fear.					<i>Target:</i> All enemies within a 50-foot-radius burst, centered on you		<i>Caster Level:</i> 15		
Bless		None	Standard action	One minute/level	Self	Yes (harmless)		Enchantment (Compulsion) [Dragon, Mind-Affecting, Psionic]	ST: null
<i>Effect:</i> Allies in 50-foot burst gain +1 bonus on attack rolls and saves against fear.					<i>Target:</i> You and all allies within a 50-foot burst, centered on you		<i>Caster Level:</i> 15		
Bless Relationship	15	Will negates	One minute	Instantaneous	Touch	Yes		Enchantment (Charm) [Giant]	ST: null
<i>Effect:</i> Blessing grants two subjects a +1 inherent bonus to Diplomacy checks made in regard to each other					<i>Target:</i> Two creatures		<i>Caster Level:</i> 15		
Blissful Sleep		None	Standard action	Eight hours	Touch	Yes		Abjuration	ST: null
<i>Effect:</i> Target can sleep even in uncomfortable conditions.					<i>Target:</i> One willing, living creature		<i>Caster Level:</i> 15		

* =Domain/Speciality Spell

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<div>Blue Bolt</div> <div>Effect: Inflicts 1d6 points of subdual damage +1 per level on living target.</div>	None	Standard action	Instantaneous	Touch	Yes	Evocation [Faen]	ST: null
<div>Calm the Beast</div> <div>Effect: You gain a +10 bonus on Handle Animal checks, and can change the attitude of animals and magical beasts.</div>	None	Standard action	One minute/level	Close (60 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic]	ST: null
<div>Change Weapon</div> <div>Effect: Transforms a weapon into another.</div>	None	Standard action	One minute/level [D]	Touch	No	Transmutation	ST: null
<div>Charm</div> <div>Effect: Caster gains +10 bonus to Charisma checks in relation to target.</div>	15	Will negates	Standard action	Touch	Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved
<div>Cloud the Mind</div> <div>Effect: Target suffers a #4 penalty to Listen, Sense Motive, and Spot.</div>	15	Will negates	Standard action	Close (60 ft.)	Yes	Enchantment [Mind-Affecting, Psionic]	ST: null
<div>Cluatta</div> <div>Effect: Club or quarterstaff gains +1 bonus on attack and damage rolls, +2d4 damage.</div>	15	Will negates (object)	Standard action	Touch	Yes (object)	Transmutation [Plant, Litorian]	ST: null
<div>Compelling Command</div> <div>Effect: Target must obey one of three Simple,Mage Blade,Magister commands.</div>	15	Will negates	Standard action	Close (60 ft.)	Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<div>Compelling Question, Lesser</div> <div>Effect: Target must answer a question with a single-word answer.</div>	15	Will negates	Standard action	Close (60 ft.)	Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<div>Conjure Weapon, Lesser</div> <div>Effect: Creates a masterwork weapon.</div>	None	Standard action	1 round/level [D]	0	No	Conjuration [See Text]	AE: Arcana Evolved
<div>Create Water</div> <div>Effect: Create two gallons of water/level.</div>	None	Standard action	Instantaneous	Close (60 ft.)	No	Conjuration (Creation) [Water]	ST: null
<div>Crystal Shard</div> <div>Effect: Launches crystal that inflicts 1d8 +2 points of damage.</div>	None	Standard action	Instantaneous	Long (1000 ft.)	No	Conjuration (Creation) [Earth]	ST: null
<div>Curse of Damnation</div> <div>Effect: Exiles target to other plane.</div>	15	Will negates	Standard action	Medium (250 ft.)	Yes	Transmutation [Curse, Truename]	AE: Arcana Evolved
<div>Detect Animals or Plants</div> <div>Effect: Senses the presence of plants and animals.</div>	None	Standard action	Concentration, up to 10 minutes/level [D]	Long (1000 ft.)	No	Divination [Litorian,ST: null Plant, Sibeccai]	ST: null
<div>Detect Secret Doors</div> <div>Effect: Detects the presence of secret doors or compartments.</div>	None	Standard action	Concentration, up to one minute/level [D]	60 feet	No	Divination	AE: Arcana Evolved
<div>Discern Preference</div> <div>Effect: Learn the subject's preference regarding an issue you specify.</div>	15	Will negates	One minute	Instantaneous	Unlimited	Divination [Mind-Affecting, Psionic]	ST: null
<div>Disrupt Reflexes</div> <div>Effect: Target suffers a #4 penalty to initiative checks and #2 penalty to Reflex saves.</div>	15	Will negates	Standard action	Close (60 ft.)	Yes	Enchantment [Mind-Affecting, Psionic]	ST: null
<div>Endure Elements</div> <div>Effect: Target creature becomes immune to natural weather conditions.</div>	15	Will negates (harmless)	Standard action	Touch	Yes (harmless)	Abjuration [Air, Earth, Fire, Water]	ST: null
<div>Faen Fires</div> <div>Effect: Outlines targets in magical lights, making them visible.</div>	None	Standard action	One minute/level [D]	Long (1000 ft.)	Yes	Evocation [Faen, Light]	ST: null
<div>Fist of the Elemental Lord</div> <div>Effect: Inflicts 1d6 points of damage/caster level and special effect.</div>	15	See text	Standard action	Medium (250 ft.)	Yes	Conjuration [See Text]	AE: Arcana Evolved
<div>Glamour</div> <div>Effect: Illusion makes caster look attractive.</div>	15	Will disbelief (if interacted with)	Standard action	Personal	No	Illusion [Faen]	AE: Arcana Evolved
<div>Grave Ward</div> <div>Effect: One creature/level can't be detected by undead.</div>	15	Will negates (harmless) (see text)	Standard action	Touch	Yes (harmless)	Abjuration [Negative Energy]	ST: null
<div>Guilt</div> <div>Effect: One target is denied an action.</div>	15	Will negates	Standard action	Medium (250 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic]	ST: null
<div>Hunter's Walk</div> <div>Effect: You may pass without a trace in most terrain.</div>	15	Will negates (harmless)	Standard action	Touch	Yes (harmless)	Transmutation [Sibeccai]	ST: null
<div>Illusory Object, Lesser</div> <div>Effect: Creates illusion of a static object.</div>	15	Will disbelief (if interacted with)	Standard action	Long (1000 ft.)	No	Illusion	AE: Arcana Evolved
<div>Inspire Courage</div> <div>Effect: Allies gain a +1 bonus to attack and weapon damage rolls.</div>	None	Move action	See text	20 feet	Yes (harmless)	Enchantment (Charm) [Mind-Affecting, Sonic]	ST: null
<div>Instill Music</div> <div>Effect: Put a song of your choosing into another creature's mind.</div>	15	Will negates	One standard action	Close (60 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic]	ST: null
* =Domain/Speciality Spell							

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Jump	15	Will negates (harmless)	Standard action	One minute/level [D]	Touch	Yes (harmless)	Transmutation [Sibeccai]	ST: null
<i>Effect:</i> Target gains a +10 to +30 bonus on Jump checks.								
Magical Performance	None		Standard action	One minute/level	Personal	No	Transmutation	ST: null
<i>Effect:</i> Bestows +5 circumstance bonus to Perform checks.								
Magic Ward	15	Will negates (harmless)	Standard action	One minute/level [D]	Touch	No (see text)	Abjuration	ST: null
<i>Effect:</i> As magic circle, but affects only a single creature.								
Mind Stab	None		Standard action	Instantaneous	Medium (250 ft.)	Yes	Evocation [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level.								
Miracle Mount	None		1 full round	Two hours/level	Close (60 ft.)	No	Conjuration (Summoning)	ST: null
<i>Effect:</i> Summon a creature of 3 HD or less to ride.								
Mudball	None		Standard action	Instantaneous	Close (60 ft.)	No	Evocation [Earth, Water]	AE: Arcana Evolved
<i>Effect:</i> Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target.								
Oath of Speed			Standard action	One minute/level [D]	Personal		Transmutation [Litorian, Soul]	ST: null
<i>Effect:</i> Your land speed increases by 30 feet.								
Obscuring Mist	None		Standard action	One minute/level	30 feet	No	Conjuration [Air, Water]	AE: Arcana Evolved
<i>Effect:</i> Cloud of vapor obscures sight and provides concealment.								
Pattern of Sibyllic Fate	15	Will negates	Standard action	Instantaneous	Close (60 ft.)	Yes	Divination [Runic, Truename]	ST: null
<i>Effect:</i> Reveals general outlook of a creature's future.								
Pebble	15	Will negates (harmless, object)	Standard action	30 minutes or until discharged	Touch	Yes (harmless, object)	Transmutation [Earth]	ST: null
<i>Effect:</i> Up to three magic pebbles deal 1d6+1 points of damage when thrown.								
Precise Vision			Standard action	10 minutes/level	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +5 competence bonus to Spot and Search checks.								
Predict Weather			One minute	Instantaneous	Personal		Divination [Litorian]	AE: Arcana Evolved
<i>Effect:</i> Provides details of the following day's weather.								
Proficiency	None		Standard action	One hour/level	Personal	No	Transmutation [Litorian, Sibeccai]	ST: null
<i>Effect:</i> You gain proficiency with a weapon.								
Protective Shell	None		Standard action	One minute/level [D]	0	No	Abjuration	AE: Arcana Evolved
<i>Effect:</i> Hemispheric shield moves with caster, making those inside impervious to attacks.								
Redemptive Redress	None		Standard action	1 round/level	Close (60 ft.)	No	Transmutation	ST: null
<i>Effect:</i> Compensates for, but does not dispel, the effects of a detrimental spell.								
Resistance	15	Will negates (harmless)	Standard action	10 minutes/level [D]	Close (60 ft.)	Yes (harmless)	Abjuration	AE: Arcana Evolved
<i>Effect:</i> Grants +1 resistance bonus to saves +1/5 caster levels.								
Rogue's Stab	None		Standard action	1 round/level	Touch	Yes	Transmutation	ST: null
<i>Effect:</i> Target gains +1d6 sneak attack damage.								
Safe Fall	15	Will negates (object)	See text	Until landing	Close (60 ft.)	Yes (object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Creatures and objects in 10-foot radius fall without taking damage.								
Scent Tracker			Standard action	10 minutes/level [D]	Personal		Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Grants scent ability to caster.								
Shelter From The Storm	None		Standard action	10 minutes/level	Close (60 ft.)	No	Abjuration [Force]	ST: null
<i>Effect:</i> Umbrellalike shield of force over a the Storm subject's head protects it from natural rain, snow, and hail.								
Spirit of Triumph			Standard action	1 round/level	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Grants +10 luck bonus to attacks, damage, AC, saves, and checks.								
Summon Elemental Horde	None		1 full round	1 round/level [D]	Medium (250 ft.)	No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Huge elemental/caster level attacks caster's foes.								
Tears of Pain	15	Will negates	Standard action	One day/level	Close (60 ft.)	Yes	Evocation [Curse]	AE: Arcana Evolved
<i>Effect:</i> Target suffers -1 penalty to saves.								
Terrakal's Bounty	None		Standard action	One day/level	Touch	Yes	Transmutation [Plant]	ST: null
<i>Effect:</i> 2d4 fresh berries give nourishment, heal 1 hit point each.								
Touch of Fear	15	Will negates	Standard action	1 round/level	Touch	Yes	Enchantment [Fear]	AE: Arcana Evolved
<i>Effect:</i> Subject of touch attack is shaken.								
Transfer Wounds, Lesser	15	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals 1d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.								
Unhand	None		Standard action	Instantaneous	Medium (250 ft.)	Yes	Evocation [Force]	ST: null
<i>Effect:</i> Disarms subject.								
Veil of Darkness	None		One action	10 minutes/level [D]	0 feet	No	Evocation [Darkness]	AE: Arcana Evolved
<i>Effect:</i> Creates immobile area of magic darkness.								
Ventriloquism	15	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Close (60 ft.)	No	Illusion [Figment] [Faen, Sonic]	ST: null
<i>Effect:</i> Your voice issues from anywhere in Close range.								
* =Domain/Speciality Spell								

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□□□□□ Vow			Standard action	One minute	Personal		Evocation [Soul]	ST: null
<i>Effect:</i> You gain +1 luck bonus/3 levels on attack and damage rolls.								
□□□□□ Web Strand	15	Reflex negates	Standard action	1 round/level	Close (60 ft.)	Yes	Conjuration (Creation)	ST: null
<i>Effect:</i> Creates ropelike strand that is sticky on one end.								
□□□□□ Wilderness Lore	15	Will negates (harmless)	Standard action	10 minutes/level [D]	Touch	Yes (harmless)	Abjuration [Plant, Sibeccai, Truename]	ST: null
<i>Effect:</i> One creature/level can't be detected by animals.								
<i>Target:</i> One creature touched/level								
<i>Caster Level:</i> 15								
LEVEL 2								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Source								
□□□□□ Ability Boost, Lesser		None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibeccai]
<i>Effect:</i> Target gets +2 enhancement bonus to highest ability score.								
□□□□□ Aid		None	Standard action	One minute/level	Touch		Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting, Positive Energy, Psionic]
<i>Effect:</i> Touched target gains temporary hit points and +1 morale bonus on attacks and saves against fear.								
□□□□□ Aid Plants		None	10 minutes	Four months	Long (1000 ft.)		No	Transmutation [Plant]
<i>Effect:</i> Plants are protected from disease.								
□□□□□ Battle Healing, Lesser	16	Will half(harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [PositiveAE: Arcana Evolved Energy]
<i>Effect:</i> Target is healed of 1d6 points of damage +1 point/caster level [maximum 10].								
□□□□□ Beastskin, Lesser		None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]
<i>Effect:</i> Target gains +2 [or greater] natural armor bonus to AC.								
□□□□□ Blinding Light	16	Fortitude negates	Standard action	1 round/level	Medium (250 ft.)		Yes	Evocation [Light]
<i>Effect:</i> Target is blinded for 1 round/level.								
□□□□□ Bonemask	16	Will partial	Standard action	1 round/level or 1 round [see text]	Medium (250 ft.)		Yes	Necromancy [Fear,ST: null Mind-Affecting, Psionic]
<i>Effect:</i> Creatures of 6 HD or less are frightened or shaken.								
□□□□□ Cloak of Darkness			Standard action	10 minutes/level [D]	Personal			Evocation [Darkness]
<i>Effect:</i> Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks.								
□□□□□ Control Temperature	16	Fortitude negates	Standard action	One hour/level [D]	0 feet		Yes	Transmutation [Air,AE: Arcana Evolved Cold, Fire]
<i>Effect:</i> Raises or lowers temperature by 10 degrees/caster level.								
□□□□□ Darkvision		None	Standard action	One hour/level	Touch		Yes (harmless)	Transmutation
<i>Effect:</i> Target can see 60 feet in total darkness.								
□□□□□ Destructive Grip		None	Standard action	1 round/level [D]	Touch		No	Evocation [Acid]
<i>Effect:</i> Acid touch deals 1d6 points of damage.								
□□□□□ Dry Rain	16	Reflex negates	1 round	1 round/level	Long (1000 ft.)		Yes	Conjuration (Summoning) [Earth]
<i>Effect:</i> Rains sand down in a 20-foot radius, inflicting 1d6 points of damage/round and burying targets.								
□□□□□ Earthen Claw		None	Standard action	Instantaneous	Close (60 ft.)		No	Conjuration (Summoning) [Earth]
<i>Effect:</i> Summons a claw made of earth that attacks, inflicting 2d6 points of damage.								
□□□□□ Faen Motes	16	Will negates (blinding effect only)	Standard action	1 round/level	Medium (250 ft.)		No (see text)	Conjuration (Creation) [Faen, Light]
<i>Effect:</i> Creatures in 10-foot-radius spread are outlined with light and possibly blinded.								
□□□□□ Feral Song	16	Will negates (see text)	Standard action	Concentration, to a maximum of one minute/level	Close (60 ft.)		Yes	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic, Sonic]
<i>Effect:</i> 2d6 HD of animals and magical beasts are fascinated.								
□□□□□ Gentle Repose	16	Will negates (object)	Standard action	One day/level	Touch		Yes (object)	Necromancy
<i>Effect:</i> Keeps corpse from decaying and extends time limit on how long it can be dead before being raised.								
□□□□□ Glowglobe, Greater		None	Standard action	Permanent	0 feet		No	Evocation [Faen, Light]
<i>Effect:</i> Creates permanent nonmoving globe of light.								
□□□□□ Gusting Wind	16	Fortitude negates	Standard action	1 full round	Medium (250 ft.)		Yes	Evocation [Air]
<i>Effect:</i> Wind puts out flames, knocks creatures down, and inflicts 2d6 damage.								
□□□□□ Helm of Warding		None	Standard action	One minute/level [D]	Touch		No	Abjuration
<i>Effect:</i> Subject gains +5 bonus to saves against mind-affecting effects.								
□□□□□ Honeyed Words			Standard action	One minute/level [D]	Personal			Enchantment [Mind-Affecting, Psionic]
<i>Effect:</i> Grants a +4 competence bonus to Bluff, Diplomacy checks involving speaking.								
□□□□□ Hunter's Boon			Standard action	One minute/level	Personal			Divination [Sibeccai]
<i>Effect:</i> Grants a bonus on Search checks.								
□□□□□ Icebolt		None	Standard action	Instantaneous	Medium (250 ft.)		Yes	Evocation [Cold]
<i>Effect:</i> Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level.								
□□□□□ Levitate		None	Standard action	10 minutes/level [D]	Personal or Close		No	Transmutation [Air]AE: Arcana Evolved
<i>Effect:</i> Willing target moves vertically as caster directs, up to 20 feet/round.								
* =Domain/Specialty Spell								

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<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Mist Bank</div></div> <div><div>Effect:</div><div>20-foot cloud obscures vision.</div></div>		None	Standard action	10 minutes/level	Medium (250 ft.)	No	Conjuration (Creation) [Air]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Mohj Eye</div></div> <div><div>Effect:</div><div>Your gaze fascinates creatures in a 10-foot-radius spread.</div></div>	16	Will negates	Standard action	Concentration + 2 rounds	Close (60 ft.)	Yes	Illusion (Figment) [Dragon, Mind-Affecting, Psionic]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Muddy Ground</div></div> <div><div>Effect:</div><div>Changes earth to mud, reducing movement through area by half and requiring balance checks.</div></div>		None	Standard action	1 round/level	Medium (250 ft.)	No	Transmutation [Earth, Water]	AE: Arcana Evolved
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Nimbus of Health</div></div> <div><div>Effect:</div><div>Gain 1d10 temporary hp +1/level 10.</div></div>			Standard action	One hour/level [but see text]	Personal		Necromancy [Positive Energy, Psionic]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Peace</div></div> <div><div>Effect:</div><div>Up to 1d6 creatures stop fighting.</div></div>	16	Will negates	Standard action	Concentration, up to 1 round/level [D]	Medium (250 ft.)	Yes	Enchantment (Compulsion) [Giant, Mind-Affecting, Psionic, Sonic]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Phantom Trap</div></div> <div><div>Effect:</div><div>Creates a false trap that befuddles thieves.</div></div>		None	Standard action	Permanent [D]	Touch	No	Illusion (Glamer) [Mind-Affecting, Psionic]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Plunge Deep to the Core</div></div> <div><div>Effect:</div><div>Weapon bypasses +1 damage reduction/5 levels.</div></div>		None	Standard action	One hour/level [D]	Touch	No	Transmutation	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Power Craft</div></div> <div><div>Effect:</div><div>Provides source of locomotion to cart, wagon, boat, or ship.</div></div>		None	Standard action	10 minutes/level	Touch	No	Transmutation	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Protective Charm</div></div> <div><div>Effect:</div><div>One creature/level will not attack caster.</div></div>	16	Will negates	Standard action	1 round/level	Close (60 ft.)	Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Remove Fear</div></div> <div><div>Effect:</div><div>Suppresses fear or gives a +4 bonus on saves against fear for one subject +1/4 levels.</div></div>	16	Will negates (harmless)	Standard action	10 minutes [see text]	Close (60 ft.)	Yes (harmless)	Abjuration [Mind-Affecting, Psionic]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Sealed Door, Lesser</div></div> <div><div>Effect:</div><div>Makes door very difficult to open.</div></div>		None	Standard action	Permanent [D]	Close (60 ft.)	No	Abjuration [Dragon]	AE: Arcana Evolved
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Secret of Flame</div></div> <div><div>Effect:</div><div>Target fire explodes in fireworks or smoke.</div></div>	16	Will negates or Fortitude negates (see text)	Standard action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud [see text]	Long (1000 ft.)	Yes or No (see text)	Transmutation [Fire]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>See Invisibility (Malhavoc)</div></div> <div><div>Effect:</div><div>Caster can see invisible creatures and objects.</div></div>		None	Standard action	10 minutes/level [D]	Medium (250 ft.)	No	Divination	AE: Arcana Evolved
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Shatter</div></div> <div><div>Effect:</div><div>Sonic attack bursts brittle objects.</div></div>	16	Will negates (object); Will negates (object) or Fortitude half (see text)	Standard action	Instantaneous	Close (60 ft.)	Yes (object)	Evocation [Sonic]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Shieldbreaker</div></div> <div><div>Effect:</div><div>Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield.</div></div>		None	Standard action	One hour/level or until triggered	Touch	No	Transmutation	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Spell's Edge, Lesser</div></div> <div><div>Effect:</div><div>Athame has storied within it a touch attack spell, which it inflicts with one strike.</div></div>	16	Fortitude negates(harmless)	Standard action	One minute/level or until used	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Startling Touch</div></div> <div><div>Effect:</div><div>Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.</div></div>	16	Will negates	Standard action	Instantaneous	Touch	Yes	Enchantment [Mind-Affecting, Psionic]	AE: Arcana Evolved
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Status</div></div> <div><div>Effect:</div><div>You keep track of the conditions affecting your comrades.</div></div>	16	Will negates (harmless)	Standard action	One hour/level	Touch	Yes (harmless)	Divination [PositiveEnergy, Truename]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Subtle Steps</div></div> <div><div>Effect:</div><div>Caster gains +5 competence bonus to Sneak checks.</div></div>			Standard action	One hour/level	Personal		Transmutation [Litorian]	AE: Arcana Evolved
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Thief Ward</div></div> <div><div>Effect:</div><div>Hide and Move Silently checks are made at a #10 penalty.</div></div>		None	Standard action	One minute/level	Personal	No	Abjuration	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Undaunted Fixture</div></div> <div><div>Effect:</div><div>Affix two objects together.</div></div>		None	Standard action	Permanent	Touch	No	Transmutation	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Welter</div></div> <div><div>Effect:</div><div>One creature/level is shaken and must make a Balance check or fall prone.</div></div>		None	Standard action	Instantaneous	Medium 0	Yes	Evocation [Force]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Wicked Barb</div></div> <div><div>Effect:</div><div>Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.</div></div>		None	Standard action	Instantaneous	Medium (250 ft.)	Yes	Conjuration [Plant]	AE: Arcana Evolved
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Woodbane</div></div> <div><div>Effect:</div><div>Wooden objects warp and become useless.</div></div>	16	Will negates (object)	Standard action	Instantaneous	Close (60 ft.)	Yes (object)	Transmutation [Curse, Plant]	ST: null
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Zone of Truth</div></div> <div><div>Effect:</div><div>Creatures in a 20-foot radius are compelled to tell the truth.</div></div>	16	Will negates	Standard action	One minute/level	Close (60 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic]	ST: null
<div><div>Effect:</div><div>Creatures in a 20-foot radius are compelled to tell the truth.</div></div>								
* =Domain/Specialty Spell								

Mage Blade Spells

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Arcane Sight (Lesser)			Standard action	One minute/level [D]	Personal			Divination	ST: null
<i>Effect:</i> Continual detect magic effect.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Compelling Question, Greater	17	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Target must answer a question.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□Conjure Repast		None	10 minutes	Instantaneous	Close (60 ft.)		No	Conjuration	AE: Arcana Evolved
<i>Effect:</i> Creates food and water for three humans/level for one day.					<i>Target:</i> Food and water to sustain three humans or one horse/level for one day			<i>Caster Level:</i> 15	
□□□□□Contagion	17	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Necromancy	ST: null
<i>Effect:</i> Touched target contracts disease.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
□□□□□Creation, Lesser		None	One minute	One hour/level	0 feet		No	Conjuration [Giant]	AE: Arcana Evolved
<i>Effect:</i> Creates nonmagical object of vegetable matter.					<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cubic foot/level			<i>Caster Level:</i> 15	
□□□□□Day's Light		None	Standard action	10 minutes/level [D]	Touch		No	Evocation [Light]	ST: null
<i>Effect:</i> Bright light fills 60-foot-radius area.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
□□□□□Deprivation	17	Fortitude negates	Standard action	Permanent [D]	Medium (250 ft.)		Yes	Necromancy [Curse, Negative Energy, Psionic, Truename]	ST: null
<i>Effect:</i> Target creature is blinded or deafened.					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
□□□□□Dream Learning	17	Will negates (harmless)	One standard action	Eight hours [or until creature awakens]	Touch		Yes (harmless)	Divination [Mind-Affecting, Psionic]	ST: null
<i>Effect:</i> Sleeping creature you touch studies a subject of your choice while asleep.					<i>Target:</i> One sleeping creature			<i>Caster Level:</i> 15	
□□□□□Earth's Clutches	17	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Conjuration [Earth]	AE: Arcana Evolved
<i>Effect:</i> Stone hands reach up and grasp at touched foe.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□Earthbond	17	Reflex partial	Standard action	One hour/level [D]	Medium (250 ft.)		Yes	Transmutation [Earth, Plant]	ST: null
<i>Effect:</i> Creatures in area take damage while moving, may be slowed.					<i>Target:</i> One 20-foot square/level			<i>Caster Level:</i> 15	
□□□□□Enhance Witchery	17	Will negates (harmless)	Standard action	10 minutes/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Witch gains additional use[s] or increased level for witchery power.					<i>Target:</i> One creature with witchery powers			<i>Caster Level:</i> 15	
□□□□□Geyser	17	Reflex negates	Standard action	1 round/level	Medium (250 ft.)		Yes	Conjuration (Summoning) [Earth, Water]	ST: null
<i>Effect:</i> Geyser inflicts 3d8 points of damage and knocks down foes.					<i>Target:</i> A cylinder 30 feet high with a 5-foot radius			<i>Caster Level:</i> 15	
□□□□□Giant's Curse	17	Will negates	Standard action	Permanent	Medium (250 ft.)		Yes	Enchantment (Compulsion) [Curse, Mind-Affecting, Truename]	ST: null
<i>Effect:</i> Foe suffers a #4 penalty to attack smaller creatures and a #4 penalty on Spot checks to notice them.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□Hand of Battle	17	Fortitude half	Standard action	Instantaneous	Touch		Yes	Evocation [Force]	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d6 points of force damage/caster level [max 10d6.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 15	
□□□□□Illusory Object, Greater	17	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Long (1000 ft.)		No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusion of an object with sound, smell, texture, and temperature.					<i>Target:</i> Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]			<i>Caster Level:</i> 15	
□□□□□Infusion of Will	17	Will negates (harmless)	Standard action	Instantaneous	Close (60 ft.)		Yes (harmless)	Conjuration [Psionic]	ST: null
<i>Effect:</i> Up to four creatures are freed from paralysis.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 15	
□□□□□Lethality Denied	17	Will negates	Standard action	One minute/level or until triggered	Close (60 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting]	ST: null
<i>Effect:</i> Target inflicts subdual damage rather than normal damage on killing blow.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□Master's Summons		None	Standard action	One hour/level [see text]	Five miles		No	Evocation [Giant]	ST: null
<i>Effect:</i> Ghostly hand can lead a nearby creature back to you.					<i>Target:</i> Ghostly hand			<i>Caster Level:</i> 15	
□□□□□Meld Into Stone			Standard action	10 minutes/level	Personal			Transmutation [Earth]	ST: null
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Melee Arcana		None	Standard action	1 round/level	40 feet		Yes	Enchantment (Compulsion) [Dragon, Mind-Affecting, Psionic]	ST: null
<i>Effect:</i> You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.					<i>Target:</i> All allies and foes within a 40-foot-radius burst centered on you			<i>Caster Level:</i> 15	
□□□□□Protection From Elements		None	Standard action	10 minutes/level or until discharged	Touch		Yes	Abjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Protects target against 12 points/level of specified elemental type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Quench	17	None or Will negates (object)	Standard action	Instantaneous	Medium (250 ft.)		No or Yes (object)	Transmutation [Water]	ST: null
<i>Effect:</i> Extinguishes nonmagical fires, can dispel magical fire, damages fire creatures.					<i>Target:</i> One 20-foot cube/level or one fire-based magic item			<i>Caster Level:</i> 15	
□□□□□Repair, Greater	17	Will negates (harmless, object)	Standard action	Instantaneous	10 feet		Yes (harmless, object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.					<i>Target:</i> One object			<i>Caster Level:</i> 15	
□□□□□Slow ~ MP	17	Will negates	Standard action	1 round/level [D]	Close (60 ft.)		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> One creature/caster level can take only limited actions and suffers a -2 penalty to AC, attacks, damage, and Reflex saves.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 15	
□□□□□Spirit of Prowess			Standard action	10 minutes/level or when used	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +4 competence bonus on one attack + one attack/5 levels.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Summon Minor Elemental, Lesser		None	1 full round	1 round/level [D]	Close (60 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Small elemental appears and attacks caster's foes.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 15	

* =Domain/Speciality Spell

Mage Blade Spells

<p>☐☐☐☐ Sweet Honey</p> <p><i>Effect:</i> You gain a +30 bonus on Bluff checks.</p>			Standard action	10 minutes/level [D]	Personal		Transmutation [Language-dependent]	ST: null
					<i>Target:</i> You		<i>Caster Level:</i> 15	
<p>☐☐☐☐ Unbridled Rage</p> <p><i>Effect:</i> One creature/3 levels gains +2 bonus to Strength and Constitution, +1 on Will saves, #2 Armor Class penalty.</p>	17	Will negates (harmless)	Standard action	Concentration + 1 round/level [D]	Medium (250 ft.)	Yes (harmless)	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic]	ST: null
					<i>Target:</i> One willing living creature/three levels, no two of which may be more than 30 feet apart		<i>Caster Level:</i> 15	
<p>☐☐☐☐ Warrior's Edge</p> <p><i>Effect:</i> Threat range of target weapon improves.</p>	17	Will negates (harmless, object)	Standard action	10 minutes/level	Close (60 ft.)	Yes (harmless, object)	Transmutation [Litorian]	ST: null
					<i>Target:</i> One weapon or 50 projectiles, all of which must be in contact with each other at the time of casting		<i>Caster Level:</i> 15	
<p>☐☐☐☐ Water Breathing</p> <p><i>Effect:</i> Allows air-breathers to breathe water.</p>	17	Will negates (harmless)	Standard action	Two hours/level [see text]	Touch	Yes (harmless)	Transmutation [Water]	AE: Arcana Evolved
					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 15	
<p>☐☐☐☐ Weary Touch</p> <p><i>Effect:</i> Touch attack makes target exhausted.</p>	17	Fortitude partial	Standard action	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
					<i>Target:</i> One creature		<i>Caster Level:</i> 15	
<p>☐☐☐☐ Whisper of Madness</p> <p><i>Effect:</i> Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels.</p>	17	Will negates	Standard action	Instantaneous	Close (60 ft.)	Yes	Evocation [Air, Mind-Affecting, Sonic]	AE: Arcana Evolved
					<i>Target:</i> One creature		<i>Caster Level:</i> 15	

LEVEL 4

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Mage Blade Spells

Living Athame	18	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Athame becomes a dancing weapon.					<i>Target:</i> Your athame		<i>Caster Level:</i> 15	
Oathbind (Lesser)	18	Will negates	1 full round	One day/level or until discharged [D]	Close (60 ft.)	Yes	Enchantment (Compulsion) [Language-dependent, Mind-Affecting, Psionic, Truename]	ST: null
<i>Effect:</i> Compels target to perform a directive you give it.					<i>Target:</i> One living creature with 7 HD or less		<i>Caster Level:</i> 15	
Precognitive Flashes			Standard action	One minute/level	Personal		Divination [Psionic]	ST: null
<i>Effect:</i> You gain +1 insight bonus to attack rolls, Armor Class, and Reflex saving throws.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Remove Curse	18	Will negates (harmless)	Standard action	Instantaneous	Touch	Yes (harmless)	Abjuration [Truename]	AE: Arcana Evolved
<i>Effect:</i> Removes one curse from target.					<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 15	
Stamina to Defense	None		Standard action	10 minutes/level	Touch	No	Transmutation [Sibcecai]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Constitution damage but gains a +4 luck bonus to AC for armor.					<i>Target:</i> One armor or shield		<i>Caster Level:</i> 15	
Strength to Strike	None		Standard action	1 round/level	Touch	No	Transmutation [Sibcecai]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Strength damage but gains a +2d6 damage bonus for weapon.					<i>Target:</i> One weapon		<i>Caster Level:</i> 15	
Telepathy	18	Will negates (harmless)	Standard action	1 round/level	One mile/level	Yes (harmless)	Divination [Language-Dependent, Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Caster and creature communicate mentally.					<i>Target:</i> You and one familiar creature		<i>Caster Level:</i> 15	
Tongues	None		Standard action	10 minutes/level	Touch	No	Divination [Giant]	AE: Arcana Evolved
<i>Effect:</i> Target speaks and understands languages.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Touch of the Tempest	18	Fortitude half	Standard action	Instantaneous	Touch	Yes	Evocation [Air, Water]	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d8 points of damage/caster level and dazes foe for 1 round/4 caster levels.					<i>Target:</i> One creature		<i>Caster Level:</i> 15	
Transfer Wounds, Greater	18	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Wall of Ice	18	See text	Standard action	One minute/level	Medium (250 ft.)	Yes	Evocation [Cold]	AE: Arcana Evolved
<i>Effect:</i> Creates barrier or hemisphere of ice.					<i>Target:</i> Anchored plane of ice, up to one 10-foot square/level, or hemisphere of ice with a radius of up to 3 feet +1foot/level		<i>Caster Level:</i> 15	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Evolution	19	Fortitude negates (see text)	Standard action	One minute/level	Medium (250 ft.)		Yes	Transmutation [Dragon]	ST: null
Effect: Enlarges one animal/2 levels.					Target: Up to one animal/two levels, no two of which can be more than 30 feet apart		Caster Level: 15		
Aura of Trust	19	Will negates	Standard action	10 minutes/level	Personal		Yes	Enchantment (Charm) [Faen, Mind-Affecting, Psionic]	ST: null
Effect: Charm creatures within 25 feet + 5 feet/ 2 levels.					Target: You		Caster Level: 15		
Battle Healing, Greater	19	Will half (harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [PositiveAE: Arcana Evolved Energy]	
Effect: Target is healed of 1d6 points of damage/caster level [maximum 15d6].					Target: Creature touched		Caster Level: 15		
Blazing Light	19	Reflex half	Standard action	Instantaneous	Long (1000 ft.)		Yes	Evocation [Faen, Light, Positive Energy]	ST: null
Effect: Ray inflicts 1d8 points of damage/ caster level, and undead suffer more.					Target: One creature or object		Caster Level: 15		
Burning Ram		None	Standard action	Concentration 0	Medium (250 ft.)		Yes	Conjuration (Creation) [Fire]	ST: null
Effect: Mass of super-hot flame can bull rush or make charge attack.					Target: One fiery ram		Caster Level: 15		
Command Plants	19	Will negates	Standard action	One day/level	Close (60 ft.)		Yes	Enchantment (Charm) [Plant]	ST: null
Effect: Plant creatures within Close range do your bidding.					Target: Up to 3 HD/level of plants or plant creatures, no two of which can be more than 30 feet apart		Caster Level: 15		
Commune With Nature			10 minutes	Instantaneous	Personal			Divination [Earth, Giant, Plant]	ST: null
Effect: Gain knowledge of the surrounding area within one mile/level.					Target: You		Caster Level: 15		
Control Undead	19	Will negates	Standard action	1 round/level 0	Long (1000 ft.)		Yes	Necromancy	AE: Arcana Evolved
Effect: Caster controls actions of undead creature.					Target: One undead creature		Caster Level: 15		
Control Water		None	Standard action	10 minutes/level [D]	Long (1000 ft.)		No	Transmutation [Water]	ST: null
Effect: Raise or lower water to affect ships and creatures in the area.					Target: Water in a volume of 10 feet/level # 10 feet/level # 2 feet/level 0 feet		Caster Level: 15		
Creation, Greater		None	One minute	Instantaneous	0 feet		No	Conjuration [Giant] AE: Arcana Evolved	
Effect: Creates nonmagical object of any material.					Target: Unattended, nonmagical object of nonliving matter, up to 1 cubic foot/level		Caster Level: 15		
Defensive Field			Standard action	10 minutes/level [D]	Personal			Abjuration	AE: Arcana Evolved
Effect: Caster is surrounded by protective field that absorbs up to 5 hp/level.					Target: You		Caster Level: 15		
Discordant Chord	19	Will negates	Standard action	1 round/level	Medium (250 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic]	ST: null
Effect: Music you create causes creatures to attack each other.					Target: Creatures within a 20-foot-radius spread		Caster Level: 15		
Disrupting Weapon	19	Will negates (harmless, object) (see text)	Standard action	1 round/level	Touch		Yes (harmless, object)	Transmutation [Positive Energy]	ST: null
Effect: Melee weapon destroys undead with Hit Dice less than your caster level.					Target: One melee weapon		Caster Level: 15		
Divinatory Expungement		None	Standard action	Permanent	Medium (250 ft.)		No	Conjuration (Creation)	ST: null
Effect: Previous activities cannot be detected with divination magic.					Target: One 10-foot cube per level		Caster Level: 15		
Dominate, Lesser	19	Will negates	Standard action	One hour/level	Medium (250 ft.)		Yes	Enchantment [Mind-Affecting,	AE: Arcana Evolved

* =Domain/Specialty Spell

Mage Blade Spells

<i>Effect:</i> Caster controls actions of any Medium [or smaller] humanoid.					<i>Target:</i> One humanoid of Medium or smaller size		Psionic, Truename]	Caster Level: 15
□□□□□ Dominate Item	19	Will negates	Standard action	One day/level [D]	Medium (250 ft.)	Yes	Enchantment (Charm)	ST: null
<i>Effect:</i> Controls all the actions of an intelligent item.					<i>Target:</i> One intelligent item		Caster Level: 15	
□□□□□ Drain Away Speed, Greater	19	Fortitude negates	Standard action	1 round/level [D]	Medium (250 ft.)	Yes	Transmutation [Faen]	AE: Arcana Evolved
<i>Effect:</i> Reduces target's speed by 40 feet.					<i>Target:</i> One living creature		Caster Level: 15	
□□□□□ Earth's Embrace			Standard action	1 round/level [D]	Personal		Evocation	ST: null
<i>Effect:</i> Gives caster DR 5/adamantine [or 10/+1] and creates a protective shell that wards caster from all attacks.					<i>Target:</i> You		Caster Level: 15	
□□□□□ Earthtrick	19	See text	Standard action	Permanent	Medium (250 ft.)	No	Transmutation [Earth]	ST: null
<i>Effect:</i> Transform mud to rock or vice versa.					<i>Target:</i> Up to two 10-foot cubes/level [S]		Caster Level: 15	
□□□□□ Eldritch Wall, Greater	19	Reflex negates (see text)	Standard action	One minute/level [D]	Close (60 ft.)	No	Evocation [Force]	AE: Arcana Evolved
<i>Effect:</i> Creates wall of force that can withstand 100 points of damage/caster level.					<i>Target:</i> Wall with an area of up to one10-foot square/level or a sphere or hemisphere with a radius of up to 1 foot/level		Caster Level: 15	
□□□□□ Energy Shroud		None	Standard action	Permanent	Medium (250 ft.)	No	Necromancy [Varies]	ST: null
<i>Effect:</i> Undead are granted a shroud of chosen element that grants powers.					<i>Target:</i> Up to one animate dead creature/level		Caster Level: 15	
□□□□□ Enfeebled Mind	19	Will negates (see text)	Standard action	Permanent	Medium (250 ft.)	Yes	Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
<i>Effect:</i> Target's Intelligence drops to 1.					<i>Target:</i> One creature		Caster Level: 15	
□□□□□ False Vision	19	None (see text)	Standard action	One hour/level [D]	Touch	No	Illusion, Illusion (Glamer)	ST: null
<i>Effect:</i> fools scrying attempts.					<i>Target:</i> 40-foot-radius emanation		Caster Level: 15	
□□□□□ Form of the Master (Greater)	19	Fortitude negates	1 full round	One minute/level [D]	Close (60 ft.)	Yes	Transmutation [Giant, Sibeccal]	ST: null
<i>Effect:</i> Enlarges one creature/level.					<i>Target:</i> One creature of your type/level, no two of which can be more than 30 feet apart This spell functions like lesser form of the master, except that it affects multiple creatures.		Caster Level: 15	
□□□□□ Ghost Weapon		None	Standard action	1 round/level	Touch	Yes (harmless)	Transmutation [Force]	AE: Arcana Evolved
<i>Effect:</i> Weapon ignores armor and natural armor.					<i>Target:</i> One melee weapon		Caster Level: 15	
□□□□□ Gird the Warrior		None	Standard action	One minute/level [D]	Touch	No	Transmutation [Force]	AE: Arcana Evolved
<i>Effect:</i> Target gains +10 armor bonus to AC and +4 enhancement bonus to attacks and damage.					<i>Target:</i> One creature		Caster Level: 15	
□□□□□ Halo of Shelter		None	Standard action	One minute/level [D]	Touch	No	Abjuration [Positive Energy]	ST: null
<i>Effect:</i> Surrounds target with energy field that absorbs 5 hp/level.					<i>Target:</i> One creature		Caster Level: 15	
□□□□□ Inferno	19	Reflex half	Standard action	Instantaneous	Medium (250 ft.)	Yes	Evocation [Fire, Positive Energy, Psionic]	ST: null
<i>Effect:</i> A pillar of flame deals 1d6 points of fire damage/level.					<i>Target:</i> Cylinder 10		Caster Level: 15	
□□□□□ Light of the Earth		None	Standard action	Instantaneous	Medium (250 ft.)	Yes	Evocation [Earth, Light, Positive Energy]	ST: null
<i>Effect:</i> Light shines up through cracks in the ground, inflicting 1d8 points of damage/2 levels to undead.					<i>Target:</i> 30-foot-radius spread on the ground		Caster Level: 15	
□□□□□ Massive Sword		None	Standard action	1 round/level [D]	Close (60 ft.)	Yes	Evocation [Force, Giant]	AE: Arcana Evolved
<i>Effect:</i> Creates sword of force that attacks as caster directs, inflicting 4d6+3 points of damage.Its attack bonus is your level + your spellcasting key ability score bonus with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. Threat range of 19#20 and critical damage of #2.					<i>Target:</i> One sword		Caster Level: 15	
□□□□□ Master's Reduction (Greater)		None	Standard action	One hour/level [D]	Touch	No	Transmutation [Giant, Sibeccal]	ST: null
<i>Effect:</i> One animal/level is reduced in size.					<i>Target:</i> One willing animal/level of Small, Medium, Large, or Huge size, no two of which can be more than 30 feet apart.		Caster Level: 15	
□□□□□ Master's Ward		None	Standard action	1 round/level [D]	Medium (250 ft.)	Yes	Evocation [Force, Giant]	ST: null
<i>Effect:</i> Giant disembodied hand keeps creatures at bay.					<i>Target:</i> 10-foot hand		Caster Level: 15	
□□□□□ Mists of Befuddlement	19	Will negates	Standard action	30 minutes and 2d6 rounds [see text]	Medium (250 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic]	ST: null
<i>Effect:</i> 20-foot cloud bank gives #10 penalty on Wisdom checks, Will saves.					<i>Target:</i> Fog spreads in 20-foot radius, 20 feet high		Caster Level: 15	
□□□□□ Molten Blast	19	Reflex half	Standard action	Instantaneous, but see text	80 feet	No	Conjuration (Summoning) [Earth, Fire]	ST: null
<i>Effect:</i> Summons a blast of hot magma that inflicts 1d6 points of damage/caster level and encases foes in rocky shell.					<i>Target:</i> 80-foot line		Caster Level: 15	
□□□□□ Open Door		None	Standard action	Instantaneous	Touch	No	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Opens one door, no matter how sealed, barred, or locked.					<i>Target:</i> One door or similar closure		Caster Level: 15	
□□□□□ Questing Soul				10 minutes 1 round/level	Personal		Divination [Negative Energy, Positive Energy, Soul, see text]	ST: null
<i>Effect:</i> Receive the answers to yes or no questions while in a trancelike state.					<i>Target:</i> You		Caster Level: 15	
□□□□□ Quickenig	19	Will negates	24 hours	Instantaneous	Touch	Yes	Transmutation [Plant]	ST: null
<i>Effect:</i> An animal or tree is awakened and is friendly toward you.					<i>Target:</i> Animal or tree touched		Caster Level: 15	
□□□□□ Remove Malady	19	Will negates (harmless)	10 minutes	Instantaneous	Touch	Yes (harmless)	Transmutation [Positive Energy, Truename]	AE: Arcana Evolved
<i>Effect:</i> Cures one unwanted condition.					<i>Target:</i> Creature touched		Caster Level: 15	
□□□□□ Restoration	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	Yes (harmless)	Transmutation [Positive Energy, Truename]	AE: Arcana Evolved
<i>Effect:</i> Restores ability score damage and lost level.					<i>Target:</i> Creature touched		Caster Level: 15	
* =Domain/Speciality Spell								

Mage Blade Spells

Revivification	19	None (see text)	Standard action	One minute/level [D]	Touch	Yes (harmless)	Transmutation [Positive Energy] Caster Level: 15	AE: Arcana Evolved
<i>Effect:</i> Restores temporary life to a dead creature.								
Scrying		None	One hour	One minute/level	See text	No	Divination [Psionic]AE: Arcana Evolved Caster Level: 15	
<i>Effect:</i> Caster views creature at any distance.								
Sealed Door, Greater		None	Standard action	Permanent [D]	Close (60 ft.)	No	Abjuration [Dragon] Caster Level: 15	AE: Arcana Evolved
<i>Effect:</i> Makes door almost impossible to open.								
Sending		None	10 minutes	1 round [see text]	See text	No	Evocation [Language-dependent, Psionic] Caster Level: 15	ST: null
<i>Effect:</i> You and another creature exchange messages across any distance.								
Shadow Calling		None	Standard action	1 round/level	Close (60 ft.)	No	Conjuration (Creation) [Negative Energy] Caster Level: 15	ST: null
<i>Effect:</i> Change nearby shadows into animate shadow creatures using the power of the Dark.								
Spell Resistance	19	Will negates (harmless)	Standard action	One minute/level	Touch	Yes (harmless)	Abjuration Caster Level: 15	AE: Arcana Evolved
<i>Effect:</i> Target gains SR 12 + caster level.								
Summon Minor Elemental, Greater		None	1 full round	1 round/level [D]	Close (60 ft.)	No	Conjuration [See Text] Caster Level: 15	AE: Arcana Evolved
<i>Effect:</i> Medium elemental appears and attacks caster's foes.								
Tangle Void		None	Standard action	1 round/level [D]	Medium (250 ft.)	No	Conjuration (Creation) [Dragon] Caster Level: 15	ST: null
<i>Effect:</i> Magical strands grapple creatures in 20-foot-radius spread.								
Teleport	19	None and Will negates(object)	See below	Instantaneous	Personal and Touch	No and Yes (object)	Transmutation [Teleportation] Caster Level: 15	AE: Arcana Evolved
<i>Effect:</i> Caster and others move to a distant location instantaneously.								
Teleport Block		None	1 round	One hour/level	0 feet	No	Abjuration Caster Level: 15	ST: null
<i>Effect:</i> No teleport allowed into or out of area.								
Touch of Dire Doom	19	Fortitude partial	Standard action	Instantaneous	Touch	Yes	Evocation Caster Level: 15	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d3 points of ability score damage to all scores.								
Wall of Iron	19	See text	Standard action	Instantaneous	Medium (250 ft.)	No	Conjuration Caster Level: 15	AE: Arcana Evolved
<i>Effect:</i> Creates barrier of iron.								
Wall of Stone	19	See text	Standard action	Instantaneous	Medium (250 ft.)	No	Conjuration [Earth] AE: Arcana Evolved Caster Level: 15	
<i>Effect:</i> Creates barrier of stone.								
Wall of Thorns		None	Standard action	10 minutes/level [D]	Medium (250 ft.)	No	Conjuration [Plant] AE: Arcana Evolved Caster Level: 15	
<i>Effect:</i> Creates thick barrier of thorns that inflicts damage to anyone moving through it.								

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Ability Boost, Greater		None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibecai]	AE: Arcana Evolved
Effect: Target gets +8 enhancement bonus to highest ability score.					Target: One creature			Caster Level: 15	
Beastskin, Greater		None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved
Effect: Target gains +6 [or greater] natural armor bonus to AC.					Target: Living creature touched			Caster Level: 15	
Blindsight	20	Fortitude negates(harmless)	Standard action	One minute/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Target gains blindsight.					Target: One creature			Caster Level: 15	
Call Guardian, Lesser	20	None (see text)	One minute	Instantaneous	Close (60 ft.)		No (see text)	Conjuration	AE: Arcana Evolved
Effect: Calls monster to serve caster.					Target: One creature			Caster Level: 15	
Coma	20	Fortitude negates	Standard action	One hour/level [D]	Close (60 ft.)		Yes	Enchantment [Mind-Affecting]	AE: Arcana Evolved
Effect: Target is comatose for one hour/caster level.					Target: One living creature			Caster Level: 15	
Cursed Locale		None	One minute	Permanent	Long (1000 ft.)		No	Evocation [Curse]	AE: Arcana Evolved
Effect: All attacks, saves, and checks made in the affected area suffer a -2 morale penalty.					Target: Ten 10-foot cubes/level			Caster Level: 15	
Learn Truename	20	Will negates	12 hours	Instantaneous	Unlimited		Yes	Divination	AE: Arcana Evolved
Effect: Caster learns one creature's truename.					Target: One creature			Caster Level: 15	
Protect Soul			One hour	One day/level	Personal			Abjuration	AE: Arcana Evolved
Effect: Protects caster from soul-affecting spells and truename effects.					Target: You			Caster Level: 15	
Wall of Sound	20	See text	Standard action	Two minutes/level [D]	Medium (250 ft.)		No	Evocation [Sonic]	AE: Arcana Evolved
Effect: Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks.					Target: Sonic wall whose area is up to one 5-foot square/level [S]			Caster Level: 15	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Curse of the Chaotic Mind	21	Will negates	Standard action	Permanent	Medium (250 ft.)		Yes	Transmutation [Curse, Faen, Truename]	AE: Arcana Evolved
Effect: Randomly lowers target's Intelligence, Wisdom, and Charisma to 1.					Target: One creature			Caster Level: 15	
Finger of Destruction	21	Fortitude partial	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved
Effect: Target suffers 5 points of damage/caster level.					Target: One living creature			Caster Level: 15	
Gaze of the Basilisk	21	Fortitude negates	Standard action	1 round/two levels [D]	Close (60 ft.)		Yes	Transmutation [Earth]	AE: Arcana Evolved
Effect: Gaze attack turns victims to stone.					Target: A globe with a radius of 25 feet + 5 feet/two levels			Caster Level: 15	
Immunity, Lesser)			Standard action	10 minutes/level [D]	Personal			Abjuration	AE: Arcana Evolved
Effect: Target is immune to one dangerous type of spell, element, energy, or other threat.					Target: You			Caster Level: 15	
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Mage Blade Spells

□□□□□ Mental Protection	None	Standard action	One hour/level	Touch	Yes	Abjuration [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Caster makes caster power check to negate mental attacks on target.				<i>Target:</i> One living creature		<i>Caster Level:</i> 15	
□□□□□ Rock's Hand	None	Standard action	1 round/level [D]	Medium (250 ft.)	No	Evocation [Earth, Giant]	AE: Arcana Evolved
<i>Effect:</i> Hand of stone rises from the ground and grapples foe.				<i>Target:</i> 10-foot-wide hand		<i>Caster Level:</i> 15	
□□□□□ Song of Paralysis	21	Fortitude negates	One action	Medium (250 ft.)	Yes	Necromancy [Sonic]	AE: Arcana Evolved
<i>Effect:</i> One creature/level is paralyzed.				<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 15	
□□□□□ Spell's Edge, Greater	21	Fortitude negates(harmless)	Standard action	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Athame has touch-attack spell stored within it, inflicting the spell with each strike.				<i>Target:</i> Your athame		<i>Caster Level:</i> 15	
□□□□□ Spirit of War			Two minutes 24 hours	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +4 to Strength, Constitution, and Dexterity, and +1 to attack rolls/2 caster levels, but cannot cast spells.				<i>Target:</i> You		<i>Caster Level:</i> 15	
□□□□□ Stabilize Soul	21	Will negates (harmless)	One minute	Touch	Yes (harmless)	Transmutation [Truename]	AE: Arcana Evolved
<i>Effect:</i> Revivified creature remains alive.				<i>Target:</i> One creature or one corpse		<i>Caster Level:</i> 15	
□□□□□ Summon Major Elemental, Lesser	None		1 full round	Close (60 ft.)	No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Huge elemental appears and attacks caster's foes.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 15	
□□□□□ Transfer Wounds, Total	21	Will half (harmless)	1 full round	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals all damage; caster suffers half that amount in subdual damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Curse of Languishing Death	22	Fortitude partial	Standard action	Permanent	Medium (250 ft.)		Yes	Transmutation [Curse, Negative Energy, Truename]	AE: Arcana Evolved
Effect: Victim suffers 1d6 points of Constitution damage/day.					Target: One creature			Caster Level: 15	
Dominate, Greater	22	Will negates	Standard action	One day/level	Medium (250 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
Effect: Caster controls actions of one creature.					Target: One living creature with fewer Hit Dice than you			Caster Level: 15	
Primal Release	22	Will negates	Standard action	10 minutes/level	Close (60 ft.)		Yes	Transmutation [Litorian]	AE: Arcana Evolved
Effect: Target gains +10 to Strength and Constitution, +2 to Dexterity, -6 to Intelligence and Charisma, and -2 to Wisdom, and cannot cast spells.					Target: One living creature [not you]			Caster Level: 15	
Roar of Courage				1 full round	Close (60 ft.)			Conjuration [Giant, Litorian]	AE: Arcana Evolved
Effect: Grants allies fear immunity and morale bonus.					Target: All allies within range			Caster Level: 15	
Unstoppable Strikes			Standard action	1 round/level	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Caster makes sneak attacks with every strike, inflicting +3d6 damage [or more].					Target: You			Caster Level: 15	
Wave of Death	22	Fortitude negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved
Effect: Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.					Target: Cone			Caster Level: 15	
Wave of Life	22	Fortitude negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Evocation [Positive Energy]	AE: Arcana Evolved
Effect: Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.					Target: Cone			Caster Level: 15	
Whirlwind	22	Reflex negates (see text)	Standard action	1 round/level [D]	Long (1000 ft.)		Yes	Evocation [Air]	AE: Arcana Evolved
Effect: Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about.					Target: Cyclone 10 feet wide at base, 30 feet wide at top, and 30 feet tall			Caster Level: 15	
* =Domain/Speciality Spell									

Notes:

Character Sheet Notes: