

Malcolm Devereaux

CHARACTER NAME

d4E 9, Wizard
CLASS

9
Character Level

36000 / 45000
EXP / NEXT LEVEL

Mike Mason

PLAYER NAME

Human
RACE

33
AGE

Medium
SIZE

Male
GENDER

DEITY

5' 8"
HEIGHT

Brown
EYES

None
REGION

140 lbs.
WEIGHT

Black,
Shoulder-length
HAIR

Neutral Good
ALIGNMENT

Darkvision (60
ft.), Low-light
VISION

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	18		+4		
CON Constitution	14		+2		
INT Intelligence	20	22	+6		
WIS Wisdom	14		+2		
CHA Charisma	16		+3		

HP		50		WOUNDS/CURRENT HP			SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED																			
hit points														Walk 50 ft.																			
AC		25		19		18		10		6		0		4		0		1		2		2		0		MISS		0		+0		0	
armor class		TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	

INITIATIVE modifier	+4	=	+4	=	+0
TOTAL	DEX MODIFIER	MISC MODIFIER			
BASE ATTACK bonus	+6/+1				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	=	+1	+2	+0	+0	+0	
REFLEX (dexterity)	+6	=	+2	+4	+0	+0	+0	
WILL (wisdom)	+10	=	+8	+2	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	=	+6	+2	+0	-2	+0
RANGED attack bonus	+8	=	+6	+4	+0	-2	+0
GRAPPLE attack bonus	+6	=	+6	+2	+0	-2	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+6	1d3+2	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6/+6	1d3+2				
Special Properties					

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6/+6	1d6+3				
Special Properties					

*: 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
*Faerie Garb	Light	+6	+0	+0	0
*Devereaux Ring		+2	+0	+0	0
+2 Dodge Bonus to AC					

TOTAL SKILLPOINTS: 62	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 12/6
✓	Acrobatics	DEX	4	=	4		
✓	Appraise	INT	6	=	6		
✓	Arcana	INT	20	=	6 + 12 + 2		
✓	Athletics	STR	2	=	2		
✓	Athletics (Jump)	STR	10	=	2 + 8		
✓	Craft (Untrained)	INT	6	=	6		
✓	Deception	CHA	15	=	3 + 12		
✓	Deception (Act in character)	CHA	17	=	3 + [12] + 2		
✓	Endurance	CON	14	=	2 + 12		
✓	Gather Information	CHA	3	=	3		
✓	Heal	WIS	4	=	2 + 2		
✓	Insight	WIS	11	=	2 + 9		
✓	Knowledge (Dungeoneering)	INT	11	=	6 + 5		
✓	Knowledge (Religion)	INT	7	=	6 + 1		
✓	Knowledge (The Planes)	INT	11	=	6 + 5		
✓	Linguistics	INT	9	=	6 + 3		
✓	Perception	WIS	16	=	2 + 12 + 2		
✓	Persuasion	CHA	17	=	3 + 12 + 2		
✓	Persuasion (Diplomacy)	CHA	19	=	3 + [12] + 4		
✓	Ride	DEX	4	=	4		
✓	Speak Language(Abyssal, Dwarven)		2	=	0 + 2		
✓	Stealth	DEX	4	=	4		
✓	Survival	WIS	14	=	2 + 12		
✓	Survival (Find or follow tracks)	WIS	16	=	2 + [12] + 2		
✓	Survival (The Planes)	WIS	16	=	2 + [12] + 2		
✓	Survival (Underground)	WIS	16	=	2 + [12] + 2		
✓	Thievery	DEX	4	=	4		
✓	Thievery (Sleight of Hand)	DEX	6	=	4 + 2		
✓	Use Rope	DEX	4	=	4		
			=	+	+		
			=	+	+		

✓: can be used untrained. x: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of the Apprentice Gain +1 to your Caster Level	Equipped	1	0.0	0.0
Claw	Equipped	1	0.0	0.0
Devereaux Ring +2 Dodge Bonus to AC	Equipped	1	0.0	0.0
Faerie Garb	Equipped	1	0.5	1.0
Quarterstaff	Equipped	1	4.0	0.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0
Special Boots	Equipped	1	0.0	0.0
Teleport Crystal Bearer can teleport without error once per day to a location known to them, with up to six other creatures.	Carried	1	0.0	0.0
Headband of Intellect +2	Equipped	1	0.0	4000.0
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	4001.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

LANGUAGES				
Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, Infernal, Terran				

Special Attacks	
Any Weapon Rod Becomes non-complex weapon as a free action.	[Drew]
Natural Weapon (Claw) You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity.	[DS, web]
Warcraft +6 BAB	[Eclipse, p.10]

Special Qualities	
Death and Dying Disabled 0 HP till -2, Dying -3 and Dead -15	[Eclipse]
Resistances Resistance to Acid 5, Cold 5, Electricity 5, Fire 5, Sonic 5	[Is This It]
Weapon Proficiency (Small Group of Simple Weapons) (Dagger, Quarterstaff, Unarmed Strike, Club) Grants Proficiency with selected weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties You have duties. Grants 2 CP per level. [+18 total CP].	[Eclipse, p.17]
Character Creation Fast Learner / Specialized for Increased Effect (Skills) +2 CP a level towards selected item. [+18 total CP].	[Eclipse, p.17]
Restrictions (Unable to use Abjuration or Illusion Magic) You have specified restrictions. Gain 1 CP per level per restriction. [+9 total CP].	[Eclipse, p.17]

DISADVANTAGES	
Hunted (Tabarath Cult) Something powerful is hunting you.	[Eclipse, p.19]
Obligations (Chosen One) You have the listed obligations.	[Eclipse, p.19]
Recorder You record the game session.	[Eclipse, p.19]

Spell Caster Information	
Spell Points	[Eclipse]
Wizard Wizard Level 12, Casterlevel is 13	[Eclipse, p.11]

Eclipse Abilities	
Character Points Total Character Points Total 343, Bonus Feats have added 42 CP, Disadvantages have added 10 CP, Duties adds 18 CP, Fast Learner adds 18 CP, Restrictions adds 9 CP, HD 4 is 0 CP, Companions adds 6 CP	[Eclipse]
Adept (Knowledge (Arcana), Perception, Persuasion, Spellcraft) Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
Companion Gain a companion creature of your choice.	[Eclipse, p.27]
Companion / Template adds a single template of up to +2 ECL to a max of +6 to the companion.	[Eclipse, p.27]
Companion / Storage (+6 CP) allows you to store Companion Charisma spell levels in the Companion., You may release the spells like using a scroll, Companion must be touching or adjacent.	[Eclipse, p.27]
Companion / Might (Positive Levels) (+6 CP) Companion gets +2 Positive Levels (p.86)	[Eclipse, p.27]
Familiar You have a familiar companion	[Eclipse, p.27]
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Eldritch Exotic forces power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style.	[Eclipse, p.31]
Innate Enchantment adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	[Eclipse, p.34]
Innate Enchantment / Detect Magic (+700) At-will personal use at L1 caster level.	[Eclipse]
Innate Enchantment / Enhanced Attribute (+2 Intelligence) [At Will] Grants +2 Enhancement Bonus to Intelligence	[Eclipse]
Innate Enchantment / Intuition True Strike, True Skill, True Save, and True Dodge once per day each.	[Eclipse]
Innate Enchantment / Protection from Evil Protection from Evil (1400 GP). Gain a +2 Deflection bonus to AC and a +2 Resistance Bonus to Saves versus attacks or effects generated by Evil opponents and cannot be possessed or mentally controlled.	[Eclipse]
Invocation Grants one bonus spell slot usable for any spell or power you can cast up to your current spell level limit in a particular progression. This goes up with the character, so it never becomes obsolete.	[Eclipse, p.35]
Legionary Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	[Eclipse, p.53]
Malcolm's Orb Specialized Corrupted Summons x2 (Double Summon) (6 CP)	[Drew]
Mental Link You are automatically in Mental Contact with your companions	[Drew, Custom]
Metamagic / Amplify Augment (+2 SL) adds +50% to the effect inflicted. ! Maximize (+3 SL) gets maximum value for effects. ! Double Effect (+4 SL) doubles effect inflicted. ! Double Maximized (+7 SL) maximizes and doubles a spell's effects.	[Eclipse, p.56]
Metamagic / Easy Material (+1 SL) removes material components ! Verbal (+1 SL) removes Verbal Component. ! Somatic (+1 SL) removes the Somatic Component ! Temporal (+4 SL) Cast as Free Action, includes the preceeding.	[Eclipse, p.57]
Metamagic Upgrade / Streamline (Metamagic / Amplify, Metamagic / Easy, Metamagic / Amplify, Metamagic / Easy) (6 CP) A favored ability for casters, this reduces the level cost of any two metamagic feats by -1. Casters may take this more than once, but cannot reduce the level cost below 0.	[Eclipse, p.60]
Faster Summons Faster Summons - Metamagic/Easy plus a level or two of Streamline, both specialized and corrupted/only to work on summon monster spells, only to reduce the casting time to a standard action.	[ewb]
Silent & Still Summons Streamline and Easy Metamagic Theorums, Specialized and Corrupted - Only for Conjuratun/Summoning.	[ewb]
Stronger Summons Metamagic / Amplify and Streamline, Specialized and Corrupted - Only applies to Summoning and Conjured Creatures. Grants the summoned creature +4 to Str & Con, +2 Will Saves, +2 to weapon damage [Total of +4 if including the Strength], +2 HP/die.	[ewb]
Specialist (Conjuration) Gain an extra spell slot for levels 1 through 3 for any arcane spell.	[Eclipse, p.44]
Specialist / Improved Gain an extra spell slot for levels 4 through 6 for any arcane spell.	[Eclipse, p.44]

Feats	
Feat Conversion to CP ~ 6 (2x) Covert regular feat to six Character Points	[Eclipse, p.9]

PROFICIENCIES
Claw, Club, Dagger, Gauntlet, Grapple, Quarterstaff, Spells(Ray), Unarmed Strike

TEMPLATES
Malcolm's Spell Display

Familiar: Demetrius Spirit Familiar (Companion (Spirit Elemental))					
HP:	37	AC:	26	INIT:	+6
FORT:	+4	REF:	+8	WILL:	+11
Special:					

Innate Racial Spells

Name		Save Information	Time	Duration	Range	Comp.	Source
At Will	Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
School: Divination		SR: No	Target: Cone-shaped emanation			Caster Level: 1	
Effect: Detects spells and magic items within 60 ft.			* =Domain/Specialty Spell				

Wizard Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> Orb deals 1d3 acid damage.	SR: No	Standard Action	Instantaneous	Close (55 ft.)	V,S	PHB: p.196
Amanuesis <i>School:</i> Transmutation <i>Effect:</i> Copies 250 words per minute.	DC: 16, Will negates [object] SR: Yes [object]	1 standard action	10 minute/level	Close (55 ft.)	V,S	SC: p.9
Arcane Mark <i>School:</i> Universal <i>Effect:</i> Inscribes a personal rune [visible or invisible].	SR: No	Standard Action	Permanent	0 ft.	V,S	PHB: p.201
Caltrops <i>School:</i> Conjuration (Creation) <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.	SR: No	1 standard action	1 round/level	Close (55 ft.)	V,S	SC: p.42
Create Water <i>School:</i> Conjuration (Creation) [Water] <i>Effect:</i> Creates large quantities of water or other fluids.	DC: 16, See text SR: No	One standard action	Instantaneous	Close (55 ft.)	V, S	dhg_tpe: p.156
Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> Creates torches or other lights.	SR: No	Standard Action	1 minute/level [D]	Medium (230 ft.)	V,S	PHB: p.216
Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	DC: 16, Will negates SR: Yes	Standard Action	1 round	Close (55 ft.)	V,S,M	PHB: p.217
Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	SR: No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	SR: No	Standard Action	Instantaneous	Close (55 ft.)	V,S	PHB: p.219
Disrupt Undead <i>School:</i> Necromancy <i>Effect:</i> Deals 1d6 damage to one undead.	SR: Yes	Standard Action	Instantaneous	Close (55 ft.)	V,S	PHB: p.223
Electric Jolt <i>School:</i> Evocation [Electricity] <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	SR: Yes	1 standard action	Instantaneous	Close (55 ft.)	V,S	SC: p.78
Fast Healing <i>School:</i> Conjuration (Healing) <i>Effect:</i> Induces temporary Fast Healing abilities.	DC: 16, Will half (Harmless) SR: Yes (Harmless)	One standard action	See text	Touch	V, S	dhg_tpe: p.78
Flare <i>School:</i> Evocation [Light] <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	DC: 16, Fortitude negates SR: Yes	Standard Action	Instantaneous	Close (55 ft.)	V	PHB: p.232
Force Armor <i>School:</i> Conjuration (Creation) [Force] <i>Effect:</i> Provides an armor bonus that affects incorporeal attackers., +2	DC: 16, Will negates (Harmless) SR: No	One standard action	13 hours [D]	Touch	V, S, F	dhg_tpe: p.11
Fortune's Favor <i>School:</i> Evocation <i>Effect:</i> Provides a luck bonus on skill and attribute checks for a time.	SR: Yes (Harmless)	One standard action	13 minutes	Touch	V, S, F (Dice)	dhg_tpe: p.32
Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component - A bit of wool or a small lump of wax.	DC: 16, Will disbelief (if interacted with) SR: No	Standard Action	1 round/level [D]	Close (55 ft.)	V,S,M	PHB: p.235
Launch Bolt <i>School:</i> Transmutation <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.	SR: No	1 standard action	Instantaneous	Touch	V,S,M	SC: p.130
Launch Item <i>School:</i> Transmutation <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.	SR: No	1 standard action	Instantaneous	Touch	S	SC: p.130
Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	SR: No	Standard Action	10 minutes/level [D]	Touch	V, MDF	PHB: p.248
Mage Hand <i>School:</i> Transmutation <i>Effect:</i> 5-pound telekinesis.	SR: No	Standard Action	Concentration	Close (55 ft.)	V,S	PHB: p.249
Magic Armor <i>School:</i> Transmutation <i>Effect:</i> Grants a suit of armor a +1 enhancement bonus.	DC: 16, Will negates (Harmless, object) SR: Yes (Harmless, object)	One standard action	13 minutes	Touch	V, S, F (Item to be enhanced)	dhg_tpe: p.25
Malediction (Various) <i>School:</i> Necromancy <i>Effect:</i> Allows the infliction of curses.	DC: 16, Will negates individually SR: Yes	One standard action	Special, see text.	See text		dhg_tpe: p.60
Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 16, Will negates (harmless, object) SR: Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
Message <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> Whispered conversation at distance.	SR: No	Standard Action	10 minutes/level	Medium (230 ft.)	V,S,F	PHB: p.253
Open/Close <i>School:</i> Transmutation <i>Effect:</i> Opens or closes small or light things.	DC: 16, Will negates (object) SR: Yes (object)	Standard Action	Instantaneous	Close (55 ft.)	V,S,F	PHB: p.258
Prestidigitation <i>School:</i> Universal <i>Effect:</i> Performs minor tricks.	DC: 16, See text SR: No	Standard Action	1 hour	10 ft.	V,S	PHB: p.264
Ray of Frost <i>School:</i> Evocation [Cold] <i>Effect:</i> Ray deals 1d3 cold damage.	SR: Yes	Standard Action	Instantaneous	Close (55 ft.)	V,S	PHB: p.269
Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	SR: No	Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
Repair Construct (Light) <i>School:</i> Transmutation	DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	dhg_tpe: p.59

Wizard Spells

Effect: Repairs 1d8 +1/level [max +5] damage.

Repair Minor Damage		1 standard action	Instantaneous	Touch	V,S	SC: p.173
School: Transmutation	SR: No	Target: Construct touched	Caster Level: 13			
Effect: Repair a construct 1 point of damage.						
Resistance	DC: 16, Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
School: Abjuration	SR: Yes (harmless)	Target: Creature touched	Caster Level: 13			
Effect: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak.						
Scribe Spell		One standard action	Special	Touch	V, S, M, XP	dhg_tpe: p.111
School: Transmutation	SR: Yes (Harmless)	Target: Page touched	Caster Level: 13			
Effect: Inscribes one page of a spell formula into a spellbook without GP cost.						
Shapeshift (Zoltan's Terrifying Visage)		One standard action	One minute per level, +1 level for ten minutes per level, +2 levels for one hour per level [D]	Personal +1 level to change Range to "Touch" and Target to "One Willing Creature" +1 additional level per additional range category +4 additional levels for a "Mass" variant. Mass variants automatically possess "short" range	V, S	dhg_tpe: p.91
School: Transmutation	SR:	Target: You	Caster Level: 13			
Effect: Gives the user a horrifying appearance.						
Sidestep		One standard action	130 minutes	Touch	V, S	dhg_tpe: p.15
School: Divination	SR: Yes (Harmless)	Target: Living creature touched	Caster Level: 13			
Effect: Provides a competence bonus on saving throws.						
Silent Portal	DC: 16, Will negates [object]	1 standard action	1 minute/level [D]	Close (55 ft.)	S	SC: p.190
School: Illusion (Glamer)	SR: Yes [object]	Target: One portal	Caster Level: 13			
Effect: This simple cantrip negates the sound of opening and closing a single portal [door, window, gate, drawer, chest lid, or the like]. Even the squeakiest door opens without a sound when under the effect of this spell. Silent portal covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not [since this is the normal way a door would be opened]. Portals composed of magical energy are not affected by this spell. In the case of magic or even intelligent portals, spell resistance and a Will save [DC 10 + caster's ability modifier + other modifiers as appropriate] apply						
Sonic Snap	DC: 16, Will partial	1 standard action	Instantaneous	Close (55 ft.)	V,S	SC: p.195
School: Evocation [Sonic]	SR: Yes	Target: One creature or object	Caster Level: 13			
Effect: Deal 1 pt of damage and target must save or be deafened for 1 round.						
Stick	DC: 16, Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	SC: p.206
School: Transmutation	SR: Yes [object]	Target: Nonmagical, unattended object weighing up to 5lbs	Caster Level: 13			
Effect: Sticks one object to another; see text.						
Strain Ward	DC: 16, Fort negates (Harmless)	One standard action	Ten minutes per level, +1 level for one hour	Touch per level, +2 levels for one day	V, S	dhg_tpe: p.17
School: Transmutation	SR: Yes (Harmless)	Target: Creature touched	Caster Level: 13			
Effect: The user may withstand the long-term use of attribute enhancement spells.						
Touch of Fatigue	DC: 16, Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	PHB: p.294
School: Necromancy	SR: Yes	Target: Creature touched	Caster Level: 13			
Effect: Touch attack fatigues target.						
Void Sheathe		One standard action, +1 level to cast as a free action	Ten minutes per level [D]. +1 level for one hour per level	Touch	V, S, MF (Item touched)	dhg_tpe: p.71
School: Transmutation	SR: Yes (Harmless)	Target: Item touched	Caster Level: 13			
Effect: Stores a single item in an extradimensional space.						

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Enlarge Person	DC: 17, Fortitude negates	1 round	1 minute/level [D]	Close (55 ft.)	V,S,M	PHB: p.226
School: Transmutation						
SR: Yes		Target: One humanoid creature		Caster Level: 13		
Effect: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity [to a minimum of 1], and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check [using its increased Strength] to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it- the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack. Enlarge person counters and dispels reduce person. Enlarge person can be made permanent with a permanency spell. Material Component - A pinch of powdered iron.						
Hail of Stone		1 round	Instantaneous	Medium (230 ft.)	V,S,M	SC: p.108
School: Conjuration (Creation) [Earth]		SR: No		Target: Cylinder [5-ft.-radius, 40 ft. high]		Caster Level: 13
Effect: You create a rain of stones that deals 1d4 points of damage per caster level [maximum 5d4] to creatures and objects within the area. Material Component: A piece of jade worth at least 5 gp.						
Identify		1 hour	Instantaneous	Touch	V,S,M/DF	PHB: p.243
School: Divination		SR: No		Target: One touched object		Caster Level: 13
Effect: The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any]. Identify does not function when used on an artifact. Arcane Material Component - A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.						
Inhibit	DC: 17, Will negates	1 standard action	Instantaneous	Medium (230 ft.)	V,S	SC: p.123
School: Enchantment (Compulsion) [Mind-Affecting]		SR: Yes		Target: One creature		Caster Level: 13
Effect: You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count.						
Light of Lunia		1 standard action	10 minutes/level [D]	Medium (230 ft.)	V,S	SC: p.132
School: Evocation [Good, Light]		SR: Yes; see text		Target: You and up to two rays; see text		Caster Level: 13
Effect: The silvery radiance created by this spell emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet. Beginning one turn after you cast this spell, you can choose to expend some or all of the light of Lunia as a ray of light. You must succeed on a ranged touch attack with the ray to strike a target. You can make a single ranged touch attack that deals 1d6 points of damage, or 2d6 points of damage against undead or evil outsiders, with a range of 30 feet. Spell resistance applies to this attack. This dims your silvery radiance to half 15. You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and ends the spell.						
Mage Armor	DC: 17, Will negates [harmless]	Standard Action	1 hour/level [D]	Touch	V,S,F	PHB: p.249
School: Conjuration (Creation) [Force]		SR: No		Target: Creature touched		Caster Level: 13
Effect: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. Focus - A piece of cured leather.						
Magic Missile		Standard Action	Instantaneous	Medium (230 ft.)	V,S	PHB: p.251
School: Evocation [Force]		SR: Yes		Target: Up to five creatures, no two of which can be more than 15 ft. apart		Caster Level: 13
Effect: A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile-two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.						
Nerveskitter	DC: 17, None [harmless]	1 immediate action	1 round	Close (55 ft.)	V,S	SC: p.146
School: Transmutation		SR: Yes		Target: One creature		Caster Level: 13
Effect: You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.						
Ray of Flame	DC: 17, See text	1 standard action	Instantaneous	Close (55 ft.)	V,S,F	SC: p.167
School: Evocation [Fire]		SR: Yes		Target: Ray		Caster Level: 13
Effect: You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful, the ray deals 1d6 points of fire damage per two caster levels [maximum 5d6]. The target must also make a Reflex save or catch fire, taking 1d6 points of fire damage each round until the flames are put out [requiring a DC 15 Reflex save; see Catching on Fire, DMG 303]. Focus: A small, polished glass lens.						
Spontaneous Search	DC: 17, Will negates [harmless]	1 round	1 round	Touch	V,S,M	SC: p.204
School: Divination		SR: Yes [harmless]		Target: Creature touched		Caster Level: 13
Effect: The subject of this spell knows the contents of a 20-foot-radius burst, as if it had taken 10 on a Search check for each object and space in the burst radius, including noting the location of traps [though only a rogue can locate those traps with a DC greater than 20]. Material Component: A silk glove.						
Summon Monster I		1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	PHB: p.285
School: Conjuration (Summoning)		SR: No		Target: One summoned creature		Caster Level: 13
Effect: This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Arcane Focus - A tiny bag and a small [not necessarily lit] candle. Celestial dog LG; Celestial owl LG; Celestial giant fire beetle NG; Celestial porpoise1 NG; Celestial badger CG; Celestial monkey CG; Fiendish dire rat LE; Fiendish raven LE; Fiendish monstrous centipede, Medium NE; Fiendish monstrous scorpion, Small NE; Fiendish hawk CE; Fiendish monstrous spider, Small CE; Fiendish octopus1 CE; Fiendish snake, Small viper CE						
* =Domain/Specialty Spell						

Wizard Spells

■■■■■Wall of Smoke	DC: 17, Fortitude partial; see text	1 standard action	1 round/level	Close (55 ft.)	V,S	SC: p.235
School: Conjuration (Creation)	SR: No	Target: A straight wall whose area is up to one 10-ft. square/level [S]			Caster Level: 13	
Effect: This spell creates a thin wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall that cannot see over it gain concealment from each other. A creature can pass through a wall of smoke, but it must make a Fortitude save to avoid being nauseated for 1 round. A moderate wind 11, such as from a gust of wind spell, destroys the wall in 1 round. This spell does not function underwater.						

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■Combust	DC: 18, Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	SC: p.50
<i>School:</i> Evocation [Fire]	<i>SR:</i> Yes	<i>Target:</i> Touched creature or combustible object that weighs no more than 25 lb/level		<i>Caster Level:</i> 13		
<i>Effect:</i> This spell makes a combustible object or a creature's combustible equipment burst into flame, even if damp. If the target is a creature, the initial eruption of flame causes 2d6 points of fire damage +1 point per caster level 10 with no saving throw. The creature must make a Reflex save [DC 15] or catch on fire. [See Catching on Fire in Chapter 3 of the DUNGEON MASTER's Guide]. If the target is a combustible, unattended object, the initial eruption of flame inflicts fire damage on the object as noted above. The object catches fire and takes 1d6 points of fire damage each round until consumed or someone puts out the fire. Anyone touching the object during the initial eruption of flame takes the same fire damage the object does. A Reflex save reduces damage by half. If a creature touching the object fails the Reflex save, it must make another Reflex save [DC 15] to avoid catching fire. This spell originally appeared in Magic of Faerun. Material Component: A drop of oil and a piece of flint.						
■■■■■Dimension Hop	DC: 18, Will negates	1 standard action	Instantaneous	Touch	V	PHB II: p.110
<i>School:</i> Conjuration (Teleportation)	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
<i>Effect:</i> When you touch the creature, it disappears, leaves a cloud of motes in its wake, and reappears somewhere nearby. You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.						
■■■■■Electric Loop	DC: 18, Reflex half; see text	1 standard action	Instantaneous	Close (55 ft.)	V,S,M	SC: p.78
<i>School:</i> Evocation [Electricity]	<i>SR:</i> Yes	<i>Target:</i> One creature/3 levels, each of which is adjacent to another target		<i>Caster Level:</i> 13		
<i>Effect:</i> You create one small stroke of lightning that targets one creature per three caster levels you possess [maximum four creatures]. Each target must be in a square adjacent to another target. The spell deals 1d6 points of electricity damage per two caster levels [maximum 5d6] to each target. A creature that fails its Reflex save must make a successful Will save or be stunned for 1 round. Material Component: A loop of copper wire and a magnet.						
■■■■■Entice Gift	DC: 18, Will negates	1 standard action	1 round	Close (55 ft.)	V,S	SC: p.83
<i>School:</i> Enchantment [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One creature		<i>Caster Level:</i> 13		
<i>Effect:</i> You enchant a creature so that it feels suddenly compelled to give you what it is holding when you cast this spell. On the creature's next action, it moves as close to you as it can get in a single round and offers you the object as a standard action. This spell allows you to act out of turn and accept the "gift" if the creature reaches you to hand you the object [assuming you have a free hand and can accept it]. The subject defends itself normally and acts as it wishes on subsequent rounds, including attempting to get the object back if desired. If the subject is prevented from doing as the spell compels, the spell has no effect. For example, if the subject is paralyzed and cannot move or drop the item, nothing happens.						
■■■■■Fly, Swift	DC: 18, N/A	1 swift action	1 round	Personal	V	SC: p.96
<i>School:</i> Transmutation	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 13		
<i>Effect:</i> This spell functions like fly [PH 232], except as noted above.						
■■■■■Scorching Ray		Standard Action	Instantaneous	Close (55 ft.)	V,S	PHB: p.274
<i>School:</i> Evocation [Fire]	<i>SR:</i> Yes	<i>Target:</i> 1 ray + 1 ray/4 levels [see text]		<i>Caster Level:</i> 13		
<i>Effect:</i> You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd [to a maximum of three rays at 11th level]. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.						
■■■■■Spider Climb	DC: 18, Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M	PHB: p.283
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
<i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. Material Component - A drop of bitumen and a live spider, both of which must be eaten by the subject.						
■■■■■Summon Monster II		1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	PHB: p.286
<i>School:</i> Conjuration (Summoning)	<i>SR:</i> No	<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. Celestial giant bee LG; Celestial giant bombardier beetle NG; Celestial riding dog NG; Celestial eagle CG; Lemure [devil] LE; Fiendish squid 1 LE; Fiendish wolf LE; Fiendish monstrous centipede, Large NE; Fiendish monstrous scorpion, Medium NE; Fiendish shark, Medium 1 NE; Fiendish monstrous spider, Medium CE; Fiendish snake, Medium viper CE						
■■■■■Summon Swarm		1 round	Concentration + 2 rounds	Close (55 ft.)	V,S,M/DF	PHB: p.289
<i>School:</i> Conjuration (Summoning)	<i>SR:</i> No	<i>Target:</i> One swarm of bats, rats, or spiders		<i>Caster Level:</i> 13		
<i>Effect:</i> A swarm of little creatures carpets the effect's area, viciously attacking all other creatures there. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm who takes no actions other than fighting off the creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm is impossible. A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creatures' attacks are nonmagical. Damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately if appropriate to the swarm summoned. [For example, only fliers are affected by a gust of wind]. The swarm is stationary once summoned. A druid caster, however, can [as a move-equivalent action] direct the swarm to move up to 30 feet per round [or 90 feet per round if she has summoned bats or beetles]. Arcane Material Component: A square of red cloth. [1-8= Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beetles]						
■■■■■Tasha's Hideous Laughter	DC: 18, Will negates	Standard Action	1 round/level	Close (55 ft.)	V,S,M	PHB: p.292
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One creature; see text		<i>Caster Level:</i> 13		
<i>Effect:</i> This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well. Material Component - Tiny tarts that are thrown at the target and a feather that is waved in the air.						

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■Dimension Step	DC: 19, Fortitude negates (harmless)	1 standard action	Instantaneous	Close (55 ft.)	V,S	PHB II: p.110
<i>School:</i> Conjuration (Teleportation)	<i>SR:</i> Yes (harmless)	<i>Target:</i> One willing creature/3 levels, no two of which can are more than 30 ft. apart		<i>Caster Level:</i> 13		
<i>Effect:</i> Spell Resistance: Yes [harmless] All the creatures you target with this spell gain a dark, shimmering pattern of runes on their shoes and feet. The runes blaze with arcane light for a moment. Less than a second later, the targets have shifted position on the battlefield. This spell allows your allies to make a short teleport. All creatures targeted by this spell can teleport a distance equal to their base land speed. A target can teleport to any square within its line of sight. This movement does not provoke attacks of opportunity. A creature can teleport up to a ledge, down to the base of a flight of stairs, and so forth as long as it observes the restrictions and limits given above.						
■■■■■Enhance Familiar		1 standard action	1 hour/level	Touch	V,S	SC: p.81
<i>School:</i> Universal	<i>SR:</i> Yes [harmless]	<i>Target:</i> Familiar touched		<i>Caster Level:</i> 13		
<i>Effect:</i> You infuse your familiar with vigor, granting it a +2 competence bonus on saves, attack rolls, and melee damage rolls, as well as a +2 dodge bonus to Armor Class.						
■■■■■Fireball	DC: 19, Reflex half	Standard Action	Instantaneous	Long (920 ft.)	V,S,M	PHB: p.231
<i>School:</i> Evocation [Fire]	<i>SR:</i> Yes	<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 13		
<i>Effect:</i> A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level [maximum 10d6] to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range [distance and height] at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. [An early impact results in an early detonation.] If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier or detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. Material Component - A tiny ball of bat guano and sulfur.						
■■■■■Fly	DC: 19, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,F/DF	PHB: p.232
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
<i>Effect:</i> Subject flies at speed of 60 ft., The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The spell's duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled, but not if it is negated by an antimagic field. Arcane Focus - A wing feather from any bird.						
■■■■■Fortify Familiar		1 standard action	1 hour/level	Touch	V,S	SC: p.98
<i>School:</i> Universal	<i>SR:</i> Yes [harmless]	<i>Target:</i> Familiar touched		<i>Caster Level:</i> 13		
<i>Effect:</i> Grants 2d8 hp, +2 natural AC, 25% chance to avoid extra damage from critical hits and sneak damage., This spell makes your familiar tougher, granting it 2d8 temporary hit points and a +2 enhancement bonus to its natural armor. It also has a 25% chance to avoid extra damage from sneak attacks or critical hits [although such attacks still deal normal damage if successful]. Temporary hit points gained in this fashion last for up to 1 hour.						
■■■■■Good Hope	DC: 19, Will negates (Harmless)	One standard action		Medium (230 ft.)	V, S	dhg_tpe: p.36
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes (Harmless)	<i>Target:</i> One living creature per level, no two of which may be more than 30 ft. apart		<i>Caster Level:</i> 13		
<i>Effect:</i> Grants one creature per level a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.						
■■■■■Great Thunderclap	DC: 19, See text	1 standard action	Instantaneous	Medium (230 ft.)	V,S,F	SC: p.107
<i>School:</i> Evocation [Sonic]	<i>SR:</i> No	<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 13		
<i>Effect:</i> You create a loud noise equivalent to a peal of thunder. The spell has three effects. First, all creatures in the area must make Will saves to avoid being stunned for 1 round. Second, the creatures must make Fortitude saves or be deafened for 1 minute. Third, they must make Reflex saves or fall prone. Creatures that cannot hear are not stunned, but might still fall prone. Focus: An iron bell.						
■■■■■Haste	DC: 19, Fortitude negates (harmless)	Standard Action	1 round/level	Close (55 ft.)	V,S,M	PHB: p.239
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
<i>Effect:</i> The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. Material Component - A shaving of licorice root.						
■■■■■Lance of Disruption	DC: 19, Fortitude half	Standard Action	Instantaneous	60 ft	V,S	Custom: Custom
<i>School:</i> Evocation [Force, Sonic]	<i>SR:</i> Yes	<i>Target:</i> From caster 5ft wide beam out to 60ft length		<i>Caster Level:</i> 13		
<i>Effect:</i> Beam of force causes 5d4+26 [Level*2, Max 40] force damage to all in the area of effect						

* =Domain/Speciality Spell

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■Dimension Step	DC: 19, Fortitude negates (harmless)	1 standard action	Instantaneous	Close (55 ft.)	V,S	PHB II: p.110
<i>School:</i> Conjuration (Teleportation)		<i>SR:</i> Yes (harmless)			<i>Target:</i> One willing creature/3 levels, no two of which can are more than 30 ft. apart	
<i>Effect:</i> Spell Resistance: Yes [harmless] All the creatures you target with this spell gain a dark, shimmering pattern of runes on their shoes and feet. The runes blaze with arcane light for a moment. Less than a second later, the targets have shifted position on the battlefield. This spell allows your allies to make a short teleport. All creatures targeted by this spell can teleport a distance equal to their base land speed. A target can teleport to any square within its line of sight. This movement does not provoke attacks of opportunity. A creature can teleport up to a ledge, down to the base of a flight of stairs, and so forth as long as it observes the restrictions and limits given above.				<i>Caster Level:</i> 13		
■■■■■Enhance Familiar		1 standard action	1 hour/level	Touch	V,S	SC: p.81
<i>School:</i> Universal		<i>SR:</i> Yes [harmless]			<i>Target:</i> Familiar touched	
<i>Effect:</i> You infuse your familiar with vigor, granting it a +2 competence bonus on saves, attack rolls, and melee damage rolls, as well as a +2 dodge bonus to Armor Class.				<i>Caster Level:</i> 13		
■■■■■Fireball	DC: 19, Reflex half	Standard Action	Instantaneous	Long (920 ft.)	V,S,M	PHB: p.231
<i>School:</i> Evocation [Fire]		<i>SR:</i> Yes			<i>Target:</i> 20-ft.-radius spread	
<i>Effect:</i> A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level [maximum 10d6] to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range [distance and height] at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. [An early impact results in an early detonation.] If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. Material Component - A tiny ball of bat guano and sulfur.				<i>Caster Level:</i> 13		
■■■■■Fly	DC: 19, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,F/DF	PHB: p.232
<i>School:</i> Transmutation		<i>SR:</i> Yes (harmless)			<i>Target:</i> Creature touched	
<i>Effect:</i> Subject flies at speed of 60 ft.. The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled, but not if it is negated by an antimagic field. Arcane Focus - A wing feather from any bird.				<i>Caster Level:</i> 13		
■■■■■Fortify Familiar		1 standard action	1 hour/level	Touch	V,S	SC: p.98
<i>School:</i> Universal		<i>SR:</i> Yes [harmless]			<i>Target:</i> Familiar touched	
<i>Effect:</i> Grants 2d8 hp, +2 natural AC, 25% chance to avoid extra damage from critical hits and sneak damage., This spell makes your familiar tougher, granting it 2d8 temporary hit points and a +2 enhancement bonus to its natural armor. It also has a 25% chance to avoid extra damage from sneak attacks or critical hits [although such attacks still deal normal damage if successful]. Temporary hit points gained in this fashion last for up to 1 hour.				<i>Caster Level:</i> 13		
■■■■■Good Hope	DC: 19, Will negates (Harmless)	One standard action		Medium (230 ft.)	V, S	dhg_tpe: p.36
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]		<i>SR:</i> Yes (Harmless)			<i>Target:</i> One living creature per level, no two of which may be more than 30 ft. apart	
<i>Effect:</i> Grants one creature per level a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.				<i>Caster Level:</i> 13		
■■■■■Great Thunderclap	DC: 19, See text	1 standard action	Instantaneous	Medium (230 ft.)	V,S,F	SC: p.107
<i>School:</i> Evocation [Sonic]		<i>SR:</i> No			<i>Target:</i> 20-ft.-radius spread	
<i>Effect:</i> You create a loud noise equivalent to a peal of thunder. The spell has three effects. First, all creatures in the area must make Will saves to avoid being stunned for 1 round. Second, the creatures must make Fortitude saves or be deafened for 1 minute. Third, they must make Reflex saves or fall prone. Creatures that cannot hear are not stunned, but might still fall prone. Focus: An iron bell.				<i>Caster Level:</i> 13		
■■■■■Haste	DC: 19, Fortitude negates (harmless)	Standard Action	1 round/level	Close (55 ft.)	V,S,M	PHB: p.239
<i>School:</i> Transmutation		<i>SR:</i> Yes (harmless)			<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart	
<i>Effect:</i> The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. Material Component - A shaving of licorice root.				<i>Caster Level:</i> 13		
■■■■■Lance of Disruption	DC: 19, Fortitude half	Standard Action	Instantaneous	60 ft	V,S	Custom: Custom
<i>School:</i> Evocation [Force, Sonic]		<i>SR:</i> Yes			<i>Target:</i> From caster 5ft wide beam out to 60ft length	
<i>Effect:</i> Beam of force causes 5d4+26 [Level*2, Max 40] force damage to all in the area of effect				<i>Caster Level:</i> 13		
* =Domain/Speciality Spell						

Wizard Spells

Light of Venya	1 standard action	10 minutes/level [D]	Medium (230 ft.)	V,S	SC: p.132
School: Evocation [Good, Light]	SR: Yes; see text	Target: You and up to two rays; see text	Caster Level: 13		
Effect: This spell functions like light of Lunia, except that a softy pearly radiance is created. Your light rays deal 3d6 points of damage, or 6d6 points of damage against undead and evil outsiders. Alternatively, you can choose for the ray to heal 1d6 points of damage + your divine spellcaster level 10 to a living, non-evil creature.					
Scintillating Sphere	DC: 19, Reflex half	1 standard action	Instantaneous	Long (920 ft.)	V,S,M SC: p.181
School: Evocation [Electricity]	SR: Yes	Target: 20-ft.-radius burst	Caster Level: 13		
Effect: A scintillating sphere is a massive electrical discharge that deals 1d6 points of electricity damage per caster level [maximum 10d6] to every creature and unattended object within the area. Material Component: A glass marble.					
Servant Horde		1 standard action	1 hour/level	Close (55 ft.)	V,S,M SC: p.182
School: Conjuraction (Creation)	SR: No	Target: Invisible, mindless, shapeless servants	Caster Level: 13		
Effect: This spell creates a number of unseen servants [PH 297] equal to 2d6 +1 per level 15. Material Component: A small stick to which many lengths of knotted thread are attached.					
Snake's Swiftmess, Mass	DC: 19, Will negates [harmless]	1 standard action	Instantaneous	Medium (230 ft.)	V,S,M/DF SC: p.193
School: Transmutation	SR: Yes [harmless]	Target: Allied creatures in a 20-ft.-radius burst	Caster Level: 13		
Effect: The subjects can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking. This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell fails. Arcane Material Component: A few scales from a snake.					
Summon Monster III		1 round	1 round/level [D]	Close (55 ft.)	V,S/DF PHB: p.286
School: Conjuraction (Summoning)	SR: No	Target: One or more summoned creatures, no two of which can be more than 30 ft. apart	Caster Level: 13		
Effect: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. Celestial black bear LG; Celestial bison NG; Celestial dire badger CG; Celestial hippogriff CG; Elemental, Small [any] N; Fiendish ape LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish dire bat NE; Fiendish monstrous centipede, Huge NE; Fiendish crocodile CE; Dretch [demon] CE; Fiendish snake, Large viper CE; Fiendish wolvenine CE					

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>🔥🔥🔥🔥</div> Channeled Pyroburst	DC: 20, Reflex half	See text	Instantaneous	Medium (230 ft.)	V,S	PHB II: p.106
<i>School:</i> Evocation [Fire]	SR: Yes	<i>Target:</i> See text			<i>Caster Level:</i> 13	
<i>Effect:</i> This spell creates a bolt of fiery energy that blasts your enemies. The spell's strength depends on the amount of time you spend channeling energy into it. If you cast this spell as a swift action, it deals 1d4 points of fire damage per two caster levels [maximum 10d4] against a single target of your choice. If you cast this spell as a standard action, it deals 1d6 points of fire damage per caster level [maximum 10d6] to all creatures in a 10-foot-radius spread. If you cast this spell as a full-round action, it deals 1d8 points of fire damage per caster level [maximum 10d8] to all creatures in a 15-foot-radius spread. If you spend 2 rounds casting this spell, it deals 1d10 points of fire damage per caster level [maximum 10d10] to all creatures in a 20-foot-radius spread. You do not need to declare ahead of time how long you want to spend casting the spell. When you begin casting this spell, you decide that you are finished casting after the appropriate time has passed.						
<div>🌀🌀🌀🌀</div> Confusion	DC: 20, Will negates	Standard Action	1 round/level	Medium (230 ft.)	V,S,M/DF	PHB: p.212
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> All creatures in a 15-ft. radius burst			<i>Caster Level:</i> 13	
<i>Effect:</i> This spell causes the targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round. [01-10] Attack caster with melee or ranged weapons [or close with caster if attack is not possible]. [11-20] Act normally. [21-50] Do nothing but babble incoherently. [51-70] Flee away from caster at top possible speed. [71-100] Attack nearest creature [for this purpose, a familiar counts as part of the subject's self]. A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. A confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking [either because of its most recent action or because it has just been attacked].						
<div>🌌🌌🌌🌌</div> Defenestrating Sphere	DC: 20, Fortitude partial; see text	1 standard action	1 round/level [D]	Medium (230 ft.)	V,S,F	SC: p.62
<i>School:</i> Evocation [Air]	SR: Yes	<i>Target:</i> 2-ft.-radius sphere			<i>Caster Level:</i> 13	
<i>Effect:</i> When you cast this spell, you create a violently swirling sphere of air. As a move action, you can make the sphere travel up to 30 feet per round and strike a creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8*10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If a window is within range, the subject is automatically thrown in that direction. If some obstacle prevents the subject creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20'-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground. The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range. Focus: A gray pearl worth at least 100 gp.						
<div>🕸🕸🕸🕸</div> Evard's Black Tentacles		Standard Action	1 round/level [D]	Medium (230 ft.)	V,S,M	PHB: p.228
<i>School:</i> Conjuration (Creation)	SR: No	<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 13	
<i>Effect:</i> This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot-including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength. Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage. Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes. Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed. Material Component - A piece of tentacle from a giant octopus or a giant squid.						
<div>🌱🌱🌱🌱</div> Minor Creation		1 minute	1 hour/level [D]	0 ft.	V,S,M	PHB: p.253
<i>School:</i> Conjuration (Creation)	SR: No	<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level			<i>Caster Level:</i> 13	
<i>Effect:</i> You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item. Attempting to use any created object as a material component causes the spell to fail. Material Component - A tiny piece of matter of the same sort of item you plan to create with minor creation.						
<div>🔊🔊🔊🔊</div> Orb of Sound	DC: 20, Fortitude partial	1 standard action	Instantaneous	Close (55 ft.)	V,S	SC: p.151
<i>School:</i> Conjuration (Creation) [Sonic]	SR: No	<i>Target:</i> One orb of sonic			<i>Caster Level:</i> 13	
<i>Effect:</i> This spell functions like orb of acid, except that it deals 1d4 points of sonic damage per level [maximum 15d4]. In addition, a creature struck by an orb of sound must make a Fortitude save or be deafened for 1 round instead of being sickened.						
<div>🦋🦋🦋🦋</div> Polymorph		Standard Action	1 minute/level [D]	Touch	V,S,M	PHB: p.263
<i>School:</i> Transmutation	SR: No	<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 13	
<i>Effect:</i> This spell functions like alter self, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level [or the subject's HD, whichever is lower], to a maximum of 15 HD at 15th level. You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype [if any] change to match the new form. Upon changing, the subject regains lost hit points as if it had rested for a night [though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further]. If slain, the subject reverts to its original form, though it remains dead. The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities. Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action. Material Component - An empty cocoon.						

☐☐☐☐ Solid Fog	Standard Action	1 minute/level	Medium (230 ft.)	V,S,M	PHB: p.281
<i>School:</i> Conjuration (Creation)	SR: No	<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high			<i>Caster Level:</i> 13
<i>Effect:</i> This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks [except for magic rays and the like]. A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in solid fog. However, unlike normal fog, only a severe wind 31 disperses these vapors, and it does so in 1 round. Solid fog can be made permanent with a permanency spell. A permanent solid fog dispersed by wind reforms in 10 minutes. <i>Material Component:</i> - A pinch of dried, powdered peas combined with powdered animal hoof.					
☐☐☐☐ Summon Monster IV	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	PHB: p.286
<i>School:</i> Conjuration (Summoning)	SR: No	<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. Archon, lantern LG; Celestial giant owl LG; Celestial giant eagle CG; Celestial lion CG; Mephitis [any] N; Fiendish dire wolf LE; Fiendish giant wasp LE; Fiendish giant praying mantis NE; Fiendish shark, Large† NE; Yeth hound NE; Fiendish monstrous spider, Large CE; Fiendish snake, Huge viper CE; Howler CE					
☐☐☐☐ Voice of the Dragon	DC: 20, N/A	1 standard action	10 minutes/level [D]	Personal	V,S SC: p.232
<i>School:</i> Transmutation	SR: N/A	<i>Target:</i> You			<i>Caster Level:</i> 13
<i>Effect:</i> You gain a +10 enhancement bonus on Bluff, Diplomacy, and Intimidate checks. You also gain the ability to speak and understand [but not read] Draconic. At any time before the spell's duration expires, you can use a standard action to target a creature with a suggestion effect, which functions identically to the spell of that name [PH 285], including range, duration, and other effects. Doing this causes the voice of the dragon spell to end, though the suggestion itself lasts for the normal duration thereafter. <i>Special:</i> Sorcerers cast this spell at +1 caster level.					
☐☐☐☐ Whelm, Mass	DC: 20, Will negates	1 standard action	Instantaneous	Close (55 ft.)	V,S PHB II: p.128
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> One living creature/level			<i>Caster Level:</i> 13
<i>Effect:</i> This spell functions like whelm, except that it affects multiple targets and it deals 1d6 points of nonlethal damage per caster level to each subject, to a maximum of 10d6 at 10th level.					

LEVEL 5

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Dominate Person	DC: 21, Will negates	1 round	1 day/level	Close (55 ft.)	V,S	PHB: p.224
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One humanoid				<i>Caster Level:</i> 13
<i>Effect:</i> You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival [such as sleeping, eating, and so forth]. Because of this limited range of activity, a Sense Motive check against DC 15 [rather than DC 25] can determine that the subject's behavior is being influenced by an enchantment effect [see the Sense Motive skill description]. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action. By concentrating fully on the spell [a standard action], you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination. Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so affected, but such an effect neither prevents the establishment of domination nor dispels it.						
□□□□ Feeblemind	DC: 21, Will negates; see text	Standard Action	Instantaneous	Medium (230 ft.)	V,S,M	PHB: p.229
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One creature				<i>Caster Level:</i> 13
<i>Effect:</i> If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a –4 penalty on its saving throw. Material Component – A handful of clay, crystal, glass, or mineral spheres.						
□□□□ Major Creation		10 minutes	See text	Close (55 ft.)	V,S,M	PHB: p.252
<i>School:</i> Conjuration (Creation)	<i>SR:</i> No	<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				<i>Caster Level:</i> 13
		* =Domain/Specialty Spell				

Wizard Spells

Effect: This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table. [Hardness and Rarity Examples] Duration. [Vegetable matter] 2 hr./level. [Stone, crystal, base metals] .1 hr./level [Precious metals] 20 min./level. [Gems] 10 min./level. [Rare metal*] 1 round/level. *Includes adamantine, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

☐☐☐☐☐ Summon Monster V	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	PHB: p.286
School: Conjuration (Summoning)	SR: No	Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 13			
Effect: This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. Archon, hound LG; Celestial brown bear LG; Celestial giant stag beetle NG; Celestial sea cat1 NG; Celestial griffon CG; Elemental, Medium [any] N; Achaierai LE; Devil, bearded LE; Fiendish deinonychus LE; Fiendish dire ape LE; Fiendish dire boar NE; Fiendish shark, Huge NE; Fiendish monstrous scorpion, Large NE; Shadow mastiff NE; Fiendish dire wolvenine CE; Fiendish giant crocodile CE; Fiendish tiger CE					

☐☐☐☐☐Telekinesis	DC: 21, Will negates (object) or None; see text	Standard Action	Concentration of up to 1 round/level or instantaneous; see text	Long (920 ft.)	V,S	PHB: p.292
School: Transmutation	SR: Yes (object); see text	Target: See text			Caster Level: 13	

Effect: You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust. Sustained Force - A sustained force moves an object weighing no more than 25 pounds per caster level [maximum 375 pounds at 15th level] up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks. Combat Maneuver - Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple [including pin], or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus [for disarm and grapple], you use your Intelligence modifier [if a wizard] or Charisma modifier [if a sorcerer] in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target [such as for disarm or trip]. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.Violent Thrust - Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level [maximum 15] that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level [maximum 375 pounds at 15th level]. You must succeed on attack rolls [one per creature or object thrown] to hit the target with the items, using your base attack bonus + your Intelligence modifier [if a wizard] or Charisma modifier [if a sorcerer]. Weapons cause standard damage [with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner]. Other objects cause damage ranging from 1 point per 25 pounds [for less dangerous objects] to 1d6 points of damage per 25 pounds [for hard, dense objects]. Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves [and spell resistance] to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinessed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet [1d6 points].

☐☐☐☐☐Teleport	DC: 21, None and Will negates (object)	Standard Action	Instantaneous	Personal and touch	V	PHB: p.292
School: Conjuration (Teleportation)	SR: No and Yes (object)	Target: You and touched objects or other touched willing creatures			Caster Level: 13	

Effect: This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent [see below] per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use [attended] by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table. Familiarity - "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means [such as scrying] to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from. On Target - You appear where you want to be. Off Target - You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10+1d10% of the distance that was to be traveled. The direction off target is determined randomly Similar Area - You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead. Mishap - You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

LEVEL 6

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐Chain Lightning	DC: 22, Reflex half	Standard Action	Instantaneous	Long (920 ft.)	V,S,F	PHB: p.208
School: Evocation [Electricity]	SR: Yes	Target: One primary target, plus one secondary target/level [each of which must be within Caster Level: 13 30 ft. of the primary target]				

Effect: This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level [maximum 20d6] to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level [maximum 20]. The secondary bolts each strike one target and deal half as much damage as the primary one did [rounded down]. Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum. Focus- A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

☐☐☐☐☐	Contingency	At least 10 minutes; see text	1 day/level [D] or until discharged	Personal	V,S,M,F	PHB: p.213
<i>School:</i> Evocation		<i>SR:</i> No	<i>Target:</i> You		<i>Caster Level:</i> 13	

Effect: You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. The spell to be brought into effect by the contingency must be one that affects your person and be of a spell level no higher than one-third your caster level [rounded down, maximum 6th level]. The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination [contingency and the companion magic] may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. You can use only one contingency spell at a time; if a second is cast, the first one [if still active] is dispelled. Material Component- That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature. Focus - A statuette of you carved from elephant ivory and decorated with gems [worth at least 1,500 gp]. You must carry the focus for the contingency to work.

☐☐☐☐☐Disintegrate	DC: 22, Fortitude partial (object)	Standard Action	Instantaneous	Medium (230 ft.)	V,S,M/DF	PHB: p.222
School: Transmutation	SR: Yes	Target: Ray	Caster Level: 13			

Effect: A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level [to a maximum of 40d6]. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field. A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting. Arcane Material Component - A lodestone and a pinch of dust.

☐☐☐☐☐	Suggestion, Mass	DC: 22, Will negates	Standard Action	1 hour/level or until completed	Medium (230 ft.)	V, M	PHB: p.285
<i>School:</i> Enchantment (Compulsion)		<i>SR:</i> Yes	<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	

Effect: This spell functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

☐☐☐☐☐	Summon Monster VI	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	PHB: p.287
<i>School:</i> Conjuration (Summoning)		<i>SR:</i> No	<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 13			

Effect: This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. Celestial polar bear LG; Celestial orca whale1 NG; Bralani [eladrin] CG; Celestial dire lion CG; Elemental, Large [any] N; Janni [genie] N; Chaos beast CN; Devil, chain LE; Xill LE; Fiendish monstrous centipede, Gargantuan NE; Fiendish rhinoceros NE; Fiendish elasmosaurus1 CE; Fiendish monstrous spider, Huge CE; Fiendish snake, giant constrictor CE

* =Domain/Specialty Spell

Innate

At Will Detect Magic (DC:)

Notes:

Character Sheet Notes: