

Lu Than do Cordlebane

NAME

Wiz10 Clr Myt4

CLASS

14

Character Level

91000

EXPERIENCE

105000

NEXT LEVEL

Phil Maitland

PLAYERNAME

Elf (Drow)

RACE

Medium

SIZE

Male

GENDER

None

DEITY

4' 6"

HEIGHT

94 lbs.

WEIGHT

Lt. Blue-voilet

EYES

White, Shoulder

HAIR

Neutral Good

ALIGNMENT

Darkvision (120')

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	16	+3	20	+5	20	+5
CON Constitution	13	+1	13	+1	13	+1
INT Intelligence	28	+9	28	+9	28	+9
WIS Wisdom	17	+3	17	+3	17	+3
CHA Charisma	17	+3	17	+3	17	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	+4	+1	+0	+6	+0		
REFLEX (dexterity)	+18	+4	+5	+0	+9	+0		
WILL (wisdom)	+21	+11	+3	+0	+7	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8/+3	+7/+2	-1	+0	+2	+0	
RANGED attack bonus	+14/+9	+7/+2	+5	+0	+2	+0	
GRAPPLE attack bonus	+8/+3	+7/+2	-1	+0	+2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+8/+3	1d8-1	20/x2

Dagger		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	PS	M	19-20/x2
	To Hit	Dam	To Hit	Dam	
1H-P	+8/+8/+3	1d4-1	2W-P-(OH)	+2/+2/-3	1d4-1
1H-O	+4/+4/-1	1d4-1	2W-P-(OL)	+4/+4/-1	1d4-1
2H	+8/+8/+3	1d4-1	2W-OH	+0	1d4-1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
To Hit	+14/+14/+9	+12/+12/+7	+10/+10/+5	+8/+8/+3	+6/+6/+1
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1
Special Properties					

*Lu's Moondancer (+1) Pro +3		CURRENT HAND	TYPE	SIZE	CRITICAL
		Both	S	M	19-20/x2
	To Hit	Dam	To Hit	Dam	
1H-P	+12/+12/+7	1d10+2	2W-P-(OH)	+6/+6/+1	1d10+2
1H-O	+8/+8/+3	1d10+2	2W-P-(OL)	+8/+8/+3	1d10+2
2H	+12/+12/+7	1d10+2	2W-OH	+2	1d10+2
Special Properties		(Sword (Bastard/Bonded/+1 (Enhancement to Weapon or Ammunition)/Masterwork)), (Sword AC Bonus (Deflection) (+5) (Bastard/ENHANCEMENT/Bonded/+1)), (Sword AC Bonus (Deflection) (+3) (Bastard/ENHANCEMENT/Bonded/+1)), Deflection bonus to armor class of +3, Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.			

*: 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
*Belt, Monk's		+4		+0	0
*Bracers of Armor +2		+2		+0	0

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask)	Handy	2	1.0	20.0
	Haversack		(2.0)	(40.0)
☐☐				
Scroll (Protection from Energy)	Handy	1	0.01	375.0
	Haversack			
☐				
Amulet CON +4	Equipped	1	0.0	16000.0
(Amulet (CON +1)), (Amulet CON +2), (Amulet CON +4), Enhancement bonus to ability CON +4				
Bedroll	Handy	1	5.0	0.1
	Haversack			
Belt, Monk's	Equipped	1	1.0	13000.0
Bracers of Armor +2	Equipped	1	1.0	4000.0
Caltrops	Handy	1	2.0	1.0
	Haversack			
Chalk (1 piece)	Handy	1	0.0	0.01
	Haversack			
Dagger	Carried	1	1.0	2.0
Dwarven Blessed Book	Handy	1	1.0	12500.0
(Blessed Book)	Haversack			
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Handy Haversack	Equipped	1	5.0	2000.0
26.19 lbs., 2 Alchemist's Fire (Flask), 4 Rations (Trail/Per Day), 1 Spellbook (Wizard's/Blank), 1 Waterskin (Filled), 104 Coin (Gold), 1 Dwarven Blessed Book, 5 Coin (Silver), 1 Scroll (Protection from Energy), 1 Bedroll, 1 Caltrops, 1 Chalk (1 piece), 1 Lu's Spellbook #2, 2 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds				
Helmet INT +4	Equipped	1	0.0	16000.0
Enhancement bonus to ability INT +4				
Lu's Moondancer (+1) Pro +3	Equipped	1	6.0	20335.0
(Sword (Bastard/Bonded/+1 (Enhancement to Weapon or Ammunition)/Masterwork)), (Sword AC Bonus (Deflection) (+5) (Bastard/ENHANCEMENT/Bonded/+1)), (Sword AC Bonus (Deflection) (+3) (Bastard/ENHANCEMENT/Bonded/+1)), Deflection bonus to armor class of +3, Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.				
Lu's Outfit	Equipped	1	4.0	32001.0
(Outfit (Artisan's/ACCESSORIES, ARCAN, CLOTHING, CUSTOM, ENHANCEMENT, GENERAL, INDIVIDUAL, NATURAL, UNIVERSAL, MASTERWORK)), (Outfit Natural Armor Bonus (Enhancement) (+4) (Artisan's/CLOTHING, ENHANCEMENT, MASTERWORK, NATURAL, ROBE)), Natural Armor bonus to armor class of +4				
Lu's Spellbook #2	Handy	1	3.0	15.0
(Spellbook (Wizard's/Blank))	Haversack			
Potion of Cure Light Wounds	Handy	2	0.0	50.0
	Haversack		(0.0)	(100.0)
☐☐				
Potion of Cure Moderate Wounds	Handy	1	0.0	300.0
	Haversack			
☐				
Pouch (Belt)	Equipped	1	0.5	1.0
0 lbs.				
Rations (Trail/Per Day)	Handy	4	1.0	0.5 (2.0)
	Haversack		(4.0)	
☐☐☐☐				
Spell Component Pouch	Equipped	1	2.0	5.0
Spellbook (Wizard's/Blank)	Handy	1	3.0	15.0
	Haversack			
The Tome of Dragon Lore	Equipped	1	0.0	0.0
Waterskin (Filled)	Handy	1	4.0	1.0
	Haversack			
TOTAL WEIGHT CARRIED/VALUE			16.5 lbs.	132693.11 gp

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

MONEY	
Coin (Gold): 104	[Handy Haversack]
Coin (Silver): 5	[Handy Haversack]
+1 to Dragon Lore Checks</fund><fund>1/4th Brightstone Keep aka Oaktop Keep</fund><fund>	
Total = 104.5 gp	

MAGIC	
Handy Haversack</magic><magic>Amulet of Con +4</magic><magic>Kiki - Familiar</magic><magic>Gloves of Dex +4</magic><magic>Lu's Spell Books (3)</magic><magic>Scroll of Resist Energy (cold)</magic><magic>Potion Cure Light (2)</magic><magic>Potion Cure Moderate</magic><magic>MoonDancer(+1) Protection +3</magic><magic>Lu Outfit (Natural Armor +4</magic><magic>Bracers Armor +2</magic><magic>Monk's Belt</magic><magic>Helm of Int +4</magic><magic>Stone of Anything</magic><magic>	

SPECIAL ABILITIES	
+2 racial bonus on Will saves against spells and spell-like abilities.	
+2 racial saving throw bonus against enchantment spells or effects.	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Elf Racial Level 1, Generalist Wizard: Cannot specialize, but may learn one additional spell per level and can cast one additional spell of the highest available.	
Elf Racial Level 3, Gain Natural Link with familiar	
Immunity to magic sleep effects.	
Light Blindness	
Maximum Craft Points 10500	
Summon Familiar	
You gain Lightning Reflexes as a bonus feat.	

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Daylight Adaptation	Removes -1 penalty from daylight sensitivity
Improved Initiative	You get a +4 bonus on initiative checks.
Maximize Spell	All variable, numeric effects of a spell modified by this feat are maximized.
Modify Spell	Laden spell has additional power
Sanctify Relic	You can create magic items that are imbued with a connection to your deity.
Searing Spell	Your fire spells deal damage to fire-resistant creatures
Skill Focus (Concentration, Knowledge (Arcana), Spellcraft)	You get a +3 bonus on all checks involving that skill.
Spell Focus (Evocation)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs.
Scribe Scroll	You can create a scroll of any spell that you know.
Weapon Focus (Sword (Bastard))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Master Artificer	You can manufacture any magic item as if you possess all the item creation feats, as long as you meet the pre-requisite.

DOMAINS	
War	Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.
Drow	You gain Lightning Reflexes as a bonus feat.

PROFICIENCIES	
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Quarterstaff, Rapier, Spells(Ray), Sword (Bastard), Sword (Short), Unarmed Strike	

LANGUAGES	
Abyssal, Common, Draconic, Drow Sign Language, Elven, Gnome, Goblin, Undercommon	

TEMPLATES	
Elf Wizard Lv:1	
Elf Wizard Lv:3	
Bonus Domain 1	
Domain Choice	
Truename	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/>	Dancing Lights	13	None	1 standard action	1 minute/level [D]	Medium (240 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
	Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area			Caster Level: 14	
<input type="checkbox"/>	Darkness	15	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
	Effect: 20-ft. radius of supernatural shadow.					Target: Object touched			Caster Level: 14	
<input type="checkbox"/>	Faerie Fire	14	None	1 standard action	1 minute/level [D]	Long (960 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
	Effect: Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst			Caster Level: 14	
* =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	7	7	6	6	6	5	3	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash	20	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
Effect: Orb deals 1d3 acid damage.					Target: One missile of acid			Caster Level: 14	
□□□□□ Arcane Mark	20	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
Effect: Inscribe a personal rune [visible or invisible].					Target: One personal rune or mark, all of which must fit within 1 sq. ft.			Caster Level: 14	
□□□□□ Dancing Lights	21	None	1 standard action	1 minute/level [D]	Medium (240 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area			Caster Level: 14	
□□□□□ Daze	20	Will negates	1 standard action	1 round	Close (60 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid creature of 4 HD or less			Caster Level: 14	
□□□□□ Detect Magic	20	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation			Caster Level: 14	
□□□□□ Detect Poison	20	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube			Caster Level: 14	
□□□□□ Disrupt Undead	20	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Effect: Deals 1d6 damage to one undead.					Target: Ray			Caster Level: 14	
□□□□□ Electric Jolt	21	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Evocation [Electricity]	SPELL CO: Pg.78
Effect: Ranged touch attack delivers 1d3 electric damage.					Target: Ray			Caster Level: 14	
□□□□□ Flare	21	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light			Caster Level: 14	
□□□□□ Ghost Sound	20	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (60 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
Effect: Figment sounds.					Target: Illusory sounds			Caster Level: 14	
□□□□□ Launch Bolt	20	None	1 standard action	Instantaneous	Touch	V, S, M	No	Transmutation	SPELL CO: Pg.130
Effect: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.					Target: One crossbow bolt in your possession			Caster Level: 14	
□□□□□ Light	21	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touched			Caster Level: 14	
□□□□□ Mage Hand	20	None	1 standard action	Concentration	Close (60 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.			Caster Level: 14	
□□□□□ Mending	20	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.			Caster Level: 14	
□□□□□ Message	20	None	1 standard action	10 minutes/level	Medium (240 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
Effect: Whispered conversation at distance.					Target: 1 creature/level			Caster Level: 14	
□□□□□ Open/Close	20	Will negates (object)	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed			Caster Level: 14	
□□□□□ Prestidigitation	20	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
Effect: Performs minor tricks.					Target: See text			Caster Level: 14	
□□□□□ Ray of Frost	21	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
Effect: Ray deals 1d3 cold damage.					Target: Ray			Caster Level: 14	
□□□□□ Read Magic	20	None	1 standard action	10 minutes/level	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 14	
□□□□□ Repair Minor Damage	20	None	1 standard action	Instantaneous	Touch	V, S	No	Transmutation	SPELL CO: Pg.173
Effect: Repair a construct 1 point of damage.					Target: Construct touched			Caster Level: 14	
□□□□□ Resistance	20	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature touched			Caster Level: 14	
□□□□□ Silent Portal	20	Will negates [object]	1 standard action	1 minute/level [D]	Close (60 ft.)	S	Yes [object]	Illusion (Glamer)	SPELL CO: Pg.190
Effect: Negates the sound of opening/closing any portal [door, window, etc.].					Target: One portal			Caster Level: 14	
□□□□□ Stick	20	Will negates [object]	1 standard action	Instantaneous	Touch	V, S, M	Yes [object]	Transmutation	SPELL CO: Pg.206
Effect: Sticks one object to another; see text.					Target: Nonmagical, unattended object weighing up to 5lbs			Caster Level: 14	
□□□□□ Touch of Fatigue	20	Fortitude negates	1 standard action	1 round/level	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
Effect: Touch attack fatigues target.					Target: Creature touched			Caster Level: 14	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alarm	21	None	1 standard action	2 hours/level [D]	Close (60 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
Effect: Wards an area for 2 hours/level.					Target: 20-ft.-radius emanation centered on a point in space			Caster Level: 14	

* =Domain/Specialty Spell

Wizard Spells

Animate Rope	21	None	1 standard action	1 round/level	Medium (240 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes a rope move at your command.					<i>Target:</i> One ropelike object, length up to 50 ft. + 5 ft./level; see text			<i>Caster Level:</i> 14	
Burning Hands	22	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf
<i>Effect:</i> 1d4/level [max 5d4] fire damage					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 14	
Charm Person	21	Will negates	1 standard action	1 hour/level	Close (60 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one person your friend.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 14	
Comprehend Languages	21	None	1 standard action	10 minutes/level	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Distract Assailant	21	Will negates	1 swift action	1 round	Close (60 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.69
<i>Effect:</i> Target is flatfooted till next turn.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
Enlarge Person	21	Fortitude negates	1 round	1 minute/level [D]	Close (60 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creatures size increases to next category					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 14	
Erase	21	See text	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Mundane or magical writing vanishes.					<i>Target:</i> One scroll or two pages			<i>Caster Level:</i> 14	
Expeditious Retreat	21	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Your speed increases by 30 ft.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Familiar Pocket	21	None	1 standard action	1 hour/level [D]	Touch	V,S,M	No	Universal	SPELL CO: Pg.88
<i>Effect:</i> Creates an extra-dimensional safe haven for a Tiny or smaller familiar.					<i>Target:</i> One container or garment with a pocket touched			<i>Caster Level:</i> 14	
Feather Fall	21	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (60 ft.)	V	Yes (object)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart			<i>Caster Level:</i> 14	
Floating Disk	22	None	1 standard action	1 hour/level	Close (60 ft.)	V, S, M	No	Evocation [Force]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1400 lbs					<i>Target:</i> 3-ft.-diameter disk of force			<i>Caster Level:</i> 14	
Guided Shot	21	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SPELL CO: Pg.108
<i>Effect:</i> No range increment penalties and target denied AC bonus for anything less than total cover.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Identify	21	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Determines properties of magic item.					<i>Target:</i> One touched object			<i>Caster Level:</i> 14	
Instant Search	21	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SPELL CO: Pg.124
<i>Effect:</i> You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Mage Armor	21	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Magic Missile	22	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 14	
Mount	21	None	1 round	2 hours/level [D]	Close (60 ft.)	V, S, M	No	Conjuration (Summoning)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Summons riding horse for 2 hours/level.					<i>Target:</i> One mount			<i>Caster Level:</i> 14	
Orb of Acid, Lesser	21	None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Acid]	SPELL CO: Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage.					<i>Target:</i> One orb of acid			<i>Caster Level:</i> 14	
Orb of Cold, Lesser	21	None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Cold]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of cold damage.					<i>Target:</i> One orb of cold			<i>Caster Level:</i> 14	
Orb of Electricity, Lesser	21	None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.					<i>Target:</i> One orb of electricity			<i>Caster Level:</i> 14	
Orb of Fire, Lesser	21	None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Fire]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.					<i>Target:</i> One orb of fire			<i>Caster Level:</i> 14	
Orb of Sound, Lesser	21	None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Sonic]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d6/two caster level [max 10d6] points of sonic damage.					<i>Target:</i> One orb of sonic			<i>Caster Level:</i> 14	
Protection from Evil	21	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Scholar's Touch	21	None	1 standard action	Concentration, up to 14 rounds	Personal	V,S,M,F	No	Divination	Custom: Races of Destiny Pg.167
<i>Effect:</i> 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.					<i>Target:</i> One book/round			<i>Caster Level:</i> 14	
Shield	21	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Shocking Grasp	22	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	RSRD: SpellsS.rtf
<i>Effect:</i> Touch delivers 1d6/level [max 5d6] electricity damage.					<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 14	
Sleep	21	Will negates	1 round	1 minute/level	Medium (240 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.					<i>Target:</i> One or more living creatures within a 10-ft.-radius burst			<i>Caster Level:</i> 14	
Summon Monster I	21	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 14	
True Strike	21	None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> +20 on your next attack roll.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Unseen Servant	21	None	1 standard action	1 hour/level	Close (60 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Invisible force obeys your commands.					<i>Target:</i> One invisible, mindless, shapeless servant			<i>Caster Level:</i> 14	

* =Domain/Specialty Spell

Wizard Spells									
Weapon Shift	21	Fortitude negates [object]	1 standard action	1 minute/level	Touch	V,S,M	Yes [object]	Transmutation	SPELL CO: Pg.237
Effect: Transforms one non-magic weapon into a different melee weapon of the same size or smaller.					Target: One melee weapon of up to 15 lb.			Caster Level: 14	
LEVEL 2									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Arcane Lock	22	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration	RSRD: SpellsA-B.rtf
Effect: Magically locks a portal or chest.					Target: The door, chest, or portal touched, up to 30 sq. ft/level in size			Caster Level: 14	
Balor Nimbus	22	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.24
Effect: Any creature grappling you takes 6d6 points of fire damage.					Target: You			Caster Level: 14	
Bear's Endurance	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 1 minutes/level.					Target: Creature touched			Caster Level: 14	
Blur	22	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsA-B.rtf
Effect: Attacks miss subject 20% of the time.					Target: Creature touched			Caster Level: 14	
Cat's Grace	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
Effect: Subject gains +4 to Dex for 1 minutes/level.					Target: Creature touched			Caster Level: 14	
Darkness	23	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
Effect: 20-ft. radius of supernatural shadow.					Target: Object touched			Caster Level: 14	
False Life	22	None	1 standard action	1 hour/level or until discharged; see text	Personal	V, S, M	No	Necromancy	RSRD: SpellsF-G.rtf
Effect: Gain 1d10 +1/level [max +10] temporary hp					Target: You			Caster Level: 14	
Invisibility	22	Will negates (harmless) or Will negates (harmless, object)	1 standard action	1 minute/level [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
Effect: Subject is invisible for 1 minutes/level or until it attacks.					Target: You or a creature or object weighing no more than 100 lbs/level			Caster Level: 14	
Knock	22	None	1 standard action	Instantaneous; see text	Medium (240 ft.)	V	No	Transmutation	RSRD: SpellsH-L.rtf
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: 14	
Levitate	22	None	1 standard action	1 minute/level [D]	Personal or close	V, S, F	No	Transmutation	RSRD: SpellsH-L.rtf
Effect: Subject moves up and down at your direction.					Target: You or one willing creature or one object, total weight up to 100 lbs/level			Caster Level: 14	
Mirror Image	22	None	1 standard action	1 minute/level [D]	Personal; see text	V, S	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
Effect: Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					Target: You			Caster Level: 14	
Obscure Object	22	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
Effect: Masks object against scrying.					Target: One object touched of up to 100 lbs/level			Caster Level: 14	
Resist Energy	22	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 30 points of damage/attack from specified energy type.					Target: Creature touched			Caster Level: 14	
Rope Trick	22	None	1 standard action	1 hour/level [D]	Touch	V, S, M	No	Transmutation	RSRD: SpellsP-R.rtf
Effect: As many as eight creatures hide in extradimensional space.					Target: One touched piece of rope from 5 ft. to 30 ft. long			Caster Level: 14	
Scorch	23	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,F	Yes	Evocation [Fire]	SPELL CO: Pg.181
Effect: Deal 1d8/2 caster levels [max 5d8] to all in the area of affect.					Target: 30-ft. line			Caster Level: 14	
Scorching Ray	23	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsS.rtf
Effect: 3 rays, ranged touch attack deals 4d6 fire damage.					Target: 1 ray + 1 ray/4 levels [see text]			Caster Level: 14	
See Invisibility	22	None	1 standard action	10 minutes/level [D]	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf
Effect: Reveals invisible creatures or objects.					Target: You			Caster Level: 14	
Spider Climb	22	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
Effect: Grants ability to walk on walls and ceilings.					Target: Creature touched			Caster Level: 14	
Web	22	Reflex negates; see text	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.					Target: Webs in a 20-ft.-radius spread			Caster Level: 14	
Whirling Blade	22	None	1 standard action	Instantaneous	60 ft.	V,S,F	No	Transmutation	SPELL CO: Pg.238
Effect: Ranged Touch attack deals weapon damage to all targets on the path can use Intelligence or Charisma for your modifier.					Target: 60-ft. line			Caster Level: 14	
Wraithstrike	22	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.243
Effect: Makes your melee attacks become touch attacks.					Target: You			Caster Level: 14	
Zone of Glacial Cold	22	Fort half	1 standard action	14 rounds	Medium (240 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
Effect: Zone deals 1d6 cold damage each round.					Target: 20-ft.-radius			Caster Level: 14	
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Arcane Sight	23	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Divination	RSRD: SpellsA-B.rtf
Effect: Magical auras become visible to you.					Target: You			Caster Level: 14	
Blink	23	None	1 standard action	1 round/level [D]	Personal	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
Effect: You randomly vanish and reappear for 1 round/level.					Target: You			Caster Level: 14	
Dispel Magic	23	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 14	
Displacement	23	Will negates	1	1 round/level [D]	Touch	V, M	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsD-E.rtf
* =Domain/Speciality Spell									

Wizard Spells

		(harmless)	standard action						
<i>Effect:</i> Attacks miss subject 50%.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■ Dragonskin	23	N/A	1 standard action	10 minutes/level	Personal	S,M	N/A	Transmutation	SPELL CO: 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> 14	
■■■■■ Fireball	24	Reflex half	1 standard action	Instantaneous	Long (960 ft.)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 14	
■■■■■ Fly	23	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, F/DF	Yes (harmless)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject flies at speed of 60 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■ Force Lightning	24	Fort partial	1 standard action	7	Close (60 ft.)	V,S,M	Yes	Evocation [Electricity]	Custom: Custom
<i>Effect:</i> Ranged touch attack deals 1d4+14. Successful Fort save imposes a -1 to attack and AC for one round, failed save indicates paralyzation for 1 round.					<i>Target:</i> Ray			<i>Caster Level:</i> 14	
■■■■■ Hailstones	23	None	1 standard action	Instantaneous	Medium (240 ft.)	V,S,M	Yes	Conjuration [Cold]	SPELL CO: Pg.109
<i>Effect:</i> Hailstone deals 5d6 cold damage each.					<i>Target:</i> One frigid globe/5 levels			<i>Caster Level:</i> 14	
■■■■■ Lance of Disruption	24	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
<i>Effect:</i> Beam of force causes 5d4+28 to all in the area of effect					<i>Target:</i> From caster 5ft wide beam out to 60ft length			<i>Caster Level:</i> 14	
■■■■■ Lightning Bolt	24	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Electricity deals 1d6/level [max 10d6].					<i>Target:</i> 120-ft. line			<i>Caster Level:</i> 14	
■■■■■ Mage Armor, Greater	23	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SPELL CO: Pg.136
<i>Effect:</i> As mage armor, except gain +6 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■ Nondetection	23	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V, S, M	Yes (harmless, object)	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Hides subject from divination, scrying.					<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 14	
■■■■■ Scintillating Sphere	24	Reflex half	1 standard action	Instantaneous	Long (960 ft.)	V,S,M	Yes	Evocation [Electricity]	SPELL CO: Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 14	
■■■■■ Weapon of Energy	23	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SPELL CO: Pg.236
<i>Effect:</i> Adds additional damage; see text.					<i>Target:</i> One weapon			<i>Caster Level:</i> 14	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Arcane Eye	24	None	10 minutes	1 minute/level [D]	Unlimited	V, S, M	No	Divination (Scrying)	RSRD: SpellsA-B.rtf
<i>Effect:</i> Invisible floating eye moves 30 ft./round.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 14	
■■■■■ Assay Spell Resistance	24	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SPELL CO: Pg.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■ Blast of Flame	24	Reflex half	1 standard action	Instantaneous	60 ft.	V,S,M	No	Conjuration (Creation) [Fire]	SPELL CO: Pg.31
<i>Effect:</i> Deal 1d6/level [max 10d6] to all creatures in the area.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 14	
■■■■■ Detect Scrying	24	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Alerts you of magical eavesdropping.					<i>Target:</i> 40-ft.-radius emanation centered on you			<i>Caster Level:</i> 14	
■■■■■ Dimension Door	24	None and Will negates (object)	1 standard action	Instantaneous	Long (960 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Teleports you short distance.					<i>Target:</i> You and touched objects or other touched willing creatures			<i>Caster Level:</i> 14	
■■■■■ Dragonbreath	25	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SPELL CO: Pg.72
<i>Effect:</i> Gain a true dragons breath weapon attack; see text					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■ Force Missiles	25	None	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Evocation [Force]	SPELL CO: Pg.98
<i>Effect:</i> Each missile deals 2d6 to target and half to any adjacent creature.					<i>Target:</i> Up to four creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 14	
■■■■■ Ice Storm	25	None	1 standard action	1 full round	Long (960 ft.)	V, S, M/DF	Yes	Evocation [Cold]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.					<i>Target:</i> Cylinder 20			<i>Caster Level:</i> 14	
■■■■■ Ice Web	24	Reflex negates; see text	1 standard action	140 minutes [D]	Medium (240 ft.)	V,S,Coldfire	No	Conjuration (Creation) [Cold]	Custom: Frostburn Pg.100-101
<i>Effect:</i> Creatures caught in effect are entangled. Any movement through effect causes 1d6 damage per round.					<i>Target:</i> Webs of coldfire in a 20-ft.-radius spread			<i>Caster Level:</i> 14	
■■■■■ Orb of Fire	24	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Fire]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d6/caster level [max 15d6] points of fire damage. Fort save to avoid becoming dazed for 1 round.					<i>Target:</i> One orb of fire			<i>Caster Level:</i> 14	
■■■■■ Polymorph	24	None	1 standard action	1 minute/level [D]	Touch	V, S, M	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 14	
■■■■■ Remove Curse	24	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched			<i>Caster Level:</i> 14	
■■■■■ Stoneskin	24	Will negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Ignore 10 points of damage per attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■ Thunderlance	25	None	1 standard action	1 round/level [D]	0 ft.	V,S,M	No	Evocation [Force]	SPELL CO: Pg.220
<i>Effect:</i> Create a retractable spear or quarterstaff of force from 1 foot to 20 feet. Damage is 3d6 [Critx3]. Also may dispels force effect of 3rd or lower level.					<i>Target:</i> A spearlike beam			<i>Caster Level:</i> 14	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Baleful Polymorph	25	Fortitude negates, Will 1 partial; see text	1 standard action	Permanent	Close (60 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Transforms subject into harmless animal.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	

* =Domain/Specialty Spell

Wizard Spells

□□□□□Dancing Flame Blade	26	Fort half	1 standard action	14	Personal	V,S,M	Yes	Evocation [Fire]	Custom: Custom
<i>Effect:</i> Deal an additional 1d8 per successful hit with a weapon, at the caster's discretion the caster can have the flames engulf the target with a successful touch attack for one round dealing 14d8 minus 1d8 for each round of duration. Fort save & SR against engulf maneuver. Takes half damage.					<i>Target:</i> Caster's weapon			<i>Caster Level:</i> 14	
□□□□□Draconic Might	25	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.72
<i>Effect:</i> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
□□□□□Ironguard, Lesser	25	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.125
<i>Effect:</i> Non-magical metal passes right through you.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□Major Creation	25	None	10 minutes	See text	Close (60 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> As minor creation, plus stone and metal.					<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level			<i>Caster Level:</i> 14	
□□□□□Mordenkainen's Faithful Hound	25	None	1 standard action	14 hours or until discharged; see text	Close (60 ft.)	V, S, M	No	Conjuration (Creation)	Named: PHB 3.5
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog			<i>Caster Level:</i> 14	
□□□□□Spell Matrix, Lesser	25	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F	N/A	Transmutation	SPELL CO: Pg.199
<i>Effect:</i> Allows you to store and cast 1 spell as a free action; see text					<i>Target:</i> Matrix that holds one of your spells			<i>Caster Level:</i> 14	
□□□□□Telekinesis	25	Will negates (object) or None; see text	1 standard action	Concentration of up to 1 round/level or instantaneous; see text	Long (960 ft.)	V, S	Yes (object); see text	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Moves object, attacks creature, or hurls object or creature.					<i>Target:</i> See text			<i>Caster Level:</i> 14	
□□□□□Teleport	25	None and Will negates 1 (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<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> 14	

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Bite of the Weretiger	26	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.28
<i>Effect:</i> Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□Chain Lightning	27	Reflex half	1 standard action	Instantaneous	Long (960 ft.)	V, S, F	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> 1d6/level [max 20d6] damage; one secondary bolt/level [max 20] each deal half damage.					<i>Target:</i> One primary target, plus one secondary target/level [each of which must be within 30 ft. of the primary target]			<i>Caster Level:</i> 14	
□□□□□Contingency	27	None	At least 10 minutes; see text	1 day/level [D] or until discharged	Personal	V, S, M, F	No	Evocation	RSRD: SpellsC.rtf
<i>Effect:</i> Sets trigger condition for another spell.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□Disintegrate	26	Fortitude partial (object)	1 standard action	Instantaneous	Medium (240 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Makes one creature or object vanish.					<i>Target:</i> Ray			<i>Caster Level:</i> 14	
□□□□□Dispel Magic, Greater	26	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 14	
□□□□□Heroism, Greater	26	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□Resistance, Superior	26	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□Stone Body	26	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.207
<i>Effect:</i> Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□True Seeing	26	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Banishment	27	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Banishes 2 HD/level of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
□□□□□Bite of the Werebear	27	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.28
<i>Effect:</i> Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□Delayed Blast Fireball	28	Reflex half	1 standard action	5 rounds or less; see text	Long (960 ft.)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Deals 1d6 [max 20d6] fire damage; you can postpone blast for 5 rounds.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 14	
□□□□□Dragon Ally	27	None	10 minutes	Instantaneous	Close (60 ft.)	V,XP	No	Conjuration (Calling)	SPELL CO: Pg.72
<i>Effect:</i> Functions like lesser dragon ally, except you call dragon up to 18 HD.					<i>Target:</i> One called dragon of 18 HD or less			<i>Caster Level:</i> 14	
□□□□□Emerald Flame Fist	28	See text	1 standard action	1 round/level; see text	Touch	V,S	Yes	Evocation [Fire]	SPELL CO: Pg.79
<i>Effect:</i> Flaming fist you deal 3d6 +1/caster level [Max +20] damage.					<i>Target:</i> Creatures or objects touched			<i>Caster Level:</i> 14	
□□□□□Ethereal Jaunt	27	None	1 standard action	1 round/level [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You become ethereal for 1 round/level.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□Plane Shift	27	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands			<i>Caster Level:</i> 14	
□□□□□Reverse Gravity	27	None; see text	1 standard action	1 round/level [D]	Medium (240 ft.)	V, S, M/DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Objects and creatures fall upward.					<i>Target:</i> Up to 1 10-ft. cube/2 levels [S]			<i>Caster Level:</i> 14	

* =Domain/Specialty Spell

Wizard Spells										
Spell Matrix	27	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F	N/A	Transmutation	SPELL CO: Pg.199	
Effect: Same as lesser spell matrix except it allows you to store and cast 2 spells as a free action; see text					Target: Matrix that holds two of your spells			Caster Level: 14		
Teleport, Greater	27	None and Will negates 1 (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf	
Effect: As teleport, but no range limit and no off-target arrival.					Target: You and touched objects or other touched willing creatures			Caster Level: 14		
LEVEL 8										
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
Invisibility, Superior	28	Will negates [harmless]	1 standard action	1 minute/level [D]	Personal or touch	V,S	No	Illusion (Glamour)	SPELL CO: Pg.125	
Effect: More powerful invisibility.					Target: You or a creature or object weighing no more than 100 lb/level			Caster Level: 14		
Iron Body	28	None	1 standard action	1 minute/level [D]	Personal	V, S, M/DF	No	Transmutation	RSRD: SpellsH-L.rtf	
Effect: Your body becomes living iron.					Target: You			Caster Level: 14		
Telekinetic Sphere	29	Reflex negates (object)	1 standard action	1 minute/level [D]	Close (60 ft.)	V, S, M	Yes (object)	Evocation [Force]	RSRD: SpellsT-Z.rtf	
Effect: As resilient sphere, but you move sphere telekinetically.					Target: 1 ft./level diameter sphere, centered around creatures or objects			Caster Level: 14		
Temporal Stasis	28	Fortitude negates	1 standard action	Permanent	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsT-Z.rtf	
Effect: Puts subject into suspended animation.					Target: Creature touched			Caster Level: 14		
LEVEL 9										
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
Gate	29	None	1 standard action	Instantaneous or concentration 0; see text	Medium (240 ft.)	V, S, XP; see text	No	Conjuration (Calling, Creation)	RSRD: SpellsF-G.rtf	
Effect: Connects two planes for travel or summoning.					Target: See text			Caster Level: 14		
Heavenly Host	29	None	10 minutes	10 minutes/level	Medium (240 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.113	
Effect: Summons multiple creatures; see text					Target: Two or more summoned creatures, no two of which are more than 30 ft. apart			Caster Level: 14		
Shapechange	29	None	1 standard action	10 minutes/level [D]	Personal	V, S, F	No	Transmutation	RSRD: SpellsS.rtf	
Effect: Transforms you into any creature, and change forms once per round.					Target: You			Caster Level: 14		
Summon Elemental Monolith	29	None	1 round	Concentration, up to 1 round/level	Medium (240 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SPELL CO: Pg.214	
Effect: Summon monolith to do your bidding.					Target: One summoned elemental monolith			Caster Level: 14		
* =Domain/Speciality Spell										

Cleric 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	5	4+1	3+1	2+1	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Amanuesis	14	Will negates [object]	1 standard action	10 minute/level	Close (35 ft.)	V, S	Yes [object]	Transmutation	SPELL CO: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 5	
□□□□ Create Water	14	None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 5	
□□□□ Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□ Detect Magic	14	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□ Detect Poison	14	None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 5	
□□□□ Guidance	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□ Inflict Minor Wounds	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□ Light	15	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
□□□□ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 5	
□□□□ Purify Food and Drink	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level of contaminated food and water			<i>Caster Level:</i> 5	
□□□□ Read Magic	14	None	1 standard action	10 minutes/level	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□ Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□ Virtue	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Bane	15	Will negates	1 standard action	1 minute/level	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 5	
□□□□ Bless	15	None	1 standard action	1 minute/level	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 5	
□□□□ Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
□□□□ Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (35 ft.)	V, S	Yes	Necromancy [Fear, RSRD: SpellsC.rtf Mind-Affecting]	
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 5	
□□□□ Command	15	Will negates	1 standard action	1 round	Close (35 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
□□□□ Comprehend Languages	15	None	1 standard action	10 minutes/level	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□ Conviction	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V, S, M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□ Detect Chaos	15	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□ Detect Evil	15	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□ Detect Good	15	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□ Detect Law	15	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	

* =Domain/Specialty Spell

Cleric Spells

Detect Undead	15	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
Divine Favor	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Doom	15	Will negates	1 standard action	1 minute/level	Medium (150 ft.)	V, S, DF	Yes	Necromancy [Fear, RSRD: SpellsD-E.rtf Mind-Affecting]	
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Entropic Shield	15	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Faith Healing	15	Will negates [harmless]	1 standard action	Instantaneous	Touch	V, S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5	
Healthful Rest	15	Will negates [harmless]	10 minutes	24 hours	Close (35 ft.)	V, S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.111
<i>Effect:</i> Doubles the natural healing rate.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 5	
Hide from Undead	15	Will negates (harmless); see text	1 standard action	10 minutes/level [D]	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Undead can't perceive 1 subject/level.					<i>Target:</i> One touched creature/level			<i>Caster Level:</i> 5	
Inflict Light Wounds	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Light of Lunia	16	None	1 standard action	10 minutes/level [D]	Medium (150 ft.)	V, S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 5	
Magic Stone	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched			<i>Caster Level:</i> 5	
Magic Weapon	15	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 5	
Nimbus of Light	16	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V, S, DF	N/A	Evocation [Light]	SPELL CO: Pg.148
<i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					<i>Target:</i> You			<i>Caster Level:</i> 5	
Obscuring Mist	15	None	1 standard action	1 minute/level	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 5	
Protection from Chaos	15	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Protection from Evil	15	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Protection from Law	15	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Remove Fear	15	Will negates (harmless)	1 standard action	10 minutes; see text	Close (35 ft.)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.					<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 5	
Sanctuary	15	Will negates	1 standard action	1 round/level	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Scholar's Touch	15	None	1 standard action	Concentration, up to 5 rounds	Personal	V, S, M, F	No	Divination	Custom: Races of Destiny Pg.167
<i>Effect:</i> 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.					<i>Target:</i> One book/round			<i>Caster Level:</i> 5	
Shield of Faith	15	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +2 deflection bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Sign	15	N/A	1 standard action	10 minutes/level or until discharged	Personal	V, S, M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Summon Monster I	15	None	1 round	1 round/level [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 5	
Vigor, Lesser	15	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V, S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Aid	16	None	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5	
Align Weapon	16	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]			<i>Caster Level:</i> 5	
Augury	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Bear's Endurance	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	

* =Domain/Specialty Spell

Cleric Spells

■■■■■	Bull's Strength	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5	
■■■■■	Calm Emotions	16	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (150 ft.)	V, S, DF Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
	<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread		<i>Caster Level:</i> 5	
■■■■■	Close Wounds	16	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (35 ft.)	V Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.48
	<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature		<i>Caster Level:</i> 5	
■■■■■	Consecrate	17	None	1 standard action	2 hours/level	Close (35 ft.)	V, S, M, DF No	Evocation [Good]	RSRD: SpellsC.rtf
	<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 5	
■■■■■	Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
	<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5	
■■■■■	Darkness	17	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
	<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched		<i>Caster Level:</i> 14	
■■■■■	Deific Vegeance	16	Will half	1 standard action	Instantaneous	Close (35 ft.)	V,S,DF Yes	Conjuration (Summoning)	SPELL CO: Pg.62
	<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature		<i>Caster Level:</i> 5	
■■■■■	Delay Poison	16	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V, S, DF Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5	
■■■■■	Eagle's Splendor	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF Yes	Transmutation	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5	
■■■■■	Enthrall	16	Will negates; see text	1 round	1 hour or less	Medium (150 ft.)	V, S Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Captivates all within 100 ft. +10 ft./level					<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 5	
■■■■■	Find Traps	16	None	1 standard action	1 minute/level	Personal	V, S No	Divination	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You		<i>Caster Level:</i> 5	
■■■■■	Gentle Repose	16	Will negates (object)	1 standard action	1 day/level	Touch	V, S, M/DF Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched		<i>Caster Level:</i> 5	
■■■■■	Hold Person	16	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (150 ft.)	V, S, F/DF Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 5	
■■■■■	Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S Yes	Necromancy	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5	
■■■■■	Light of Mercuria	17	None	1 standard action	10 minutes/level [D]	Medium (150 ft.)	V,S Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
	<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 5	
■■■■■	Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (35 ft.)	V, S Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level		<i>Caster Level:</i> 5	
■■■■■	Owl's Wisdom	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF Yes	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5	
■■■■■	Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (35 ft.)	V, S Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 5	
■■■■■	Resist Energy	16	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5	
■■■■■	Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5	
■■■■■	Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (35 ft.)	V, S, M/DF Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
	<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		<i>Caster Level:</i> 5	
■■■■■	Shield Other	16	Will negates (harmless)	1 standard action	1 hour/level [D]	Close (35 ft.)	V, S, F Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
	<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 5	
■■■■■	Silence	16	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (600 ft.)	V, S Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
	<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 5	
■■■■■	Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (35 ft.)	V, S, F/DF Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
	<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 5	
■■■■■	Spiritual Weapon	17	None	1 standard action	1 round/level [D]	Medium (150 ft.)	V, S, DF Yes	Evocation [Force]	RSRD: SpellsS.rtf
	<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 5	
■■■■■	Status	16	Will negates (harmless)	1 standard action	1 hour/level	Touch	V, S Yes (harmless)	Divination	RSRD: SpellsS.rtf
	<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 5	
■■■■■	Summon Monster II	16	None	1 round	1 round/level [D]	Close (35 ft.)	V, S, F/DF No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 5	
■■■■■	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (35 ft.)	V, S Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 5	
■■■■■	Zone of Truth	16	Will negates	1 standard action	1 minute/level	Close (35 ft.)	V, S, DF Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 5	

* =Domain/Specialty Spell

Cleric Spells

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					Target: Creature touched			Caster Level: 5	
Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (150 ft.)	V	Yes	Necromancy	RSRD: SpellsA-B.rtf
Effect: Makes subject blinded or deafened.					Target: One living creature			Caster Level: 5	
Continual Flame	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
Effect: Makes a permanent, heatless torch.					Target: Object touched	Magical, heatless flame		Caster Level: 5	
Create Food and Water	17	None	10 minutes	24 hours; see text	Close (35 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
Effect: Feeds 3 humans or 1 horses/level.					Target: Food and water to sustain 3 humans/level or one horse/level for 24 hours			Caster Level: 5	
Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 3d8 +1/level [max +15] damage.					Target: Creature touched			Caster Level: 5	
Daylight	18	None	1 standard action	10 minutes/level [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: 60-ft. radius of bright light.					Target: Object touched			Caster Level: 5	
Deeper Darkness	18	None	1 standard action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
Effect: Object sheds supernatural shadow in 60-ft. radius.					Target: Object touched			Caster Level: 5	
Dispel Magic	17	None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 5	
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
Effect: Inscription harms those who pass it.					Target: Object touched or up to 5 sq. ft/level			Caster Level: 5	
Grace	17	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SPELL CO: Pg.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					Target: You			Caster Level: 5	
Helping Hand	18	None	1 standard action	1 hour/level	5 miles	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
Effect: Ghostly hand leads subject to you.					Target: Ghostly hand			Caster Level: 5	
Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature touched			Caster Level: 5	
Interplanar Message	18	Will negates [harmless]	1 standard action	24 hours/level	One creature	V, S	Yes [harmless]	Evocation [Language-Dependent]	SPELL CO: Pg.124
Effect: Send 25 words or less to the targeted creature; see text.					Target: One creature			Caster Level: 5	
Invisibility Purge	18	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
Effect: Dispel invisibility within 5 ft./level					Target: You			Caster Level: 5	
Light of Ventya	18	None	1 standard action	10 minutes/level [D]	Medium (150 ft.)	V, S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					Target: You and up to two rays; see text			Caster Level: 5	
Locate Object	17	None	1 standard action	1 minute/level	Long (600 ft.)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
Effect: Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 400 + 40 ft. per level			Caster Level: 5	
Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 5	
Magic Circle against Evil	17	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 5	
Magic Circle against Law	17	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 5	
Magic Vestment	17	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Armor or shield gains +1/4 levels [max +5] enhancement					Target: Armor or shield touched			Caster Level: 5	
Meld into Stone	17	None	1 standard action	10 minutes/level	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
Effect: You and your gear merge with stone.					Target: You			Caster Level: 5	
Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
Effect: Masks object against scrying.					Target: One object touched of up to 100 lbs/level			Caster Level: 5	
Prayer	17	None	1 standard action	1 round/level	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.					Target: All allies and foes within a 40-ft.-radius burst centered on you			Caster Level: 5	
Protection from Energy	17	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Absorb 12 points of damage/level [max 120] from one kind of energy.					Target: Creature touched			Caster Level: 5	
Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Cures normal or magical conditions.					Target: Creature touched			Caster Level: 5	
Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Frees object or person from curse.					Target: Creature or item touched			Caster Level: 5	
Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Cures all diseases affecting subject.					Target: Creature touched			Caster Level: 5	
Searing Light	18	None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	Yes	Evocation	RSRD: SpellsS.rtf
Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 5 to undead vulnerable to bright light; construct or inanimate object only takes 2d6 damage.					Target: Ray			Caster Level: 5	
* =Domain/Specialty Spell									

Cleric Spells

☐☐☐☐☐ Speak with Dead	17	Will negates; see text	10 minutes	1 minute/level	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	RSRD: SpellsS.rtf
Effect: Corpse answers one question/2 levels.					Target: One dead creature			Caster Level: 5	
☐☐☐☐☐ Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
Effect: Sculpts stone into any shape.					Target: Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level			Caster Level: 5	
☐☐☐☐☐ Summon Monster III	17	None	1 round	1 round/level [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 5	
☐☐☐☐☐ Telepathic Bond, Lesser	17	None	1 standard action	50 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
Effect: You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.					Target: You and One willing creature within 30'			Caster Level: 5	
☐☐☐☐☐ Vigor	17	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					Target: Living creature touched			Caster Level: 5	
☐☐☐☐☐ Water Breathing	17	Will negates (harmless)	1 standard action	2 hours/level; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect: Subjects can breathe underwater.					Target: Living creatures touched			Caster Level: 5	
☐☐☐☐☐ Water Walk	17	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
Effect: Subject treads on water as if solid.					Target: One touched creature/level			Caster Level: 5	
☐☐☐☐☐ Wind Wall	18	None; see text	1 standard action	1 round/level	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 10 ft./level long and 5 ft./level high [S]			Caster Level: 5	
* =Domain/Speciality Spell									

Innate

- ☐ Dancing Lights (DC:13)
- ☐ Darkness (DC:15)
- ☐ Faerie Fire (DC:14)

Spellbook: Spellbook (Wizard's/Blank)

Wizard

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| Level 0 <ul style="list-style-type: none"> <input type="checkbox"/> Acid Splash (DC:20) <input type="checkbox"/> Arcane Mark (DC:20) <input type="checkbox"/> Dancing Lights (DC:21) <input type="checkbox"/> Daze (DC:20) <input type="checkbox"/> Detect Magic (DC:20) <input type="checkbox"/> Detect Poison (DC:20) <input type="checkbox"/> Disrupt Undead (DC:20) <input type="checkbox"/> Electric Jolt (DC:21) <input type="checkbox"/> Flare (DC:21) <input type="checkbox"/> Ghost Sound (DC:20) <input type="checkbox"/> Launch Bolt (DC:20) <input type="checkbox"/> Light (DC:21) <input type="checkbox"/> Mage Hand (DC:20) <input type="checkbox"/> Mending (DC:20) <input type="checkbox"/> Message (DC:20) <input type="checkbox"/> Open/Close (DC:20) <input type="checkbox"/> Prestidigitation (DC:20) <input type="checkbox"/> Ray of Frost (DC:21) <input type="checkbox"/> Read Magic (DC:20) <input type="checkbox"/> Repair Minor Damage (DC:20) <input type="checkbox"/> Resistance (DC:20) <input type="checkbox"/> Silent Portal (DC:20) <input type="checkbox"/> Stick (DC:20) <input type="checkbox"/> Touch of Fatigue (DC:20) | Level 1 <ul style="list-style-type: none"> <input type="checkbox"/> Alarm (DC:21) <input type="checkbox"/> Animate Rope (DC:21) <input type="checkbox"/> Burning Hands (DC:22) <input type="checkbox"/> Charm Person (DC:21) <input type="checkbox"/> Comprehend Languages (DC:21) <input type="checkbox"/> Distract Assailant (DC:21) <input type="checkbox"/> Enlarge Person (DC:21) <input type="checkbox"/> Erase (DC:21) <input type="checkbox"/> Expeditious Retreat (DC:21) <input type="checkbox"/> Feather Fall (DC:21) <input type="checkbox"/> Floating Disk (DC:22) <input type="checkbox"/> Guided Shot (DC:21) <input type="checkbox"/> Identify (DC:21) <input type="checkbox"/> Instant Search (DC:21) <input type="checkbox"/> Mage Armor (DC:21) <input type="checkbox"/> Magic Missile (DC:22) <input type="checkbox"/> Mount (DC:21) <input type="checkbox"/> Orb of Acid, Lesser (DC:21) <input type="checkbox"/> Orb of Cold, Lesser (DC:21) <input type="checkbox"/> Orb of Electricity, Lesser (DC:21) <input type="checkbox"/> Orb of Fire, Lesser (DC:21) <input type="checkbox"/> Orb of Sound, Lesser (DC:21) <input type="checkbox"/> Protection from Evil (DC:21) <input type="checkbox"/> Scholar's Touch (DC:21) <input type="checkbox"/> Shield (DC:21) <input type="checkbox"/> Shocking Grasp (DC:22) <input type="checkbox"/> Sleep (DC:21) <input type="checkbox"/> Summon Monster I (DC:21) <input type="checkbox"/> True Strike (DC:21) <input type="checkbox"/> Unseen Servant (DC:21) | Level 2 <ul style="list-style-type: none"> <input type="checkbox"/> Bear's Endurance (DC:22) <input type="checkbox"/> Blur (DC:22) <input type="checkbox"/> Cat's Grace (DC:22) <input type="checkbox"/> Darkness (DC:23) <input type="checkbox"/> False Life (DC:22) <input type="checkbox"/> Familiar Pocket (DC:22) <input type="checkbox"/> Invisibility (DC:22) <input type="checkbox"/> Knock (DC:22) <input type="checkbox"/> Levitate (DC:22) <input type="checkbox"/> Mirror Image (DC:22) <input type="checkbox"/> Resist Energy (DC:22) <input type="checkbox"/> Rope Trick (DC:22) <input type="checkbox"/> Scorching Ray (DC:23) <input type="checkbox"/> See Invisibility (DC:22) <input type="checkbox"/> Spider Climb (DC:22) <input type="checkbox"/> Web (DC:22) <input type="checkbox"/> Wraithstrike (DC:22) <input type="checkbox"/> Zone of Glacial Cold (DC:22) | Level 3 <ul style="list-style-type: none"> <input type="checkbox"/> Blink (DC:23) <input type="checkbox"/> Dispel Magic (DC:23) |
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Spellbook: Lu's Spellbook #2

Wizard

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| Level 5 <ul style="list-style-type: none"> <input type="checkbox"/> Baleful Polymorph (DC:25) <input type="checkbox"/> Dancing Flame Blade (DC:26) <input type="checkbox"/> Dragonbreath (DC:26) <input type="checkbox"/> Ironguard, Lesser (DC:25) <input type="checkbox"/> Telekinesis (DC:25) <input type="checkbox"/> Teleport (DC:25) | Level 3 <ul style="list-style-type: none"> <input type="checkbox"/> Displacement (DC:23) <input type="checkbox"/> Fireball (DC:24) <input type="checkbox"/> Fly (DC:23) <input type="checkbox"/> Force Lightning (DC:24) <input type="checkbox"/> Lance of Disruption (DC:24) <input type="checkbox"/> Lightning Bolt (DC:24) <input type="checkbox"/> Mage Armor, Greater (DC:23) <input type="checkbox"/> Nondetection (DC:23) <input type="checkbox"/> Scintillating Sphere (DC:24) | Level 4 <ul style="list-style-type: none"> <input type="checkbox"/> Blast of Flame (DC:24) <input type="checkbox"/> Detect Scrying (DC:24) <input type="checkbox"/> Dimension Door (DC:24) <input type="checkbox"/> Ice Web (DC:24) <input type="checkbox"/> Polymorph (DC:24) <input type="checkbox"/> Stoneskin (DC:24) <input type="checkbox"/> Thunderlance (DC:25) |
|---|--|---|

Spellbook: Dwarven Blessed Book

Wizard

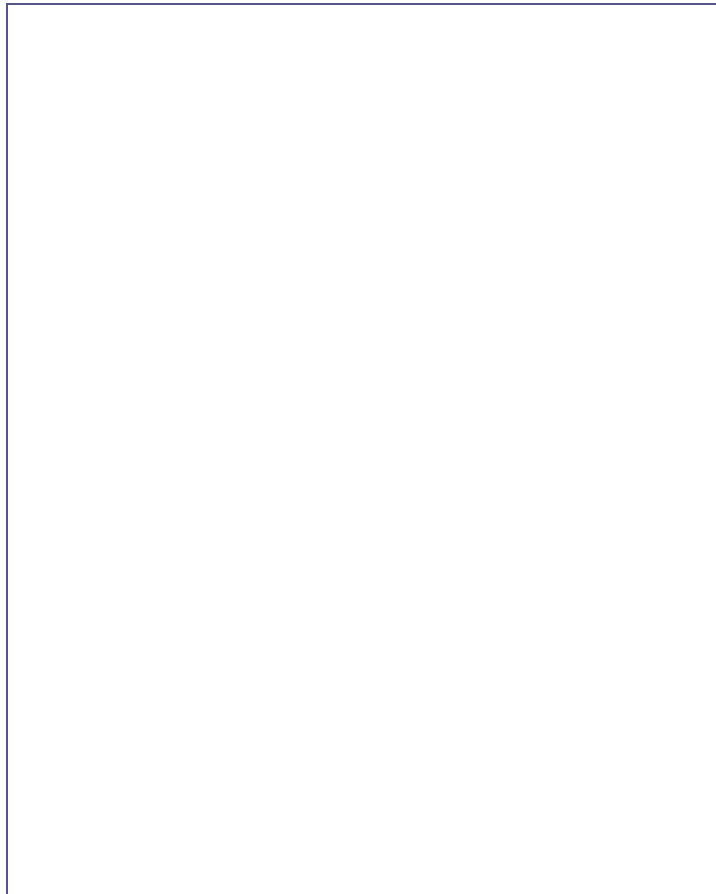
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|---|---|--|--|
| Level 1 <ul style="list-style-type: none"> <input type="checkbox"/> Familiar Pocket (DC:21) <input type="checkbox"/> Weapon Shift (DC:21) | Level 2 <ul style="list-style-type: none"> <input type="checkbox"/> Arcane Lock (DC:22) <input type="checkbox"/> Balor Nimbus (DC:22) <input type="checkbox"/> Obscure Object (DC:22) <input type="checkbox"/> Scorch (DC:23) <input type="checkbox"/> Whirling Blade (DC:22) | Level 3 <ul style="list-style-type: none"> <input type="checkbox"/> Arcane Sight (DC:23) <input type="checkbox"/> Dragonskin (DC:23) <input type="checkbox"/> Hailstones (DC:23) <input type="checkbox"/> Weapon of Energy (DC:23) | Level 4 <ul style="list-style-type: none"> <input type="checkbox"/> Arcane Eye (DC:24) <input type="checkbox"/> Force Missiles (DC:25) <input type="checkbox"/> Ice Storm (DC:25) <input type="checkbox"/> Orb of Fire (DC:24) <input type="checkbox"/> Remove Curse (DC:24) |
| Level 5 <ul style="list-style-type: none"> <input type="checkbox"/> Dimension Door, Greater (DC:25) <input type="checkbox"/> Draconic Might (DC:25) <input type="checkbox"/> Major Creation (DC:25) <input type="checkbox"/> Mordenkainen's Faithful Hound (DC:25) | Level 6 <ul style="list-style-type: none"> <input type="checkbox"/> Bite of the Weretiger (DC:26) <input type="checkbox"/> Chain Lightning (DC:27) <input type="checkbox"/> Contingency (DC:27) <input type="checkbox"/> Disintegrate (DC:26) | Level 7 <ul style="list-style-type: none"> <input type="checkbox"/> Bite of the Werebear (DC:27) <input type="checkbox"/> Delayed Blast Fireball (DC:28) <input type="checkbox"/> Dragon Ally (DC:27) <input type="checkbox"/> Emerald Flame Fist | Level 8 <ul style="list-style-type: none"> <input type="checkbox"/> Invisibility, Superior (DC:28) <input type="checkbox"/> Iron Body (DC:28) <input type="checkbox"/> Telekinetic Sphere (DC:29) <input type="checkbox"/> Temporal Stasis (DC:28) |
| | Level 9 <ul style="list-style-type: none"> <input type="checkbox"/> Gate (DC:29) <input type="checkbox"/> Heavenly Host (DC:29) <input type="checkbox"/> Shapechange (DC:29) <input type="checkbox"/> Summon Elemental Monolith (DC:29) | | |

☐ Spell Matrix, Lesser
(DC:25)

☐ Dispel Magic, Greater
(DC:26)
☐ Heroism, Greater (DC:26)
☐ Stone Body (DC:26)

(DC:28)
☐ Spell Matrix (DC:27)

Lu Than do Cordlebane



Elf (Drow)

RACE

127

AGE

Male

GENDER

Darkvision (120')

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

4' 6"

HEIGHT

94 lbs.

WEIGHT

Lt. Blue-voilet

EYE COLOUR

Black

SKIN COLOUR

White, Shoulder

HAIR

Spiders - Minor Aversion

PHOBIAS

?

PERSONALITY TRAITS

Knowledge

INTERESTS

Accent, "If you don't understand, it must be intuitively obvious."

SPOKEN STYLE

Far, far away

RESIDENCE

Wandering

LOCATION

None

REGION

Description:

Biography:

- 2006-03-25: ON the spiritual path of mysticism - A blend of pyschic, divine power
- Sunless Citadel - Befriended Kobolds after aiding them in defeating goblins and returning their pet dragon.
- Have respect from Calcryx, White Wyrmling
- Brightstone keep - Have fought against winter wolf, trolls and orcs.

Notes:

Character Sheet Notes:

Spell Book 1
Spell Book 2
Spell Book (Dwarf)
Creation Points :35,500 USED?:
Gold 5,224.50
MANA: 233 - 39 = 194 Faith Cleric:36
7 Sword
5 False Life
14 Mage Armor
13 Superior Resistance
Used Mana: Used Faith:

NPC's:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship.
Enemy is self explanatory - Unfriendly intentions at time of meeting
Duke Borba Drefus - Employer/Friend - Gave Brightstone keep to party.
-Small Noble Title conferred by the Duke
Tom - Friend - Messenger from Duke Borba Drefus
The Hunter - ENEMY - An agent of the drow to retrieve property of wealthy drow house. - (DEAD)
Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.
SUNLESS CITADEL Contacts:
Yesdryl - Friend - Kobold Sorceress and Leader of Sunless Citadel Tribe
Calcryx - Friend - White Wyrmling

Quests:

In-progress:
Defeat the four cults of the Elemental Eye
Stop Tharizdun from returning
Completed:
Clear Brightstone Keep
Figure out dream (Eye behind gate)
Avoid or defeat "The Hunter"
Find a quiet place to call your own (Brightstone Keep has potential)
Defeat Belak the Druid and stop the gulthias tree
Recover Wyrmling for Kobolds - Acquired key to Dragon Priest Tomb
Find Siblings in Sunless Citadel - Monetary Reward

Feats:

Brandish Magical Might [Ceremonial] After a ceremony held with you and at least six other spellcasters, you can use your magical power in new ways.

Prerequisites: Spellcaster level 3rd, truename, one of the following: Charisma 17, Intelligence 17, or Wisdom 17

Benefit: A character may use her knowledge of magic and the power inherent within her to accomplish tasks with a caster power check, such as force open a sealed door (see the spell description in Chapter Nine) or counter a spell. To counter a spell, the character must ready an action. When someone else casts a spell within sight, the character makes an opposed caster power check. (In a caster power check, a character gets to add her spellcasting ability score modifier to the roll, as well as her level.) If she succeeds, she counters the spell, ruining it, and the countered caster loses the spell slot. If the character fails the power check, resolve the spell normally. A character cannot counter a complex spell of a level at which she only has access to simple spells. She cannot counter an exotic spell unless she knows the same exotic spell. (A Spellcraft check [DC 15 + spell level] allows her to identify the spell ahead of time.) Countering

a spell does not cost the character any spell slots of her own. Once per day per two caster levels, the character can try to overcome a creature's spell resistance by making a caster power check rather than the normal caster level check.

Modify Spell [General] You can change aspects of a spell by using more of your personal energy.

Prerequisite: Spellcaster level 1st

Benefit: A character casting a laden spell (using two spell slots of the spell's level rather than just one) can change some of the spell's parameters. She must choose one (and only one) modification when casting the laden spell: Double Range: One cannot increase the range of a spell whose range is not defined by distance. If the spell's range determines its area or effect, the dimensions of its area or effect increase proportionally. Double Duration: Spells with durations of Concentration, Instantaneous, or Permanent are not affected by this feat. Double Area or Number of Targets: The caster can make the spell's area larger or double the number of targets it affects (touch spells cannot be affected). No Verbal Components: The character can cast the spell silently. No Somatic Components: The character can cast the spell without gestures or movements. Increase Power: All the spell's variable, numeric effects increase by one-half. Such a spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as caster power checks) are not affected. Spells without random variables are not affected.

skills:

Diplomacy (Cha)

Use this skill to ask the local baron for assistance, to convince a band of thugs not to attack you, or to talk your way into someplace you aren't supposed to be.

Check: You can propose a trade or agreement to another creature with your words; a Diplomacy check can then persuade them that accepting it is a good idea. Either side of the deal may involve physical goods, money, services, promises, or abstract concepts like "satisfaction." The DC for the Diplomacy check is based on three factors: who the target is, the relationship between the target and the character making the check, and the risk vs. reward factor of the deal proposed.

The Target: The base DC for any Diplomacy check is equal to the 15 + level of the highest-level character in the group that you are trying to influence + the Wisdom modifier of the character in the group with the highest Wisdom. High-level characters are more committed to their views and are less likely to be swayed; high Wisdom characters are more likely to perceive the speaker's real motives and aims. By applying the highest modifiers in any group, a powerful king (for example) might gain benefit from a very wise advisor who listens in court and counsels him accordingly. For this purpose, a number of characters is only a "group" if they are committed to all following the same course of action. Either one NPC is in charge, or they agree to act by consensus. If each member is going to make up their mind on their own, roll separate Diplomacy checks against each.

The Relationship: Whether they love, hate, or have never met each other, the relationship between two people always influences any request.

-10 Intimate: Someone who with whom you have an implicit trust. Example: A lover or spouse.

-7 Friend: Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.

-5 Ally: Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a knight serving the same king.

-2 Acquaintance (Positive): Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.

+0 Just Met: No relationship whatsoever. Example: A guard at a castle or a traveler on a road.

+2 Acquaintance (Negative): Someone you have met several

times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.

+5 Enemy: Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.

+7 Personal Foe: Someone with whom you have a regularly antagonistic personal relationship. Example: An evil warlord whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.

+10 Nemesis: Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.

Risk vs. Reward Judgement: The amount of personal benefit must always be weighed against the potential risks for any deal proposed. It is important to remember to consider this adjustment from the point of view of the NPC themselves and what they might value; while 10 gp might be chump change to an adventurer, it may represent several months' earnings for a poor farmer. Likewise, a heroic paladin is unlikely to be persuaded from his tenets for any amount of gold, though he might be convinced that a greater good is served by the proposed deal. When dealing with multiple people at once, always consider the benefits to the person who is in clear command, if any hierarchy exists within the group.

-10 Fantastic: The reward for accepting the deal is very worthwhile, and the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay a lot of gold for something of no value to the subject, such as information that is not a secret.

-5 Favorable: The reward is good, and the risk is tolerable. If all goes according to plan, the deal will end up benefiting the subject. Example: A request to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.

+0 Even: The reward and risk are more or less even, or the deal involves neither reward nor risk. Example: A request for directions to someplace that is not a secret.

+5 Unfavorable: The reward is not enough compared to the risk involved; even if all goes according to plan, chances are it will end up badly for the subject. Example: A request to free a prisoner the subject is guarding (for which he or she will probably be fired) in return for a small amount of money.

+10 Horrible: There is no conceivable way the proposed plan could end up with the subject ahead, or the worst-case scenario is guaranteed to occur. Example: A offer to trade a bit of dirty string for a castle.

Success or Failure: If the Diplomacy check beats the DC, the subject accepts the proposal, with no changes or with minor (mostly idiosyncratic) changes. If the check fails by 5 or less, the subject does not accept the deal but may, at the DM's option, present a counter-offer that would push the deal up one place on the risk-vs.-reward list. For example, a counter-offer might make an Even deal Favorable for the subject. The character who made the Diplomacy check can simply accept the counter-offer, if they choose; no further check will be required. If the check fails by 10 or more, the Diplomacy is over; the subject will entertain no further deals, and may become hostile or take other steps to end the conversation.

Action: Making a request or proposing a deal generally requires at least 1 full minute. In many situations, this time requirement may greatly increase.

Try Again: If you alter the parameters of the deal you are proposing, you may try to convince the subject that this new deal is even better than the last one. This is essentially how people haggle. As long as you never roll 10 or less than the DC on your Diplomacy check, you can continue to offer deals.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus to Diplomacy. No other skill provides a synergy bonus to Diplomacy.