

Fox (Mage Blade)

NAME
MB15
CLASS
15
Character Level

105000
EXPERIENCE
120000
NEXT LEVEL

Nick Fuller

PLAYERNAME
Half-Elf
RACE
17
AGE
Medium
SIZE
Male
GENDER

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

Neutral Good

ALIGNMENT
Low-light
VISION
-1

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	20	+5	20	+5
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	17	+3	17	+3	17	+3
WIS Wisdom	11	+0	11	+0	11	+0
CHA Charisma	13	+1	13	+1	13	+1

HP hit points	131	WOUNDS/CURRENT HP			
AC armor class	30	27	16	1	
	TOTAL	FLAT	TOUCH	BA	
INITIATIVE modifier	+9	=	+3	+6	
	TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK bonus	+11/+6/+1				

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

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

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

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

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

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

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

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	MISC MODIFIER
✓ Appraise	INT	3	=	3	+	+
✓ Balance	DEX	2	=	3	+	-1
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	2	=	5	+	-3
✓ Concentration	CON	5	=	1	+	4.0
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	5	=	1	+	2.0
✓ Disguise	CHA	1	=	1	+	+
✓ Escape Artist	DEX	1	=	3	+	1.0
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	3	=	1	+	2
✓ Handle Animal	CHA	2	=	1	+	1.0
✓ Heal	WIS	0	=	0	+	+
✓ Hide	DEX	9	=	3	+	9.0
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	8	=	5	+	3
Knowledge (Arcana)	INT	6	=	3	+	3.0
✓ Knowledge (Dungeoneering)	INT	11	=	3	+	6.0
✓ Listen	WIS	6	=	0	+	5.0
✓ Move Silently	DEX	9	=	3	+	9.0
× Psychic (Enhance Ability)	WIS	5	=	0	+	5.0
× Psychic (Enhance Senses)	WIS	1	=	0	+	1.0
× Psychic (Mental Contact)	CHA	6	=	1	+	5.0
× Psychic (Psychic Healing)	WIS	1	=	0	+	1.0
✓ Ride	DEX	6	=	3	+	3.0
✓ Search	INT	5	=	3	+	1.0
✓ Sense Motive	WIS	4	=	0	+	4.0
Spellcraft	INT	10	=	3	+	7.0
✓ Spot	WIS	9	=	0	+	8.0
✓ Survival	WIS	5	=	0	+	5.0
✓ Swim	STR	0	=	5	+	1.0
✓ Tumble	DEX	7	=	3	+	7.0
✓ Use Rope	DEX	5	=	3	+	2.0
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

Laser (Holdout)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	F	M	20/x2	5 ft.
	30 ft.	75 ft.	150 ft.	225 ft.	300 ft.		
TH	+14/+9/+4	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2		
Dam	1d10	1d10	1d10	1d10	1d10		
Special Properties							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +4	Equipped	1	0.0	32000.0	
Backpack	Equipped	1	2.0	2.0	
3 lbs., 1 Blanket (Winter)					
Blanket (Winter)	Backpack	1	3.0	0.5	
Bracers of Ogre Power	Equipped	1	0.0	4500.0	
Enhancement bonus to ability STR +2					
Cloak of Resistance +2	Equipped	1	1.0	4000.0	
Fox's Staff	Equipped	1	2.0	80600.0	
Head1: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Head2: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
Full Plate +2	Equipped	1	25.0	14500.0	
30hp/inch and 15 hardness					
Laser (Holdout)	Carried	1	1.0	200.0	
Noble's Outfit	Equipped	1	10.0	75.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Dungeoneering Bonus	Equipped	1	0.0	500.0	
Spell Component Pouch	Carried	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Carried	1	3.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			39 lbs.	154397.5 gp	

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

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

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

Gian = Dan
Lo = Cody
Aaron = Richard

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
Athame
Athame Defense
Elven Blood
Familiarity With Magic (Ex): Gain +2 competence bonus to all saving throws against spells and spell-like abilities (including magic items). Further gain a +2 competence bonus to Armor Class against spells requiring attack rolls.
Immunity to sleep spells and similar magical effects.
Shimmering Shield (Sp): Call a shimmering aura that grants a +2 deflection bonus to Armor Class per four class levels. Standard action, lasts 1 round/level.
Slice Through Wardings (Su): Once per day per class level, the mage blade can ignore all magic-based protections (Armor Class bonuses, defensive field, and so on) on a foe in a single attack with the athame. (Must declare use before attack).
Sprightly Step (Ex): Gains proficiency with medium armor and retains a normal movement rate.
Summon Athame (Free Action)

FEATS	
Born to the Blade	Gain a +2 bonus on initiative and +1 bonus on save DCs.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Complex Level 5	
Fleet of Foot	+10 feet bonus to ground speed
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Athame Defense	Cast without provoking attacks of opportunity while using athame.
Improved Initiative	You get a +4 bonus on initiative checks.
Laser Weapon Proficiency	
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 11 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst	You can take an extra move action 7 times per day
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Focus (Quarterstaff)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization* (Quarterstaff)	+2 bonus to damage rolls with one weapon
Wild Talent (Psychic (Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing))	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Improved Toughness	Gain hp equal to your current HD
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Improved Toughness	Gain hp equal to your current HD

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

LANGUAGES
Celestial, Common, Draconic, Elven, Literacy, Sylvan

TEMPLATES
Truename

Mage Blade Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
000000 Bash			Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gets a +2 competence bonus to next melee attack roll.					<i>Target:</i> You			Caster Level: 15	
000000 Canny Effort			Standard action	Until discharged 0 [D]	Personal			Transmutation	AE: Arcana Evolved
<i>Effect:</i> Caster gains +2 competence bonus on next skill check.					<i>Target:</i> You			Caster Level: 15	
000000 Contact	15	Will negates	Standard action	Instantaneous	Touch		Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Sends mental message to creature touched.					<i>Target:</i> One creature			Caster Level: 15	
000000 Detect Disease		None	Standard action	Instantaneous	Close (60 ft.)		No	Divination	AE: Arcana Evolved
<i>Effect:</i> Detects and identifies a disease.					<i>Target:</i> One creature, one object, or a 5-foot cube			Caster Level: 15	
000000 Detect Magic		None	Standard action	Concentration, up to one minute/level [D]	60 feet		No	Universal	AE: Arcana Evolved
<i>Effect:</i> Detects and identifies magical auras.					<i>Target:</i> Quarter circle emanating from you to the extreme of the range			Caster Level: 15	
000000 Detect Poison		None	Standard action	Instantaneous	Close (60 ft.)		No	Divination	AE: Arcana Evolved
<i>Effect:</i> Detects and identifies poisons.					<i>Target:</i> One creature, one object, or a 5-foot cube			Caster Level: 15	
000000 Enchanting Flavor		None	1 full round	Instantaneous	Touch		No	Transmutation [Faen, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Gives food better flavor and caster +2 bonus to Charisma checks against diners.					<i>Target:</i> One meal			Caster Level: 15	
000000 Ghost Sound	15	Will disbelief (if interacted with)	Standard action	1 round/level [D]	Close (60 ft.)		No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusionary sounds.					<i>Target:</i> Illusory sounds			Caster Level: 15	
000000 Glowglobe, Lesser		None	Standard action	10 minutes/level [D]	0 feet		No	Evocation [Faen, Light]	AE: Arcana Evolved
<i>Effect:</i> Creates nonmoving magical globe of light.					<i>Target:</i> Glowing sphere			Caster Level: 15	
000000 Hygiene	15	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Cleans one creature and gives +1 circumstance bonus to saves against disease.					<i>Target:</i> One creature			Caster Level: 15	
000000 Minor Illusion	15	Will negates (disbelief)	Standard action	1 round/level [D]	0 feet		No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusion of nonmoving object in caster's hand.					<i>Target:</i> An image up to 6 inches on allsides			Caster Level: 15	
000000 Read Magic			Standard action	10 minutes/level	Personal			Divination	AE: Arcana Evolved
<i>Effect:</i> Caster can read magical writing, including scrolls and runes.					<i>Target:</i> You			Caster Level: 15	
000000 Repair, Lesser	15	Will negates (harmless,object)	Standard action	Instantaneous	10 feet		Yes (harmless,object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Repairs one small broken object and repairs 1d10 points of damage to damaged object.					<i>Target:</i> One object of up to 1 lb.			Caster Level: 15	
000000 Saving Grace			Standard action	One round/level [D]	Personal			Abjuration	AE: Arcana Evolved
<i>Effect:</i> Provides +1 luck bonus to one type of saving throw.					<i>Target:</i> You			Caster Level: 15	
000000 Scent Bane	15	Will negates(harmless)	Standard action	One minute/level [D]	Touch		Yes (harmless)	Abjuration [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Negates scent ability.					<i>Target:</i> One creature or object			Caster Level: 15	
000000 Seeker			Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gets a +2 competence bonus to next ranged attack roll.					<i>Target:</i> You			Caster Level: 15	
000000 Sense Thoughts	15	Will negates	Standard action	Concentration 0	Close (60 ft.)		Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Reveals the location and emotional state of any target the caster cast contact upon in the last 24 hours.					<i>Target:</i> One creature			Caster Level: 15	
000000 Touch of Weakness	15	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch attack temporarily damages Strength by 1 point.					<i>Target:</i> One creature			Caster Level: 15	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
000000 Acrobatics			Standard action	10 minutes/level	Personal			Transmutation [Faen]	AE: Arcana Evolved
<i>Effect:</i> Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble.					<i>Target:</i> You			Caster Level: 15	
000000 Animate Weapon		None	Standard action	Concentration 0	Close (60 ft.)		No	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Allows weapon to attack on its own with caster's base attack bonus.					<i>Target:</i> A weapon you are proficient with			Caster Level: 15	
000000 Charm	16	Will negates	Standard action	10 minutes/level	Touch		Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +10 bonus to Charisma checks in relation to target.					<i>Target:</i> One creature of the same type as the caster			Caster Level: 15	
000000 Compelling Command	16	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Target must obey one of three Simple, Mage Blade, Magister commands.					<i>Target:</i> One living creature			Caster Level: 15	
000000 Compelling Question, Lesser	16	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Target must answer a question with a single-word answer.					<i>Target:</i> One creature			Caster Level: 15	
000000 Conjure Weapon, Lesser		None	Standard action	1 round/level [D]	0		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Creates a masterwork weapon.					<i>Target:</i> One weapon			Caster Level: 15	

* =Domain/Specialty Spell

Mage Blade Spells

☐☐☐☐☐ Detect Secret Doors		None	Standard action	Concentration, up to one minute/level [D]	60 feet	No	Divination	AE: Arcana Evolved
Effect: Detects the presence of secret doors or compartments.				Target: Quarter circle emanating from you to the extreme of the range		Caster Level: 15		
☐☐☐☐☐ Glamour	16	Will disbelief (if interacted with)	Standard action	10 minutes/level [D]	Personal	No	Illusion [Faen]	AE: Arcana Evolved
Effect: Illusion makes caster look attractive.				Target: You		Caster Level: 15		
☐☐☐☐☐ Illusory Object, Lesser	16	Will disbelief (if interacted with)	Standard action	Concentration	Long (1000 ft.)	No	Illusion	AE: Arcana Evolved
Effect: Creates illusion of a static object.				Target: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]		Caster Level: 15		
☐☐☐☐☐ Mind Stab		None	Standard action	Instantaneous	Medium (250 ft.)	Yes	Evocation [Mind-Affecting, Psionic]	AE: Arcana Evolved
Effect: Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level.				Target: One living creature		Caster Level: 15		
☐☐☐☐☐ Mudball		None	Standard action	Instantaneous	Close (60 ft.)	No	Evocation [Earth, Water]	AE: Arcana Evolved
Effect: Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target.				Target: One living creature		Caster Level: 15		
☐☐☐☐☐ Obscuring Mist		None	Standard action	One minute/level	30 feet	No	Conjuration [Air, Water]	AE: Arcana Evolved
Effect: Cloud of vapor obscures sight and provides concealment.				Target: 30-foot-wide by 20-foot-high cloud centered on you		Caster Level: 15		
☐☐☐☐☐ Precise Vision			Standard action	10 minutes/level	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Caster gains +5 competence bonus to Spot and Search checks.				Target: You		Caster Level: 15		
☐☐☐☐☐ Predict Weather			One minute	Instantaneous	Personal		Divination [Litorian]	AE: Arcana Evolved
Effect: Provides details of the following day's weather.				Target: You		Caster Level: 15		
☐☐☐☐☐ Resistance	16	Will negates (harmless)	Standard action	10 minutes/level [D]	Close (60 ft.)	Yes (harmless)	Abjuration	AE: Arcana Evolved
Effect: Grants +1 resistance bonus to saves +1/5 caster levels.				Target: One creature or object		Caster Level: 15		
☐☐☐☐☐ Safe Fall	16	Will negates (object)	See text	Until landing	Close (60 ft.)	Yes (object)	Transmutation	AE: Arcana Evolved
Effect: Creatures and objects in 10-foot radius fall without taking damage.				Target: Any free-falling objects or creatures in a 10-foot radius whose weight totals up to 300 lbs./level		Caster Level: 15		
☐☐☐☐☐ Scent Tracker			Standard action	10 minutes/level [D]	Personal		Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
Effect: Grants scent ability to caster.				Target: You		Caster Level: 15		
☐☐☐☐☐ Tears of Pain	16	Will negates	Standard action	One day/level	Close (60 ft.)	Yes	Evocation [Curse]	AE: Arcana Evolved
Effect: Target suffers -1 penalty to saves.				Target: One living creature		Caster Level: 15		
☐☐☐☐☐ Touch of Fear	16	Will negates	Standard action	1 round/level	Touch	Yes	Enchantment [Fear]	AE: Arcana Evolved
Effect: Subject of touch attack is shaken.				Target: One creature touched		Caster Level: 15		
☐☐☐☐☐ Transfer Wounds, Lesser	16	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
Effect: Heals 1d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.				Target: Creature touched		Caster Level: 15		
☐☐☐☐☐ Veil of Darkness		None	One action	10 minutes/level [D]	0 feet	No	Evocation [Darkness]	AE: Arcana Evolved
Effect: Creates immobile area of magic darkness.				Target: 10-foot-radius spread		Caster Level: 15		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Ability Boost, Lesser		None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Target gets +2 enhancement bonus to highest ability score.					Target: One creature			Caster Level: 15	
Aid Plants		None	10 minutes	Four months	Long (1000 ft.)		No	Transmutation [Plant]	AE: Arcana Evolved
Effect: Plants are protected from disease.					Target: 400 feet + 40 feet/level-radius globe, centered on you			Caster Level: 15	
Battle Healing, Lesser	17	Will half(harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [Positive Energy]	AE: Arcana Evolved
Effect: Target is healed of 1d6 points of damage +1 point/caster level [maximum 10].					Target: Creature touched			Caster Level: 15	
Beastskin, Lesser		None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved
Effect: Target gains +2 [or greater] natural armor bonus to AC.					Target: Living creature touched			Caster Level: 15	
Blinding Light	17	Fortitude negates	Standard action	1 round/level	Medium (250 ft.)		Yes	Evocation [Light]	AE: Arcana Evolved
Effect: Target is blinded for 1 round/level.					Target: One creature			Caster Level: 15	
Cloak of Darkness			Standard action	10 minutes/level [D]	Personal			Evocation [Darkness]	AE: Arcana Evolved
Effect: Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks.					Target: You			Caster Level: 15	
Control Temperature	17	Fortitude negates	Standard action	One hour/level [D]	0 feet		Yes	Transmutation [Air, Cold, Fire]	AE: Arcana Evolved
Effect: Raises or lowers temperature by 10 degrees/caster level.					Target: 50-foot radius centered on you			Caster Level: 15	
Darkvision		None	Standard action	One hour/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Target can see 60 feet in total darkness.					Target: Creature touched			Caster Level: 15	
Destructive Grip		None	Standard action	1 round/level [D]	Touch		No	Evocation [Acid]	AE: Arcana Evolved
Effect: Acid touch deals 1d6 points of damage.					Target: Creature or object touched			Caster Level: 15	
Gentle Repose	17	Will negates (object)	Standard action	One day/level	Touch		Yes (object)	Necromancy	AE: Arcana Evolved
Effect: Keeps corpse from decaying and extends time limit on how long it can be dead before being raised.					Target: Corpse touched			Caster Level: 15	
Glowglobe, Greater		None	Standard action	Permanent	0 feet		No	Evocation [Faen, Light]	AE: Arcana Evolved
Effect: Creates permanent nonmoving globe of light.					Target: Glowing sphere			Caster Level: 15	
Gusting Wind	17	Fortitude negates	Standard action	1 full round	Medium (250 ft.)		Yes	Evocation [Air]	AE: Arcana Evolved
Effect: Wind puts out flames, knocks creatures down, and inflicts 2d6 damage.					Target: Gust of wind [10 feet wide, 10 feet high] emanating out from you to the extreme of the range			Caster Level: 15	
Icebolt		None	Standard action	Instantaneous	Medium (250 ft.)		Yes	Evocation [Cold]	AE: Arcana Evolved
Effect: Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level.					Target: One creature			Caster Level: 15	
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□□□□□ Levitate	None	Standard action	10 minutes/level [D]	Personal or Close	No	Transmutation [Air]AE: Arcana Evolved	
<i>Effect:</i> Willing target moves vertically as caster directs, up to 20 feet/round.							
□□□□□ Muddy Ground	None	Standard action	1 round/level	Medium (250 ft.)	No	Transmutation [Earth, Water]	AE: Arcana Evolved
<i>Effect:</i> Changes earth to mud, reducing movement through area by half and requiring balance checks.							
□□□□□ Protective Charm	17	Will negates	Standard action	Close (60 ft.)	Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> One creature/level will not attack caster.							
□□□□□ Sealed Door, Lesser	None	Standard action	Permanent [D]	Close (60 ft.)	No	Abjuration [Dragon]	AE: Arcana Evolved
<i>Effect:</i> Makes door very difficult to open.							
□□□□□ See Invisibility (Malhavoc)	None	Standard action	10 minutes/level [D]	Medium (250 ft.)	No	Divination	AE: Arcana Evolved
<i>Effect:</i> Caster can see invisible creatures and objects.							
□□□□□ Spell's Edge, Lesser	17	Fortitude negates(harmless)	Standard action	One minute/level or until used	Touch	Yes (harmless)	Transmutation
<i>Effect:</i> Athame has storied within it a touch attack spell, which it inflicts with one strike.							
□□□□□ Startling Touch	17	Will negates	Standard action	Instantaneous	Touch	Yes	Enchantment [Mind-Affecting, Psionic]
<i>Effect:</i> Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.							
□□□□□ Subtle Steps		Standard action	One hour/level	Personal			Transmutation [Litorian]
<i>Effect:</i> Caster gains +5 competence bonus to Sneak checks.							
□□□□□ Wicked Barb	None	Standard action	Instantaneous	Medium (250 ft.)	Yes		Conjuration [Plant] AE: Arcana Evolved
<i>Effect:</i> Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.							

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Compelling Question, Greater	18	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Target must answer a question.								Caster Level: 15	
□□□□□ Conjure Repast		None	10 minutes	Instantaneous	Close (60 ft.)		No	Conjuration	AE: Arcana Evolved
<i>Effect:</i> Creates food and water for three humans/level for one day.								Caster Level: 15	
□□□□□ Creation, Lesser		None	One minute	One hour/level	0 feet		No	Conjuration [Giant]	AE: Arcana Evolved
<i>Effect:</i> Creates nonmagical object of vegetable matter.								Caster Level: 15	
□□□□□ Earth's Clutches	18	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Conjuration [Earth]	AE: Arcana Evolved
<i>Effect:</i> Stone hands reach up and grasp at touched foe.								Caster Level: 15	
□□□□□ Enhance Witchery	18	Will negates (harmless)	Standard action	10 minutes/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Witch gains additional use[s] or increased level for witchery power.								Caster Level: 15	
□□□□□ Hand of Battle	18	Fortitude half	Standard action	Instantaneous	Touch		Yes	Evocation [Force]	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d6 points of force damage/caster level.								Caster Level: 15	
□□□□□ Illusory Object, Greater	18	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Long (1000 ft.)		No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusion of an object with sound, smell, texture, and temperature.								Caster Level: 15	
□□□□□ Protection From Elements		None	Standard action	10 minutes/level or until discharged	Touch		Yes	Abjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Protects target against 12 points/level of specified elemental type.								Caster Level: 15	
□□□□□ Repair, Greater	18	Will negates (harmless, object)	Standard action	Instantaneous	10 feet		Yes (harmless, object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.								Caster Level: 15	
□□□□□ Slow ~ MP	18	Will negates	Standard action	1 round/level [D]	Close (60 ft.)		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> One creature/caster level can take only limited actions and suffers a -2 penalty to AC, attacks, damage, and Reflex saves.								Caster Level: 15	
□□□□□ Spirit of Prowess			Standard action	10 minutes/level or when used	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +4 competence bonus on one attack + one attack/5 levels.								Caster Level: 15	
□□□□□ Summon Minor Elemental, Lesser		None	1 full round	1 round/level [D]	Close (60 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Small elemental appears and attacks caster's foes.								Caster Level: 15	
□□□□□ Water Breathing	18	Will negates (harmless)	Standard action	Two hours/level [see text]	Touch		Yes (harmless)	Transmutation [Water]	AE: Arcana Evolved
<i>Effect:</i> Allows air-breathers to breathe water.								Caster Level: 15	
□□□□□ Weary Touch	18	Fortitude partial	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch attack makes target exhausted.								Caster Level: 15	
□□□□□ Whisper of Madness	18	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Evocation [Air, Mind-Affecting, Sonic]	AE: Arcana Evolved
<i>Effect:</i> Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels.								Caster Level: 15	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate the Dead, Lesser		None	One minute	Instantaneous [self-sustaining magic]	Touch		No	Necromancy	AE: Arcana Evolved
<i>Effect:</i> Creates one undead creature.								Caster Level: 15	
□□□□□ Blooded Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch		Yes (object, harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> An athame becomes a wounding weapon.								Caster Level: 15	

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□□□□□ Conjure Weapon, Greater	None	Standard action	One minute/level [D]	0	No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Creates +1 or better weapon.							
□□□□□ Curse of Vengeance	19	Will negates	1 full round Permanent	Medium (250 ft.)	Yes	Evocation [Curse, Truename]	AE: Arcana Evolved
<i>Effect:</i> Target suffers -2 morale penalty on attacks, saves, and checks and a ran dom -10 penalty once/day.							
□□□□□ Dancing Rune	19	Fortitude negates(harmless)	Standard action	10 minutes/level	Touch	Yes (harmless)	Transmutation
<i>Effect:</i> Touch-trigger rune animates and attacks.							
□□□□□ Gaze of Terror	19	Will negates	Standard action	1 round/two levels [D]	Close (60 ft.)	Yes	Enchantment [Fear]
<i>Effect:</i> Gaze attack panics targets, making them flee.							
□□□□□ Living Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch	Yes (harmless)	Transmutation
<i>Effect:</i> Athame becomes a dancing weapon.							
□□□□□ Remove Curse	19	Will negates (harmless)	Standard action	Instantaneous	Touch	Yes (harmless)	Abjuration [Truename]
<i>Effect:</i> Removes one curse from target.							
□□□□□ Stamina to Defense	None	Standard action	10 minutes/level	Touch	No	Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Constitution damage but gains a +4 luck bonus to AC for armor.							
□□□□□ Strength to Strike	None	Standard action	1 round/level	Touch	No	Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Strength damage but gains a +2d6 damage bonus for weapon.							
□□□□□ Telepathy	19	Will negates (harmless)	Standard action	1 round/level	One mile/level	Yes (harmless)	Divination [Language-Dependent, Mind-Affecting, Psionic]
<i>Effect:</i> Caster and creature communicate mentally.							
□□□□□ Tongues	None	Standard action	10 minutes/level	Touch	No	Divination [Giant]	AE: Arcana Evolved
<i>Effect:</i> Target speaks and understands languages.							
□□□□□ Touch of the Tempest	19	Fortitude half	Standard action	Instantaneous	Touch	Yes	Evocation [Air, Water]
<i>Effect:</i> Touch attack inflicts 1d8 points of damage/caster level and dazes foe for 1 round/4 caster levels.							
□□□□□ Transfer Wounds, Greater	19	Will half (harmless)	1 full round Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.							
□□□□□ Wall of Ice	19	See text	Standard action	One minute/level	Medium (250 ft.)	Yes	Evocation [Cold]
<i>Effect:</i> Creates barrier or hemisphere of ice.							
<i>Target:</i> Anchored plane of ice, up to one 10-foot square/level, or hemisphere of ice with a radius of up to 3 feet +1foot/level							
<i>Caster Level:</i> 15							

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Battle Healing, Greater	20	Will half (harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [PositiveAE: Arcana Evolved Energy]	
<i>Effect:</i> Target is healed of 1d6 points of damage/caster level [maximum 15d6].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■ Control Undead	20	Will negates	Standard action	1 round/level 0	Long (1000 ft.)		Yes	Necromancy	AE: Arcana Evolved
<i>Effect:</i> Caster controls actions of undead creature.					<i>Target:</i> One undead creature			<i>Caster Level:</i> 15	
■■■■■ Creation, Greater		None	One minute	Instantaneous	0 feet		No	Conjuration [Giant] AE: Arcana Evolved	
<i>Effect:</i> Creates nonmagical object of any material.					<i>Target:</i> Unattended, nonmagical object of nonliving matter, up to 1 cubic foot/level			<i>Caster Level:</i> 15	
■■■■■ Defensive Field			Standard action	10 minutes/level [D]	Personal			Abjuration	AE: Arcana Evolved
<i>Effect:</i> Caster is surrounded by protective field that absorbs up to 5 hp/level.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■ Dominate, Lesser	20	Will negates	Standard action	One hour/level	Medium (250 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
<i>Effect:</i> Caster controls actions of any Medium [or smaller] humanoid.					<i>Target:</i> One humanoid of Medium or smaller size			<i>Caster Level:</i> 15	
■■■■■ Drain Away Speed, Greater	20	Fortitude negates	Standard action	1 round/level [D]	Medium (250 ft.)		Yes	Transmutation [Faen]	AE: Arcana Evolved
<i>Effect:</i> Reduces target's speed by 40 feet.					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
■■■■■ Eldritch Wall, Greater	20	Reflex negates (see text)	Standard action	One minute/level [D]	Close (60 ft.)		No	Evocation [Force]	AE: Arcana Evolved
<i>Effect:</i> Creates wall of force that can withstand 100 points of damage/caster level.					<i>Target:</i> Wall with an area of up to one10-foot square/level or a sphere or hemisphere with a radius of up to 1 foot/level			<i>Caster Level:</i> 15	
■■■■■ Enfeebled Mind	20	Will negates (see text)	Standard action	Permanent	Medium (250 ft.)		Yes	Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
<i>Effect:</i> Target's Intelligence drops to 1.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
■■■■■ Ghost Weapon		None	Standard action	1 round/level	Touch		Yes (harmless)	Transmutation [Force]	AE: Arcana Evolved
<i>Effect:</i> Weapon ignores armor and natural armor.					<i>Target:</i> One melee weapon			<i>Caster Level:</i> 15	
■■■■■ Gird the Warrior		None	Standard action	One minute/level [D]	Touch		No	Transmutation [Force]	AE: Arcana Evolved
<i>Effect:</i> Target gains +10 armor bonus to AC and +4 enhancement bonus to attacks and damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
■■■■■ Massive Sword		None	Standard action	1 round/level [D]	Close (60 ft.)		Yes	Evocation [Force, Giant]	AE: Arcana Evolved
<i>Effect:</i> Creates sword of force that attacks as caster directs, inflicting 4d6+3 points of damage.					<i>Target:</i> One sword			<i>Caster Level:</i> 15	
■■■■■ Open Door		None	Standard action	Instantaneous	Touch		No	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Opens one door, no matter how sealed, barred, or locked.					<i>Target:</i> One door or similar closure			<i>Caster Level:</i> 15	
■■■■■ Remove Malady	20	Will negates (harmless)	10 minutes	Instantaneous	Touch		Yes (harmless)	Transmutation [Positive Energy, Truename]	AE: Arcana Evolved
<i>Effect:</i> Cures one unwanted condition.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
* =Domain/Specialty Spell									

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Restorement	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	Yes (harmless)	Transmutation [Positive Energy, Truename] Caster Level: 15	AE: Arcana Evolved
Effect: Restores ability score damage and lost level.					Target: Creature touched			
Revivification	20	None (see text)	Standard action	One minute/level [D]	Touch	Yes (harmless)	Transmutation [Positive Energy] Caster Level: 15	AE: Arcana Evolved
Effect: Restores temporary life to a dead creature.					Target: One dead creature			
Scrying		None	One hour	One minute/level	See text	No	Divination [Psionic]AE: Arcana Evolved Caster Level: 15	
Effect: Caster views creature at any distance.					Target: Magical sensor			
Sealed Door, Greater		None	Standard action	Permanent [D]	Close (60 ft.)	No	Abjuration [Dragon] Caster Level: 15	AE: Arcana Evolved
Effect: Makes door almost impossible to open.					Target: One door, no larger than 20 feet by 20 feet by 3 feet			
Spell Resistance	20	Will negates (harmless)	Standard action	One minute/level	Touch	Yes (harmless)	Abjuration Caster Level: 15	AE: Arcana Evolved
Effect: Target gains SR 12 + caster level.					Target: Creature touched			
Summon Minor Elemental, Greater		None	1 full round	1 round/level [D]	Close (60 ft.)	No	Conjuration [See Text] Caster Level: 15	AE: Arcana Evolved
Effect: Medium elemental appears and attacks caster's foes.					Target: One or more summoned creatures, no two of which can be more than 30 feet apart			
Teleport	20	None and Will negates(object)	See below	Instantaneous	Personal and Touch	No and Yes (object)	Transmutation [Teleportation] Caster Level: 15	AE: Arcana Evolved
Effect: Caster and others move to a distant location instantaneously.					Target: You and touched objects or other touched willing creatures weighing upto 50 lbs./level			
Touch of Dire Doom	20	Fortitude partial	Standard action	Instantaneous	Touch	Yes	Evocation Caster Level: 15	AE: Arcana Evolved
Effect: Touch attack inflicts 1d3 points of ability score damage to all scores.					Target: One creature touched			
Wall of Iron	20	See text	Standard action	Instantaneous	Medium (250 ft.)	No	Conjuration Caster Level: 15	AE: Arcana Evolved
Effect: Creates barrier of iron.					Target: Iron wall whose area is up to one 5-foot square/level [see text]			
Wall of Stone	20	See text	Standard action	Instantaneous	Medium (250 ft.)	No	Conjuration [Earth]AE: Arcana Evolved Caster Level: 15	
Effect: Creates barrier of stone.					Target: Stone wall whose area is up to one 5-foot square/level [S]			
Wall of Thorns		None	Standard action	10 minutes/level [D]	Medium (250 ft.)	No	Conjuration [Plant] AE: Arcana Evolved Caster Level: 15	
Effect: Creates thick barrier of thorns that inflicts damage to anyone moving through it.					Target: Wall of thorny brush, up to one 10-foot cube/level [S]			

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Ability Boost, Greater		None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibecai] Caster Level: 15	AE: Arcana Evolved
Effect: Target gets +8 enhancement bonus to highest ability score.					Target: One creature				
Beastskin, Greater		None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian] Caster Level: 15	AE: Arcana Evolved
Effect: Target gains +6 [or greater] natural armor bonus to AC.					Target: Living creature touched				
Blindsight	21	Fortitude negates(harmless)	Standard action	One minute/level	Touch		Yes (harmless)	Transmutation Caster Level: 15	AE: Arcana Evolved
Effect: Target gains blindsight.					Target: One creature				
Call Guardian, Lesser	21	None (see text)	One minute	Instantaneous	Close (60 ft.)		No (see text)	Conjuration Caster Level: 15	AE: Arcana Evolved
Effect: Calls monster to serve caster.					Target: One creature				
Coma	21	Fortitude negates	Standard action	One hour/level [D]	Close (60 ft.)		Yes	Enchantment [Mind-Affecting] Caster Level: 15	AE: Arcana Evolved
Effect: Target is comatose for one hour/caster level.					Target: One living creature				
Cursed Locale		None	One minute	Permanent	Long (1000 ft.)		No	Evocation [Curse] Caster Level: 15	AE: Arcana Evolved
Effect: All attacks, saves, and checks made in the affected area suffer a -2 morale penalty.					Target: Ten 10-foot cubes/level				
Learn Truename	21	Will negates	12 hours	Instantaneous	Unlimited		Yes	Divination Caster Level: 15	AE: Arcana Evolved
Effect: Caster learns one creature's truename.					Target: One creature				
Protect Soul			One hour	One day/level	Personal			Abjuration Caster Level: 15	AE: Arcana Evolved
Effect: Protects caster from soul-affecting spells and truename effects.					Target: You				
Wall of Sound	21	See text	Standard action	Two minutes/level [D]	Medium (250 ft.)		No	Evocation [Sonic] Caster Level: 15	AE: Arcana Evolved
Effect: Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks.					Target: Sonic wall whose area is up to one 5-foot square/level [S]				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Curse of the Chaotic Mind	22	Will negates	Standard action	Permanent	Medium (250 ft.)		Yes	Transmutation [Curse, Faen, Truename]	AE: Arcana Evolved
Effect: Randomly lowers target's Intelligence, Wisdom, and Charisma to 1.					Target: One creature		Caster Level: 15		
Finger of Destruction	22	Fortitude partial	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved
Effect: Target suffers 5 points of damage/caster level.					Target: One living creature		Caster Level: 15		
Gaze of the Basilisk	22	Fortitude negates	Standard action	1 round/two levels [D]	Close (60 ft.)		Yes	Transmutation [Earth]	AE: Arcana Evolved
Effect: Gaze attack turns victims to stone.					Target: A globe with a radius of 25 feet + 5 feet/two levels		Caster Level: 15		
Immunity, Lesser)			Standard action	10 minutes/level [D]	Personal			Abjuration	AE: Arcana Evolved
Effect: Target is immune to one dangerous type of spell, element, energy, or other threat.					Target: You		Caster Level: 15		
Mental Protection		None	Standard action	One hour/level	Touch		Yes	Abjuration [Mind-Affecting, Psionic]	AE: Arcana Evolved
Effect: Caster makes caster power check to negate mental attacks on target.					Target: One living creature		Caster Level: 15		
Rock's Hand		None	Standard action	1 round/level [D]	Medium (250 ft.)		No	Evocation [Earth, Giant]	AE: Arcana Evolved
Effect: Hand of stone rises from the ground and grapples foe.					Target: 10-foot-wide hand		Caster Level: 15		
Song of Paralysis	22	Fortitude negates	One action	1 round/level	Medium (250 ft.)		Yes	Necromancy [Sonic]	AE: Arcana Evolved
Effect: One creature/level is paralyzed.					Target: One creature/level, no two of which can be more than 30 feet apart		Caster Level: 15		
* =Domain/Speciality Spell									

Mage Blade Spells

□□□□□ Spell's Edge, Greater	22	Fortitude negates(harmless)	Standard action	1 round/two levels	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Athame has touch-attack spell stored within it, inflicting the spell with each strike.					<i>Target:</i> Your athame		<i>Caster Level:</i> 15	
□□□□□ Spirit of War			Two minutes	24 hours	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +4 to Strength, Constitution, and Dexterity, and +1 to attack rolls/2 caster levels, but cannot cast spells.					<i>Target:</i> You		<i>Caster Level:</i> 15	
□□□□□ Stabilize Soul	22	Will negates (harmless)	One minute	Instantaneous	Touch	Yes (harmless)	Transmutation [Truename]	AE: Arcana Evolved
<i>Effect:</i> Revivified creature remains alive.					<i>Target:</i> One creature or one corpse		<i>Caster Level:</i> 15	
□□□□□ Summon Major Elemental, Lesser		None	1 full round	1 round/level [D]	Close (60 ft.)	No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Huge elemental appears and attacks caster's foes.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 15	
□□□□□ Transfer Wounds, Total	22	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals all damage; caster suffers half that amount in subdual damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Curse of Languishing Death	23	Fortitude partial	Standard action	Permanent	Medium (250 ft.)		Yes	Transmutation [Curse, Negative Energy, Truename]	AE: Arcana Evolved
<i>Effect:</i> Victim suffers 1d6 points of Constitution damage/day.					<i>Target:</i> One creature		<i>Caster Level:</i> 15		
□□□□□ Dominate, Greater	23	Will negates	Standard action	One day/level	Medium (250 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
<i>Effect:</i> Caster controls actions of one creature.					<i>Target:</i> One living creature with fewer Hit Dice than you		<i>Caster Level:</i> 15		
□□□□□ Primal Release	23	Will negates	Standard action	10 minutes/level	Close (60 ft.)		Yes	Transmutation [Litorian]	AE: Arcana Evolved
<i>Effect:</i> Target gains +10 to Strength and Constitution, +2 to Dexterity, -6 to Intelligence and Charisma, and -2 to Wisdom, and cannot cast spells.					<i>Target:</i> One living creature [not you]		<i>Caster Level:</i> 15		
□□□□□ Roar of Courage			1 full round	10 minutes/level	Close (60 ft.)			Conjuration [Giant, AE: Arcana Evolved Litorian]	
<i>Effect:</i> Grants allies fear immunity and morale bonus.					<i>Target:</i> All allies within range		<i>Caster Level:</i> 15		
□□□□□ Unstoppable Strikes			Standard action	1 round/level	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster makes sneak attacks with every strike, inflicting +3d6 damage [or more].					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Wave of Death	23	Fortitude negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved
<i>Effect:</i> Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.					<i>Target:</i> Cone		<i>Caster Level:</i> 15		
□□□□□ Wave of Life	23	Fortitude negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Evocation [PositiveAE: Arcana Evolved Energy]	
<i>Effect:</i> Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.					<i>Target:</i> Cone		<i>Caster Level:</i> 15		
□□□□□ Whirlwind	23	Reflex negates (see text)	Standard action	1 round/level [D]	Long (1000 ft.)		Yes	Evocation [Air]	AE: Arcana Evolved
<i>Effect:</i> Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about.					<i>Target:</i> Cyclone 10 feet wide at base, 30 feet wide at top, and 30 feet tall		<i>Caster Level:</i> 15		

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: