Fox						Ni	ck Fulle	<u>ə</u> r							Neutral Go	od				
NAME							YERNAME	<u>, </u>		DEIT	<u> </u>				ALIGNMENT	ou	- 1			3
MB14		(91000)		На	lf-Elf	Me	dium	5' 6"		1	155 lbs.		Low-light		1	1		
CLASS				IENCE		RAC		SIZE		HEIG	HT		WEIGHT		VISION		- 原			EN S
14			10500	00		17		Ма	le	Blue	:	E	Brown,		-1		1		18	
Character L			NEXT L			AGI	Ξ	GEN	IDER	EYES	i	- F	HAIR		POINTS			The state of the s		
NAME	BASE B SCORE N	MOD	ABILITY SCORE	MOD MOD	TEMP SCORE	TEMP MOD	VD			JNDS/CURRENT HP	SUBDL	IAL DAMAGE	WD		DAMAGE REDUCTION	ON		_	EED	
STR Strength	18 -	+4	20	+5	20	+5	VP Vitality	122				,	WP Wound Points	12			V	√alk	30 ft.	
DEX Dexterity	16	+3	16	+3	16	+3	AC armor cla		: 2 . FL		10 ASE	+ 10 + 0	+ 3 +	0 + 4	+ 3	IISS ANCE	25	L AF	RMOR	O SPELL RESIST
CON	12 -	+1	12	+1	12	+1				, — —		BONGS BONG	<u> </u>				SPELL FAILURE	PE	NALTY	REGIOT
INT Intelligence	17	+3	17	+3	17	+3		ATIVE	+9	= +3 + +6 DEX MODIFIER MODIFIER			KILL NA	ME		SKILL MODIFIER		MAX Y ER R	RANKS M	17/8.5 MISC MODIFIER
WIS	11 -	+0	11	+0	11	+0	BASE	ATTACK		+10/+5	1 4	Appraise			INT	3	= 3	+	+	
Wisdom	_					10		oonus		+10/+3] /	Balance			DEX	0	= 3	+	+	3
CHA	13 -	+1	13	+1	13	+1					/	Bluff			CHA	1	= 1	+	+	
									_		_ /	Climb			STR	2	= 5	+		-3
	3 THROV		TOT	SA SA	AVE	BILITY	MAGIC MISC	EPIC TEN	MP co	nditional modifiers	/	Concentra			CON	5	= 1		4.0 +	
FOR	TITUE	DE	+6) ₌ +	-6 +	+1 +	+2 + +0	+ +0+			1	Craft (Unti	,		INT CHA	3 5	= 3	+	+ 2.0 +	
	FLEX	(+1	1_+	-6 +	+3 +	+2 + +0	+ +0 +			/	Disguise	/		CHA	1	= 1	+ ,	2.U + +	
	exterity)		l		— I F				-		1	Escape Ar	rtist		DEX	0	= 3	+	+	_
	visdom)		+8	5 = +	-6 +	+0	+2 + +0	+ +0+	_		/	Forgery	tiot		INT	3	= 3	+	+	
			TOT	AL		BASE A	ATTACK BONUS	STAT	SIZE	MISC EPIC TEM	P 🗸	Gather Inf	ormation		CHA	3	= 1	+	+	_
MEL			+15/	+10	_	+	10/+5	+ +5 +	+0 +	+0 + +0 +	1	Heal	omiation		WIS	0	= 0	+	+	_
attack bo					_						1	Intimidate			CHA	1	= 1	+	+	
RANG attack bo			+13	/+8	=	+	10/+5	+ +3 +	+0 +	+0 + +0 +	1	Jump			STR	2	= 5	+	+	3
GRAP	PLE		+15/	1 10			10/+5	+ +5 +	+0 +	+0 + +0 +		Knowledge	e (Arcana	1)	INT	6	= 3	+ ;	3.0 +	
attack bo	nus		+13/	+10	=		10/+3	_+_+_	+0 +	+0++0+	-	Knowledge	e (Dunge	oneering)	INT	10	= 3	+ ;	5.0 +	. 2
U	NAR	ME	D		TO		ACK BONU		MAGE	CRITICAL	1	Listen	, •	•	WIS	4	= 0	+ ;	3.0 +	. 1
						+15	5/+10	1	d3+5	20/x2	Х	Psychic (E	Enhance A	Ability)	WIS	5	= 0	+ !	5.0 +	
	*F	OX'	s Sta	aff			CURRENT I			SIZE CRITICAL	Х	Psychic (E	Enhance S	Senses)	WIS	1	= 0	+	1.0 +	
							Both	BS/		M 19-20/x2	1	X Psychic (N	Mental Co	ntact)	CHA	7	= 1	+ (6.0 +	
	IOIA		/+15	ONUS					MAGE 8+13		Х	Psychic (F	Psychic H	ealing)	WIS	1	= 0	+	1.0 +	
Special P	roperties		7713					Zuc	713		1	Ride			DEX	6	= 3	+ :	3.0 +	
							CURRENT I	HAND TY		SIZE CRITICAL	1	Search			INT	5	= 3	+	1.0 +	· 1
	La 30 ft.		(Hold	out) 75 ft.			Carrie			M 20/x2 300 ft.	/	Search (Shidden con	mpartmer		INT	4	= 3	+	+	
To Hit	+13/+			+13/+			-11/+6	+9/+4		+7/+2	/	Sense Mo	tive		WIS	4	= 0		4.0 +	
Dam	1d10			1d10)		1d10	1d10)	1d10	/	Sneak			DEX		= 3		7.0 +	
Special P *: weapon is 6		S] /	Sneak (Hi	de)		DEX		= 3			
1H-P: One ha		riman, k	and 14	0 : 0no	handad	in off hor	d 2H: Two box	ded 2W D (OH	1. 2 woor	one primary band (off		Spellcraft			INT	10	= 3	+	70+	

Spellcraft

Survival

Survival (Underground)

Spot

Swim

Tumble

Use Rope

INT

WIS

WIS

WIS

STR

DEX

DEX

√: can be used untrained. X: exclusive skills

5

0

10 = 3 + 7.0 +

5 = 0 + 5.0 +

9 = 0 + 8.0 + 1 = 0 + 5.0 +

= 5 + 1.0 + -6

7 = 3 + 7.0 + -35 = 3 + 2.0 +

IH-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.

TYPE

Medium +10

+3

AC MAXDEX CHECK

+3

-3

+0

+0

25

0

0

ARMOR

*Full Plate +2 (Mithral)

*Ring of Protection +3

30hp/inch and 15 hardness
*Amulet of Natural Armor +4

EQUIPM	ENT			
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +4	Equipped	1	0.0	32000.0
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Bracers (STR +2) Enhancement bonus to ability STR +2	Equipped	1	0.0	4000.0
Fox's Staff	Equipped	1	2.0	16000.0
Full Plate +2 (Mithral) 30hp/inch and 15 hardness	Equipped	1	25.0	14500.0
Laser (Holdout)	Carried	1	1.0	200.0
Traveler's Outfit	Equipped	1	5.0	1.0
Ring of Protection +3	Equipped	1	0.0	18000.0
Ring (Skill Bonus (Competance) (Knowledge (Dungeoneering) +2)) Competance bonus to selected skillof Knowledge (Dungeoneering) +2	Equipped	1	0.0	400.0
TOTAL WEIGHT CARRIED/	VALUE		29 lbs.	89101.0 gp

	,	WEIGHT ALLO	DWANC	E	
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000
		SPECIAL AB	ILITIES		
+2 racial bonus or	n saving th	rows against ench	antment s	pells 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)

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 drop, you get an immediate, extra melee attac against another creature within reach. You can use this ability once per round. 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 Improved Initiative Laser Weapon Proficiency Power Attack On your action, before making attack rolls for a round, you may choose to subtract a number from a melee attack rolls and add the same number to a melee damage rolls. This number may not exceed your base attack bonus. Spellcasting Prodigy Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. Two-Weapon Fighting Weapon Specialization* (Quarterstaff) Wid Talent (Psychic (Enhance Ability), Psychic (Enhance Ability), Psychic (Enhance Ability), Psychic (Enhance Senses), 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. Martial Weapon Proficiency Choose a type of martial weapon. You understan how to use that type of martial weapon in combat.		
Cleave Cleave Cleave If you deal a creature enough damage to make drop, you get an immediate, extra melee attace against another creature within reach. You can use this ability once per round. 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 Improved Initiative Laser Weapon Proficiency Power Attack On your action, before making attack rolls for round, you may choose to subtract a number from a melee attack rolls and add the same number to a melee damage rolls. This number may not exceed your base attack bonus. Spellcasting Prodigy Two-Weapon Fighting Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. Weapon Specialization* (Quarterstaff) Weapon Specialization* (Quarterstaff) Wild Talent (Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Enhance Ability), Psychic (Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing)) 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. Armor Proficiency Martial Weapon Proficiency Simple Weapon Proficiency You make attack rolls with simple weapon normally.		FEATS
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using athame. You get a +4 bonus on initiative checks. Armor Proficiency (Light) Armor Proficiency (Light) Armor Proficiency (Medium) Arm	Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Laser Weapon Proficiency Power Attack On your action, before making attack rolls for round, you may choose to subtract a number from a melee attack rolls and add the same number to a melee damage rolls. This number may not exceed your base attack bonus. Spellcasting Prodigy Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. Weapon Focus (Quarterstaff) Weapon Specialization* (Quarterstaff) Wild Talent (Psychic (Enhance Ability), Psychic (Enhance Ability), Psychic (Enhance Senses), Psychic (Enhance Senses), 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 Tumblichecks. 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 Tumblichecks. Martial Weapon Proficiency Nou make attack rolls with simple weapon normally.	Improved Athame Defense	Cast without provoking attacks of opportunity while using athame.
Power Attack On your action, before making attack rolls for round, you may choose to subtract a number from a melee attack rolls and add the same number to a melee damage rolls. This number may not exceed your base attack bonus. Spellcasting Prodigy Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. Weapon Focus (Quarterstaff) Weapon Specialization* (Quarterstaff) Wild Talent (Psychic (Enhance Ability), Psychic (Enhance Ability), Psychic (Enhance Ability), 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. Martial Weapon Proficiency Nou make attack rolls with simple weapon normally.	Improved Initiative	You get a +4 bonus on initiative checks.
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(Quarterstaff) 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. Martial Weapon Proficiency Choose a type of martial weapon. You understand how to use that type of martial weapon in combat. You make attack rolls with simple weapon normally.	Weapon Focus (Quarterstaff)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
(Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Mental Contact), Psychic (Psychic Healing)) Armor Proficiency (Light) When you wear a type of armor with which you ar 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. Martial Weapon Proficiency Choose a type of martial weapon. You understand how to use that type of martial weapon in combat. You make attack rolls with simple weapon normally.		+2 bonus to damage rolls with one weapon
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. Martial Weapon Proficiency Choose a type of martial weapon. You understand how to use that type of martial weapon in combat. You make attack rolls with simple weapon normally.	(Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic	
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how to use that type of martial weapon in combat. Simple Weapon Proficiency You make attack rolls with simple weapon normally.	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.
normally.	Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Improved Toughness Gain hp equal to your current HD	Simple Weapon Proficiency	
, , ,	Improved Toughness	Gain hp equal to your current HD

PROFICIENCIES

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

LANGUAGES

Celestial, Common, Draconic, Elven, Sylvan

TEMPLATES	
ruename	

Mage Blade Spells

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

				LEVEL 0	•			
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
Bash Effect:	15		Standard action	Until discharged 0 [D]	Personal Target: You		Transmutation [Litorian, Sibeccai] Caster Level: 14	AE: Arcana Evolved
Caster gets a +2 competence bonus to next melee attack Caster gets a +2 competence bonus to next melee attack	roll. 15		Standard	Until discharged 0 [D]	Personal		Transmutation	AE: Arcana Evolved
Effect:			action		Target: You		Caster Level: 14	
Caster gains +2 competence bonus on next skill check. Contact	15	Will negates	Standard	Instantaneous	Touch	Yes	Divination	AE: Arcana Evolved
Effect:		•	action		Target: One creature		[Mind-Affecting, Psionic] Caster Level: 14	
Sends mental message to creature touched.	15	None	Standard	Instantaneous	Close (60 ft.)	No	Divination	AE: Arcana Evolved
Detect Disease Effect:	15	None	action	instantaneous			Caster Level: 14	AL. Alcana Evolved
Detects and identifies a disease.	15	None	Standard	Concentration, up to one minute/level	Target: One creature, one of	No	Universal	AE: Arcana Evolved
Effect: Detect Magic	15	None	action	Concentration, up to one minute/lever				AE. Alcana Evolved
Detects and identifies magical auras.	45	Ness	Ctoodead	lastestes and	Target: Quarter circle emana extreme of the range	- '	Caster Level: 14	AF. Arrana Fushind
Detect Poison	15	None	action	Instantaneous	Close (60 ft.)	No	Divination	AE: Arcana Evolved
Effect: Detects and identifies poisons.	15	None	1 full	Instantaneous	Target: One creature, one of		Caster Level: 14 Transmutation	AE: Arcana Evolved
Effect:	15	None	round	Instantaneous	Touch Target: One meal	No	[Faen, Mind-Affecting] Caster Level: 14	AE: Arcana Evolved
Gives food better flavor and caster +2 bonus to Charisma	checks 15	against diners. Will disbelief (if	Standard	1 round/level [D]	Close (60 ft.)	No	Illusion	AE: Arcana Evolved
Ghost Sound	13	interacted with)	action	canwiovor [D]	Target: Illusory sounds	110	Caster Level: 14	Albana Evolveu
Creates illusionary sounds.	15	None	Standard	10 minutes/level [D]	0 feet	No		AE: Arcana Evolved
Effect: Creates nonmoving magical globe of light.	.5		action		Target: Glowing sphere		Light] Caster Level: 14	
□□□□ Hygiene Š	15	Fortitude negates	Standard action	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
Effect: Cleans one creature and gives +1 circumstance bonus to	saves a	gainst disease.			Target: One creature		Caster Level: 14	
□□□□ Minor Illusion	15	Will negates (disbelief	Standard action	1 round/level [D]	0 feet	No	Illusion	AE: Arcana Evolved
Effect: Creates illusion of nonmoving object in caster's hand.					Target: An image up to 6 inc	nes on allsides	Caster Level: 14	
□□□□□ Read Magic	15		Standard action	10 minutes/level	Personal		Divination	AE: Arcana Evolved
Effect: Caster can read magical writing, including scrolls and run	es.				Target: You		Caster Level: 14	
□□□□□ Repair (Lesser)	15	Will negates (harmless,object)	Standard action	Instantaneous	10 feet	Yes (harmless,object)	Transmutation	AE: Arcana Evolved
Effect: Repairs one small broken object and repairs 1d10 points	of dama				Target: One object of up to 1	lb.	Caster Level: 14	
Saving Grace	15	gg,	Standard action	One round/level [D]	Personal Target: You		Abjuration Caster Level: 14	AE: Arcana Evolved
Provides +1 luck bonus to one type of saving throw.	15	Will negates(harmless	\Standard	One minute/level [D]	Touch	Yes (harmless)	Abjuration	AE: Arcana Evolved
Effect:		· · · · · · · · · · · · · · · · · · ·	action	Cite illimateriore [5]	Target: One creature or obje		[Litorian, Sibeccai] Caster Level: 14	
Negates scent ability.	15		Standard	Until discharged 0 [D]	Personal		Transmutation	AE: Arcana Evolved
Effect: Caster gets a +2 competence bonus to next ranged attact			action		Target: You		[Litorian, Sibeccai] Caster Level: 14	
Sense Thoughts	15	Will negates	Standard action	Concentration 0	Close (60 ft.)	Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
Effect: Reveals the location and emotional state of any target the	caster	cast contact upon in the	last 24 ho	urs.	Target: One creature		Caster Level: 14	
Touch of Weakness	15	Fortitude negates		Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
Effect: Touch attack temporarily damages Strength by 1 point.			action		Target: One creature		Caster Level: 14	
,,				LEVEL 1				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
Acrobatics	16			10 minutes/level	Personal			AE: Arcana Evolved
Effect: Caster gets +5 competence bonus to Balance, Climb, Jur	np, and	Tumble.			Target: You		Caster Level: 14	
□□□□□Animate Weapon	16	None	Standard action	Concentration 0	Close (60 ft.)	No	Transmutation	AE: Arcana Evolved
Effect: Allows weapon to attack on its own with caster's base atta	ack bonu	ıs.			Target: A weapon you are pr	oficient with	Caster Level: 14	
Charm	16	Will negates	Standard action	10 minutes/level	Touch	Yes	Enchantment [Faen,	AE: Arcana Evolved
Effect: Caster gains +10 bonus to Charisma checks in relation to	target.				Target: One creature of the s	ame type asthe caster	Mind-Affecting] Caster Level: 14	
Compelling Command	16	Will negates	Standard action	Instantaneous	Close (60 ft.)	Yes	[Language-Depend	AE: Arcana Evolved dent,
					Target: One living creature		Mind-Affecting] Caster Level: 14	
Effect:						Yes		AE: Arcana Evolved
Target must obey one of three simple commands.	16	Will negates	Standard	Instantaneous	Close (60 ft.)			
Target must obey one of three simple commands. Compelling Question (Lesser) Effect:		Will negates	Standard action	Instantaneous	Target: One creature		[Language-Dependent Mind-Affecting] Caster Level: 14	dent,
Target must obey one of three simple commands. Compelling Question (Lesser) Effect: Target must answer a question with a single-word answer		Will negates	action Standard	Instantaneous 1 round/level [D]		No	[Language-Dependent Mind-Affecting] Caster Level: 14 Conjuration [See	dent, AE: Arcana Evolved
Target must obey one of three simple commands. Compelling Question (Lesser) Effect: Target must answer a question with a single-word answer Conjure Weapon (Lesser) Effect:	r.	-	action		Target: One creature	No	[Language-Depend Mind-Affecting] Caster Level: 14	
Target must obey one of three simple commands. Compelling Question (Lesser) Effect: Target must answer a question with a single-word answer Conjure Weapon (Lesser)	r.	-	action Standard		Target: One creature	No	[Language-Dependent Mind-Affecting] Caster Level: 14 Conjuration [See Text]	

				lage Blade Spel				
Detect Secret Doors	16	None	Standard action	Concentration, up to one minute/level	[D]60 feet	No	Divination	AE: Arcana Evolv
ffect: Detects the presence of secret doors or compartments.					Target: Quarter circle emanatir extreme of the range	g from you to the	Caster Level: 14	
]□□□□ Glamour	16	Will disbelief (if interacted with)	Standard action	10 minutes/level [D]	Personal	No	Illusion [Faen]	AE: Arcana Evolv
fect: Illusion makes caster look attractive.		will)	actori		Target: You		Caster Level: 14	
Illusion makes caster look attractive.	16	Will disbelief (if		Concentration	Long (960 ft.)	No	Illusion	AE: Arcana Evolv
ffect:		interacted with)	action		Target: Visual figment that can	not extend beyond four	Caster Level: 14	
Creates illusion of a static object.	16	None	Standard	Instantaneous	10-foot cubes + one 10-foot cu Medium (240 ft.)		Evocation	AE: Arcana Evolv
fect:	10	None	action	mistanta 10005	Target: One living creature	163	[Mind-Affecting, Psionic] Caster Level: 14	AE. Albana Evolv
Ranged touch attack deals 1d6 points of subdual damage	ge + 1 poi 16	int/caster level. None	Standard	Instantaneous	Close (60 ft.)	No	Evocation [Earth,	AE: Arcana Evolu
☐☐☐Mudball Great			action	mstantaneous	Target: One living creature	NO	Water] Caster Level: 14	AE. Alcana Evolv
Ranged attack deals 1d8 points of damage + 1 point/cast	16	None	Standard	One minute/level	30 feet	No	Conjuration [Air,	AE: Arcana Evolv
ffect:			action		Target: 30-foot-wide by 20-foot	-high cloudcentered on	Water] Caster Level: 14	
Cloud of vapor obscures sight and provides concealment	nt. 16		Standard	10 minutes/level	you Personal	3		AE: Arcana Evolv
□□□□ Precise Vision	10		action	To minutes/level			[Sibeccai]	AL. Alcalia Evolv
fect: Caster gains +5 competence bonus to Spot and Search (checks.				Target: You		Caster Level: 14	
Predict Weather	16		One minute	Instantaneous	Personal		Divination [Litorian]AE: Arcana Evolv
fect: Provides details of the following day's weather.					Target: You		Caster Level: 14	
Resistance	16	Will negates	Standard action	10 minutes/level [D]	Close (60 ft.)	Yes (harmless)	Abjuration	AE: Arcana Evolv
fect:		(harmless)	acuon		Target: One creature or object		Caster Level: 14	
Grants +1 resistance bonus to saves +1/5 caster levels.	16	Will negates (object)	See text	Until landing	Close (60 ft.)	Yes (object)	Transmutation	AE: Arcana Evolv
fect:		,			Target: Any free-falling objects	or creatures in a	Caster Level: 14	
Creatures and objects in 10-foot radius fall without taking DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	g damage 16	Э.		10 minutes/level [D]	10-foot radius whose weight to Personal	·	Transmutation	AE: Arcana Evolv
fect:	-		action	• • •	Target: You		[Litorian, Sibeccai] Caster Level: 14	
Grants scent ability to caster.	16	Will pogates	Standard	One day/laval		Yes		AE: Arcono Evel
□□□□□Tears of Pain	16	Will negates	Standard	One day/level	Close (60 ft.)	1 62	Evocation [Curse]	AE. Arcana Evolv
fect: Target suffers -1 penalty to saves.					Target: One living creature		Caster Level: 14	
□□□□Touch of Fear	16	Will negates	Standard action	1 round/level	Touch	Yes	Enchantment [Fear]	AE: Arcana Evolv
<i>fect:</i> Subject of touch attack is shaken.					Target: One creature touched		Caster Level: 14	
□□□□Transfer Wounds (Lesser)	16	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolv
<i>fect:</i> Heals 1d10 points of damage + 1 point/level; caster suffe	ers half th	hat amount in subdual d	amage.		Target: Creature touched		Caster Level: 14	
□□□□Veil of Darkness	16	None	One action	10 minutes/level [D]	0 feet Target: 10-foot-radius spread	No	Evocation [Darkness] Caster Level: 14	AE: Arcana Evolv
Creates immobile area of magic darkness.					rgs 10 100t ladius spread		230.0, 2070). 14	
				LEVEL 2				
Name	DC 17	Saving Throw None	Time Standard	Duration 10 minutes/level	Range Comp. Touch	Spell Resistance No		Source AE: Arcana Evolv
Ability Boost (Lesser)	.,	None	action	To minutes/level		No	[Sibeccai]	AL. Albana Evolv
ffect: Target gets +2 enhancement bonus to highest ability sco					Target: One creature		Caster Level: 14	
ì□□□ Aid Plants	17	None	10 minutes	Four months	Long (960 ft.)	No	[Plant]	AE: Arcana Evolv
ffect: Plants are protected from disease.					Target: 400 feet + 40 feet/level on you	radius globe, centered	Caster Level: 14	
□□□□ Battle Healing (Lesser)	17	Will half(harmless)	Standard action	Instantaneous	Touch	Yes (harmless)	Evocation [Positive	
fect:	-111		audul					eAE: Arcana Evolv
Target is healed of 1d6 points of damage +1 point/caster		aximum 10].			Target: Creature touched		Energy] Caster Level: 14	eAE: Arcana Evol
	17	None		10 minutes/level [D]	Target: Creature touched Touch	Yes (harmless)	Energy] Caster Level: 14 Transmutation	
fect:	17	None	Standard action	10 minutes/level [D]	Touch		Energy] Caster Level: 14	
Target gains +2 [or greater] natural armor bonus to AC.			action	.,	Touch Target: Living creature touched	i	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14	AE: Arcana Evolv
Target gains +2 [or greater] natural armor bonus to AC. Blinding Light	17	None Fortitude negates	action	10 minutes/level [D] 1 round/level	Touch Target: Living creature touched Medium (240 ft.)		Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light]	AE: Arcana Evolv
Target gains +2 [or greater] natural armor bonus to AC.	17		Standard action	1 round/level	Touch Target: Living creature touched Medium (240 ft.) Target: One creature	i	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14	AE: Arcana Evolv
Target gains +2 [or greater] natural armor bonus to AC.			Standard action	.,	Touch Target: Living creature touched Medium (240 ft.)	d Yes	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14	AE: Arcana Evolv
Target gains +2 [or greater] natural armor bonus to AC.	17 17	Fortitude negates	Standard action Standard action	1 round/level 10 minutes/level [D]	Touch Target: Living creature touched Medium (240 ft.) Target: One creature	d Yes	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation	AE: Arcana Evolv
Target gains +2 [or greater] natural armor bonus to AC.	17 17	Fortitude negates	Standard action Standard action Standard action Sneak check Standard	1 round/level 10 minutes/level [D]	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal	d Yes	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air	AE: Arcana Evolv AE: Arcana Evolv AE: Arcana Evolv
Target gains +2 [or greater] natural armor bonus to AC.	17 17 miss char 17	Fortitude negates	Standard action Standard action Standard action Sneak checi	1 round/level 10 minutes/level [D] ks.	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You	Yes Yes	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14	AE: Arcana Evolv AE: Arcana Evolv AE: Arcana Evolv
Target gains +2 for greater] natural armor bonus to AC.	17 17 miss char 17	Fortitude negates	Standard action Standard action Sneak check Standard action	1 round/level 10 minutes/level [D] ks.	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet	Yes Yes	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14	AE: Arcana Evol AE: Arcana Evol AE: Arcana Evol
Target gains +2 for greater] natural armor bonus to AC.	17 17 miss char 17	Fortitude negates nce and a +5 bonus to S Fortitude negates	Standard action Standard action Sneak check Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D]	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch	Yes You you	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation	AE: Arcana Evolv AE: Arcana Evolv AE: Arcana Evolv ,AE: Arcana Evolv
Target gains +2 [or greater] natural armor bonus to AC.	17 17 miss char 17 1. 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None	action Standard action Standard action Sneak chec Standard action Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched	Yes Yes On you Yes (harmless)	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Codd, Fire] Caster Level: 14 Transmutation Caster Level: 14	AE: Arcana Evolv AE: Arcana Evolv ,AE: Arcana Evolv ,AE: Arcana Evolv AE: Arcana Evolv
arget gains +2 [or greater] natural armor bonus to AC.	17 17 miss char 17	Fortitude negates nce and a +5 bonus to S Fortitude negates	action Standard action Standard action Sneak chec Standard action Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D]	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched Touch	Yes Yes I on you Yes (harmless)	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Acid]	AE: Arcana Evolv AE: Arcana Evolv ,AE: Arcana Evolv ,AE: Arcana Evolv AE: Arcana Evolv
arget gains +2 [or greater] natural armor bonus to AC.	17 17 miss char 17 1. 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None	action Standard action Standard action Sneak chec Standard action Standard action Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched	Yes Yes I on you Yes (harmless)	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Codd, Fire] Caster Level: 14 Transmutation Caster Level: 14	AE: Arcana Evolv AE: Arcana Evolv ,AE: Arcana Evolv ,AE: Arcana Evolv AE: Arcana Evolv
larget gains +2 [or greater] natural armor bonus to AC.	17 17 miss char 17 1. 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None	action Standard action Standard action Sneak chec Standard action Standard action Standard action Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched Touch	Yes Yes I on you Yes (harmless)	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Acid]	AE: Arcana Evolv
Target gains +2 for greater] natural armor bonus to AC.	17 17 miss char 17 I. 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None None Will negates (object)	action Standard action Standard action Sneak chec Standard action Standard action Standard action Standard action Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level 1 round/level [D]	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched Touch Target: Creature or object touch	Yes Yes I on you Yes (harmless) No	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Acid] Caster Level: 14	AE: Arcana Evolv
Target (anns +2 [or greater] natural armor bonus to AC.	17 17 miss char 17 I. 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None None Will negates (object)	action Standard action Standard action Sneak chec Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level 1 round/level [D]	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched Touch Target: Creature or object touch	Yes Yes I on you Yes (harmless) No	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Acid] Caster Level: 14 Evocation [Acid] Caster Level: 14 Necromancy Caster Level: 14 Evocation [Faen,	AE: Arcana Evol
Target gains +2 [or greater] natural armor bonus to AC.	17 17 miss char 17 I. 17 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None None Will negates (object) it can be dead before be	action Standard action Standard action Sneak chec Standard action Standard action Standard action Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level 1 round/level [D] One day/level	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched Touch Target: Creature or object touch Target: Corpse touched 0 feet	Yes Yes On you Yes (harmless) No hed Yes (object)	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Acid] Caster Level: 14 Evocation [Acid] Caster Level: 14 Necromancy Caster Level: 14 Evocation [Faen, Light]	AE: Arcana Evolo
Target gains +2 for greater] natural armor bonus to AC.	17 17 17 17 17 17 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None None Will negates (object) it can be dead before be None	action Standard action Standard action Sneak chec Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level 1 round/level [D] One day/level Permanent	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched Touch Target: Creature or object touch Touch Target: Corpse touched 0 feet Target: Glowing sphere	Yes Yes I on you Yes (harmless) No hed Yes (object)	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Acid] Caster Level: 14 Evocation [Facid] Caster Level: 14 Necromancy Caster Level: 14 Evocation [Facid] Caster Level: 14 Evocation [Facid] Caster Level: 14 Caster Level: 14	AE: Arcana Evolv
Target gains +2 [or greater] natural armor bonus to AC.	17 17 miss char 17 I. 17 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None None Will negates (object) it can be dead before be	action Standard action Standard action Sneak chec Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level 1 round/level [D] One day/level	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched Touch Target: Creature or object touch Touch Target: Corpse touched 0 feet Target: Glowing sphere Medium (240 ft.)	Yes Yes Yes on you Yes (harmless) No hed Yes (object) No Yes	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Acid] Caster Level: 14 Evocation [Facility In Caster Level: 14 Evocation [Air]	AE: Arcana Evolv
ffect: Target can see 60 feet in total darkness. Destructive Grip Greate and See corpse from decaying and extends time limit on he see corpse from decaying and extends time limit on he see corpse from decaying and extends time limit on he see corpse from decaying double of light. Greater is surrounded by darkness, which provides 20% in the see countries of the se	17 17 17 17 17 17 17 17 17 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None None Will negates (object) it can be dead before be None Fortitude negates	action Standard action Standard action Sneak chec Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level 1 round/level [D] One day/level Permanent	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched Touch Target: Creature or object touch Touch Target: Corpse touched 0 feet Target: Glowing sphere	Yes Yes Yes I on you Yes (harmless) No hed Yes (object) No Yes ide, 10 feet high]	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Acid] Caster Level: 14 Evocation [Facid] Caster Level: 14 Necromancy Caster Level: 14 Evocation [Facid] Caster Level: 14 Evocation [Facid] Caster Level: 14 Caster Level: 14	AE: Arcana Evolv
Target gains +2 for greater] natural armor bonus to AC.	17 17 17 17 17 17 17 17 17 17	Fortitude negates nce and a +5 bonus to S Fortitude negates None None Will negates (object) it can be dead before be None Fortitude negates	Standard action Standard action Standard action Sneak chec Standard action Standard action	1 round/level 10 minutes/level [D] ks. One hour/level [D] One hour/level 1 round/level [D] One day/level Permanent	Touch Target: Living creature touched Medium (240 ft.) Target: One creature Personal Target: You 0 feet Target: 50-foot radius centered Touch Target: Creature touched Touch Target: Creature or object touch Target: Corpse touched 0 feet Target: Glowing sphere Medium (240 ft.) Target: Gust of wind [10 feet w	Yes Yes Yes I on you Yes (harmless) No hed Yes (object) No Yes ide, 10 feet high]	Energy] Caster Level: 14 Transmutation [Dragon, Litorian] Caster Level: 14 Evocation [Light] Caster Level: 14 Evocation [Darkness] Caster Level: 14 Transmutation [Air Cold, Fire] Caster Level: 14 Transmutation Caster Level: 14 Evocation [Acid] Caster Level: 14 Evocation [Faen, Light] Caster Level: 14 Evocation [Air] Caster Level: 14	AE: Arcana Evolv AE: Arcana Evolv ;AE: Arcana Evolv AE: Arcana Evolv AE: Arcana Evolv AE: Arcana Evolv AE: Arcana Evolv

			I۷	1age Blade Spell	IS			
Levitate	17	None	Standard action	10 minutes/level [D]	Personal or Close	No	Transmutation [Air	AE: Arcana Evolved
ffect: Willing target moves vertically as caster directs, up to 20 f	foot/roun	nd	action		Target: You or one willing creat	ure or one object 0	Caster Level: 14	
willing target moves vertically as caster directs, up to 20 f	17	None	Standard action	1 round/level	Medium (240 ft.) Target: One 10-foot square/leve	No	Transmutation [Earth, Water] Caster Level: 14	AE: Arcana Evolved
Changes earth to mud, reducing movement through area	by half a	and requiring balance of Will negates		1 round/level	Close (60 ft.)	Yes	Enchantment [Faen,	AE: Arcana Evolved
Effect: One creature/level will not attack caster.					Target: Up to one creature/leve no two of which may bemore th		Mind-Affecting] Caster Level: 14	
Grand Sealed Door (Lesser) Grand Sealed Door (Lesser) Grand Sealed Door (Lesser)	17	None	Standard action	Permanent [D]	Close (60 ft.) Target: One door, no larger tha feet	No n 10 feet by10 feet by 2	Abjuration [Dragon] 2 Caster Level: 14	AE: Arcana Evolved
See Invisibility (Malhavoc)	17	None	Standard action	10 minutes/level [D]	Medium (240 ft.) Target: Cone	No	Divination Caster Level: 14	AE: Arcana Evolved
Caster can see invisible creatures and objects. Caster can see invisible creatures and objects. Caster can see invisible creatures and objects.	17	Fortitude negates(harmless)	Standard action	One minute/level or until used	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
iffect: Athame has storied within it a touch attack spell, which it i	inflicts w 17	ith one strike. Will negates	Standard action	Instantaneous	Target: Your athame Touch	Yes	Caster Level: 14 Enchantment [Mind-Affecting,	AE: Arcana Evolved
Effect: Touch attack inflicts 1 point of Wisdom damage and stuns	s for 1 ro	und.	action		Target: One creature		Psionic] Caster Level: 14	
□□□□□Subtle Steps	17		Standard action	One hour/level	Personal Target: You		Transmutation [Litorian] Caster Level: 14	AE: Arcana Evolved
Caster gains +5 competence bonus to Sneak checks.	17	None	Standard action	Instantaneous	Medium (240 ft.)	Yes		AE: Arcana Evolved
Effect: Thorn inflicts 1d6 points of damage + 1/caster level for 1 r	round/3	caster levels.			Target: One creature		Caster Level: 14	
				LEVEL 3				
Name Compelling Question(Greater)	DC 18	Saving Throw Will negates	Time Standard	Duration Instantaneous	Range Comp. Close (60 ft.)	Spell Resistance Yes	School Enchantment	Source AE: Arcana Evolved
ffect:	-	. 9	action		Target: One creature		[Language-Dependind-Affecting] Caster Level: 14	
Target must answer a question. Conjure Repast	18	None	10 minutes	Instantaneous	Close (60 ft.) Target: Food and water to susta	No	Conjuration Caster Level: 14	AE: Arcana Evolve
Creates food and water for three humans/level for one day Creation (Lesser)	y. 18	None	One minute	One hour/level	one horse/level for one day 0 feet	No]AE: Arcana Evolve
iffect: Creates nonmagical object of vegetable matter.	18	Fortitude negates		Instantaneous	Target: Unattended, nonmagica plant matter, up to 1 cubic foot/ Touch		Caster Level: 14 Conjuration [Earth]AE: Arcana Evolve
Effect: Stone hands reach up and grasp at touched foe.			action		Target: One creature		Caster Level: 14	
□□□□□ Enhance Witchery	18	Will negates (harmless)	Standard action	10 minutes/level	Touch Target: One creature with witch	Yes (harmless) ery powers	Transmutation Caster Level: 14	AE: Arcana Evolve
Witch gains additional use[s] or increased level for witched the same and the same and the same are same as the same are same are same as the same are	18	r. Fortitude half	Standard action	Instantaneous	Touch	Yes		AE: Arcana Evolve
Touch attack inflicts 1d6 points of force damage/caster lev	vel. 18	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Target: One creature or object Long (960 ft.)	No	Caster Level: 14	AE: Arcana Evolve
Effect: Creates illusion of an object with sound, smell, texture, an	nd tempe			10 minutes/level or untildischarged	Target: Visual figment that cann 10-foot cubes + one 10-foot cub Touch			AE: Arcana Evolve
Effect: Protects target against 12 points/level of specified elemen			action		Target: Creature touched		Text] Caster Level: 14	
□□□□□ Repair (Greater)	18	Will negates (harmless, object)	action	Instantaneous	10 feet Target: One object	Yes (harmless, object)	Transmutation Caster Level: 14	AE: Arcana Evolve
Repairs one shattered object and repairs 1d6 points of da	mage/ca 18	aster level to damaged Will negates		1 round/level [D]	Close (60 ft.) Target: One creature/level, no t	Yes	Transmutation Caster Level: 14	AE: Arcana Evolve
crecr: One creature/caster level can take only limited actions and DDDDDSpirit of Prowess	d suffers	s a -2 penalty to AC, att		ge, and Reflex saves. 10 minutes/level or when used	more than 30 feet apart Personal	wo or writeri catt be	Transmutation [Sibeccai]	AE: Arcana Evolve
iffect: Caster gains +4 competence bonus on one attack + one a	attack/5	levels.	1 full	1 round/level [D]	Target: You Close (60 ft.)	No	Caster Level: 14	AE: Arcana Evolve
(Lesser)			round		Target: One summoned creature		Text] Caster Level: 14	
Small elemental appears and attacks caster's foes. Graph Grant Street:	18	Will negates (harmless)	Standard action	Two hours/level [see text]	Touch	Yes (harmless)	Transmutation [Water]	AE: Arcana Evolve
Effect: Allows air-breathers to breathe water.	18	Fortitude partial	Standard action	Instantaneous	Target: Living creatures touche Touch	Yes	Caster Level: 14 Transmutation	AE: Arcana Evolve
iffect: Touch attack makes target exhausted. DDDDDWhisper of Madness	18	Will negates	Standard	Instantaneous	Target: One creature Close (60 ft.)	Yes	Caster Level: 14 Evocation [Air,	AE: Arcana Evolve
Effect:		-	action		Target: One creature		Mind-Affecting, Sonic] Caster Level: 14	
	damage	e + 1 point of Wisdom/5	ievels.	LEVEL 4				
Target suffers 1d8 points of damage +2 points of Wisdom					Range Comp.	Spell Resistance	School	Source
	DC	Saving Throw	Time		unwo Collid.	Chen irepiorquire	COLICOI	
Name Animate the Dead (Lesser)	DC 19	Saving Throw None	One minute	Duration Instantaneous [self-sustaining magic]	Touch	No ture with fewer Hit Dice	Necromancy Caster Level: 14	AE: Arcana Evolve
			One minute				Caster Level: 14	AE: Arcana Evolved

	4-	N		lage Blade Sp		N.	0	A.F. A
Conjure Weapon (Greater)	19	None	Standard action	One minute/level [D]	0 Target: One weapon [see te	No xt]	Conjuration [See Text] Caster Level: 14	AE: Arcana Evolve
Creates +1 or better weapon.	19	Will negates	1 full	Permanent	Medium (240 ft.)	Yes	Evocation [Curse,	AE: Arcana Evolve
fect:		-	round		Target: One creature		Truename] Caster Level: 14	
Farget suffers -2 morale penalty on attacks, saves, and ch □□□□ Dancing Rune	necks ar 19	nd a ran dom -10 penalty Fortitude		10 minutes/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolve
ect:		negates(harmless)	action		Target: One password-prote		Caster Level: 14	
Touch-trigger rune animates and attacks.	19	Will negates	Standard	1 round/two levels [D]	Close (60 ft.)	Yes	Enchantment	AE: Arcana Evolve
Gaze of Terror	15	will riegates	action	Tround two levels [D]	,		[Fear]	AL. Alcana Evolve
fect: Gaze attack panics targets, making them flee.					Target: A globe with a radius		Caster Level: 14	
□□□□ Living Athame	19	Fortitude negates(object,	Standard action	1 round/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolve
ffect:		harmless)			Target: Your athame		Caster Level: 14	
Athame becomes a dancing weapon.	19	Will negates	Standard	Instantaneous	Touch	Yes (harmless)	Abjuration	AE: Arcana Evolve
fect:		(harmless)	action		Target: Creature or item tou		[Truename] Caster Level: 14	
Removes one curse from target.	19	None	Standard	10 minutes/level	Touch	No	Transmutation	AE: Arcana Evolve
Stamina to Defense	19	None	action	TO Milliates/level		140	[Sibeccai]	AE. AICANA EVOIVE
fect: Caster suffers 2 points of Constitution damage but gains a					Target: One armor or shield		Caster Level: 14	
□□□□ Strength to Strike	19	None	Standard action	1 round/level	Touch	No	Transmutation [Sibeccai]	AE: Arcana Evolve
<i>fect:</i> Caster suffers 2 points of Strength damage but gains a +2	d6 dam	age bonus for weapon.			Target: One weapon		Caster Level: 14	
□□□□Telepathy	19	Will negates	Standard action	1 round/level	One mile/level	Yes (harmless)	Divination [Language-Depen	AE: Arcana Evolve
		(harmless)	autiUI1				Mind-Affecting,	uoni,
fect:					Target: You and one familian	creature	Psionic] Caster Level: 14	
Caster and creature communicate mentally. DDDDTongues	19	None		10 minutes/level	Touch	No	Divination [Giant]	AE: Arcana Evolve
fect:			action		Target: Creature touched		Caster Level: 14	
Target speaks and understands languages.	19	Fortitude half	Standard	Instantaneous	Touch	Yes	Evocation [Air,	AE: Arcana Evolve
□□□□Touch of the Tempest fect:		. oracado nan	action		Target: One creature		Water] Caster Level: 14	
Touch attack inflicts 1d8 points of damage/caster level and					-			
□□□□ Transfer Wounds (Greater)	19	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolv
fect: Heals 4d10 points of damage + 1 point/level; caster suffers	s half th	at amount in subdual da	amage.		Target: Creature touched		Caster Level: 14	
□□□□Wall of Ice	19	See text	Standard action	One minute/level	Medium (240 ft.)	Yes	Evocation [Cold]	AE: Arcana Evolve
fect: Creates barrier or hemisphere of ice.					Target: Anchored plane of ic square/level, or hemisphere to 3 feet +1foot/level		Caster Level: 14	
				LEVEL 5				
Name	DC	Saving Throw	Time	Duration LL V LL J	Range Comp.	Spell Resistance	School	Source
□□□□ Battle Healing (Greater)	20			Instantaneous	Touch	Yes (harmless)		eAE: Arcana Evolve
fect:	vimum 1	(Edel	action		Target: Creature touched		Caster Level: 14	
Target is healed of 1d6 points of damage/caster level [max] Creation (Greater)	20	None	One	Instantaneous	0 feet	No	Conjuration [Giant]AE: Arcana Evolve
· · · · · · · · · · · · · · · · · · ·			minute		Target: Unattended, nonmag	gical object of nonliving	Caster Level: 14	
fect:								
Creates nonmagical object of any material.	20	Will negates	Standard	One hour/level	matter, up to 1 cubic foot/lev Medium (240 ft.)		Enchantment	AE: Arcana Evolve
Creates nonmagical object of any material.	20	Will negates	Standard action	One hour/level	matter, up to 1 cubic foot/lev Medium (240 ft.)	el Yes	Enchantment [Mind-Affecting, Psionic.	AE: Arcana Evolve
Creates nonmagical object of any material.	20	Will negates		One hour/level	Medium (240 ft.)	Yes	[Mind-Affecting, Psionic, Truename]	AE: Arcana Evolve
Creates nonmagical object of any material.	oid.		action		Medium (240 ft.) **Target: One humanoid of Me	Yes edium or smaller size	[Mind-Affecting, Psionic, Truename] Caster Level: 14	
Creates nonmagical object of any material.		Will negates Will negates (see text)	action		Medium (240 ft.)	Yes	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen,	AE: Arcana Evolve
Creates nonmagical object of any material.	oid.		action		Medium (240 ft.) **Target: One humanoid of Me	Yes edium or smaller size	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic,	
Greates nonmagical object of any material. Greates nonmagical object of any material. Grect: Caster controls actions of any Medium [or smaller] humani	oid.		action		Medium (240 ft.) **Target: One humanoid of Me	Yes edium or smaller size	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting,	
Creates nonmagical object of any material. Creates nonmagical object of any material. Creater Communicate (Lesser) fect: Caster controls actions of any Medium [or smaller] humani Creater Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster Controls actions of any Medium [or smaller] humani Creater Caster	oid.		action Standard action		Medium (240 ft.) Target: One humanoid of Me Medium (240 ft.)	Yes edium or smaller size	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment (Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation	AE: Arcana Evolve
Greates nonmagical object of any material. Greates nonmagical object of any material. Greates controls actions of any Medium [or smaller] humanical properties of the controls actions of any Medium [or smaller] humanical properties of the controls actions of any Medium [or smaller] humanical properties of the control properties	oid. 20	Will negates (see text)	action Standard action	Permanent	Medium (240 ft.) Target: One humanoid of Me Medium (240 ft.) Target: One creature Touch	Yes edium or smaller size Yes	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment (Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force]	AE: Arcana Evolve
Creates nonmagical object of any material. Dominate (Lesser) fect: Caster controls actions of any Medium [or smaller] human Fect: Target's Intelligence drops to 1. Ghost Weapon fect: Weapon ignores armor and natural armor.	20 20	Will negates (see text) None	action Standard action Standard action	Permanent 1 round/level	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon	Yes edium or smaller size Yes Yes Yes (harmless)	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment (Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14	AE: Arcana Evolvi AE: Arcana Evolvi
Greates nonmagical object of any material. Greates nonmagical object of any material. Greates Caster controls actions of any Medium [or smaller] human greater controls actions of any Medium [or smaller] human greater caster controls actions of any Medium [or smaller] human greater caster controls action of any medium [or smaller] human greater caster controls action of any medium [or smaller] human greater caster cas	oid. 20	Will negates (see text)	action Standard action Standard action	Permanent	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch	Yes edium or smaller size Yes Yes Yes (harmless)	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation	AE: Arcana Evolvi AE: Arcana Evolvi
Greates nonmagical object of any material. Greates nonmagical object of any material. Greates controls actions of any Medium [or smaller] humaning the controls actions of any Medium [or smaller] humaning the controls actions of any Medium [or smaller] humaning the controls actions of any Medium [or smaller] humaning the controls action of any Medium [or smaller] humaning the controls action of any Medium [or smaller] humaning the controls action of any Medium [or smaller] humaning feet:	20 20	Will negates (see text) None	Standard action Standard action Standard action	Permanent 1 round/level Instantaneous	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon	Yes edium or smaller size Yes Yes (harmless) No	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation Caster Level: 14	AE: Arcana Evolve AE: Arcana Evolve
Creates nonmagical object of any material. Dominate (Lesser) fect: Caster controls actions of any Medium [or smaller] human fect: Targets Intelligence drops to 1. Ghost Weapon fect: Weapon ignores armor and natural armor. DOPEN DOOR fect: Opens one door, no matter how sealed, barred, or locked.	20 20 20	Will negates (see text) None	Standard action Standard action Standard action	Permanent 1 round/level	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch	Yes edium or smaller size Yes Yes Yes (harmless)	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation	AE: Arcana Evolve AE: Arcana Evolve
Creates nonmagical object of any material. Dominate (Lesser) fect: Caster controls actions of any Medium [or smaller] humand Enfeebled Mind fect: Target's Intelligence drops to 1. Ghost Weapon fect: Weapon ignores armor and natural armor. Dopens one door, no matter how sealed, barred, or locked.	20 20	Will negates (see text) None	action Standard action Standard action Standard action Standard action	Permanent 1 round/level Instantaneous	Medium (240 ft.) Target: One humanoid of Me Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of	Yes edium or smaller size Yes Yes (harmless) No	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	AE: Arcana Evolve AE: Arcana Evolve
Greates nonmagical object of any material. Dominate (Lesser) fect: Caster controls actions of any Medium [or smaller] human Enfeebled Mind fect: Target's Intelligence drops to 1. Ghost Weapon fect: Weapon ignores armor and natural armor. Dopen Door fect: Opens one door, no matter how sealed, barred, or locked. Dominative of the control of t	20 20	Will negates (see text) None None None (see text) Will negates	Standard action Standard action Standard action Standard action Standard action	Permanent 1 round/level Instantaneous	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of	Yes edium or smaller size Yes Yes (harmless) No	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Porce] Caster Level: 14 Transmutation [Porce] Caster Level: 14	AE: Arcana Evolvi AE: Arcana Evolvi AE: Arcana Evolvi AE: Arcana Evolvi
Creates nonmagical object of any material. Dominate (Lesser) fect: Caster controls actions of any Medium [or smaller] humand process. Target's Intelligence drops to 1. Ghost Weapon Ghost Weapon fect: Weapon ignores armor and natural armor. Dopen Door fect: Copens one door, no matter how sealed, barred, or locked. Copens one door, no matter how sealed, barred. Fect: Copens one door, no matter how sealed, barred. Copens one door, no matter how sealed.	20 20 20 20	Will negates (see text) None None None (see text)	Standard action Standard action Standard action Standard action	Permanent 1 round/level Instantaneous One minute/level [D]	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of Touch Target: One door or similar of	Yes ddium or smaller size Yes Yes (harmless) No closure Yes (harmless)	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation [Caster Level: 14 Transmutation [Positive Energy] Caster Level: 14 Transmutation [Positive Energy] Caster Level: 14	AE: Arcana Evolvi AE: Arcana Evolvi AE: Arcana Evolvi AE: Arcana Evolvi
Creates nonmagical object of any material. Dominate (Lesser) Fect: Caster controls actions of any Medium [or smaller] humand processes the control of the	20 20 20 20	Will negates (see text) None None (see text) Will negates (harmless)	Standard action Standard action Standard action Standard action Standard action 1 full	Permanent 1 round/level Instantaneous One minute/level [D]	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of Touch Target: One dead creature Touch	Yes ddium or smaller size Yes Yes (harmless) No closure Yes (harmless)	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation [Coster Level: 14 Transmutation [Coster Level: 14 Caster Level: 14 Coster Level: 14 Conjuration [See	
Greates nonmagical object of any material. Greates nonmagical object of any material. Greates Caster controls actions of any Medium [or smaller] humaning the caster controls actions of any Medium [or smaller] humaning the caster controls actions of any Medium [or smaller] humaning the caster controls action of any medium [or smaller] humaning the caster controls action of any medium [or smaller] humaning the caster controls action of any medium [or smaller] humaning the caster controls action of a caster control of action of action of action of a caster control of action of actio	20 20 20 20	Will negates (see text) None None (see text) Will negates (harmless)	Standard action Standard action Standard action Standard action Standard action	Permanent 1 round/level Instantaneous One minute/level [D] One minute/level	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of Touch Target: One dead creature Touch Target: Creature touched Close (60 ft.)	Yes ddium or smaller size Yes Yes (harmless) No closure Yes (harmless) Yes (harmless)	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation [Positive Energy] Caster Level: 14 Transmutation [Positive Energy] Caster Level: 14 Abjuration Caster Level: 14 Conjuration [See Text]	AE: Arcana Evolve AE: Arcana Evolve AE: Arcana Evolve AE: Arcana Evolve
Creates nonmagical object of any material. Dominate (Lesser) Fect: Caster controls actions of any Medium [or smaller] humand process. Target's Intelligence drops to 1. Ghost Weapon Ghost Weapon Fect: Weapon ignores armor and natural armor. Popen Door Fect: Opens one door, no matter how sealed, barred, or locked. Popens one door, no matter how sealed, barred. Popens one door, no matter how sealed, barred. Popens one door, no matter how sealed. Popens one door, no matter how sealed, barred. Fect: Caster stemporary life to a dead creature. Popens one door, no matter how sealed. Spell Resistance Fect: Carget gains SR 12 + caster level. Carget gains SR 12 + caster level. Carget gains SR 12 + caster level. Carget gains SR 12 - caster level.	20 20 20 20	Will negates (see text) None None (see text) Will negates (harmless)	Standard action Standard action Standard action Standard action Standard action 1 full	Permanent 1 round/level Instantaneous One minute/level [D] One minute/level	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of Touch Target: One dead creature Touch Target: Creature touched	Yes edium or smaller size Yes Yes (harmless) No closure Yes (harmless) Yes (harmless) No ned creatures, no two of	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation [Coster Level: 14 Transmutation [Coster Level: 14 Caster Level: 14 Coster Level: 14 Conjuration [See	AE: Arcana Evolve AE: Arcana Evolve AE: Arcana Evolve AE: Arcana Evolve
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Creates nonmagical object of any material. Dominate (Lesser) fect: Caster controls actions of any Medium [or smaller] humand processes the controls actions of any Medium [or smaller] humand processes the controls actions of any Medium [or smaller] humand processes the controls actions of any Medium [or smaller] humand processes the controls action for the ct. Get: Opens one door, no matter how sealed, barred, or locked. Copens one door, no matte	20 20 20 20 20 20	Will negates (see text) None None (see text) Will negates (harmless) None Fortitude partial	Standard action Standard action Standard action Standard action Standard action 1 full round Standard action Standard action	Permanent 1 round/level Instantaneous One minute/level [D] One minute/level 1 round/level [D]	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of Touch Target: One dead creature Touch Target: Creature touched Close (60 ft.) Target: One or more summor which can be more than 30 ft. Touch	Yes edium or smaller size Yes Yes (harmless) No closure Yes (harmless) Yes (harmless) No ned creatures, no two of set apart Yes	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Positive Energy] Caster Level: 14 Abjuration Caster Level: 14 Conjuration [See Text] Caster Level: 14 Evocation Caster Level: 14	AE: Arcana Evolvi
Creates nonmagical object of any material. Dominate (Lesser) fect: Caster controls actions of any Medium [or smaller] humand processes the controls actions of any Medium [or smaller] humand processes the controls actions of any Medium [or smaller] humand processes the controls actions of any Medium [or smaller] humand fect: Weapon ignores armor and natural armor. Get: Open Door fect: Open Door fect: Opens one door, no matter how sealed, barred, or locked. Copens one door, no matter how sealed, barred,	20 20 20 20 all score	Will negates (see text) None None None (see text) Will negates (harmless) None Fortitude partial	Standard action Standard action Standard action Standard action Standard action 1 full round Standard action	Permanent 1 round/level Instantaneous One minute/level [D] One minute/level 1 round/level [D] Instantaneous	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of Touch Target: One dead creature Touch Target: Creature touched Close (60 ft.) Target: One or more summor which can be more than 30 ft. Touch Target: One creature touched	Yes ddium or smaller size Yes Yes (harmless) No closure Yes (harmless) No ned creatures, no two of et apart Yes dd No	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Positive Energy] Caster Level: 14 Abjuration Caster Level: 14 Conjuration [See Text] Caster Level: 14 Evocation Caster Level: 14	AE: Arcana Evolvi
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Greates nonmagical object of any material. Dominate (Lesser) fect: Caster controls actions of any Medium [or smaller] humand the controls actions of any Medium [or smaller] humand the controls actions of any Medium [or smaller] humand the controls actions of any Medium [or smaller] humand the controls action to the co	20 20 20 20 20 20 DC	Will negates (see text) None None None (see text) Will negates (harmless) None Fortitude partial ss. See text	Standard action Standard action Standard action Standard action Standard action 1 full round Standard action Standard action Time	Permanent 1 round/level Instantaneous One minute/level [D] One minute/level 1 round/level [D] Instantaneous LEVEL 6 Duration	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of touch Target: One dead creature Touch Target: Creature touched Close (60 ft.) Target: One or more summore which can be more than 30 ft touch Target: One creature touched Medium (240 ft.) Target: Stone wall whose ar square/level [S]	Yes dium or smaller size Yes Yes (harmless) No closure Yes (harmless) No ned creatures, no two of let apart Yes d No ea is up toone 5-foot Spell Resistance	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation [Positive Energy] Caster Level: 14 Transmutation [Positive Energy] Caster Level: 14 Conjuration [See Text] Caster Level: 14 Conjuration [See Text] Caster Level: 14 Evocation Caster Level: 14 Conjuration [Earth Caster Level: 14 School	AE: Arcana Evolve Source
Creates nonmagical object of any material. Dominate (Lesser) fect: Caster controls actions of any Medium [or smaller] humand processes the controls actions of any Medium [or smaller] humand processes the controls actions of any Medium [or smaller] humand processes the controls actions of any Medium [or smaller] humand processes the controls action for the ct. Get: Open one door, no matter how sealed, barred, or locked. Copens one door, no matter	20 20 20 20 20 all score 20	Will negates (see text) None None None (see text) Will negates (harmless) None Fortitude partial ss. See text	Standard action Standard action Standard action Standard action Standard action 1 full round Standard action Standard action Time	Permanent 1 round/level Instantaneous One minute/level [D] One minute/level 1 round/level [D] Instantaneous Instantaneous	Medium (240 ft.) Target: One humanoid of Medium (240 ft.) Target: One creature Touch Target: One melee weapon Touch Target: One door or similar of touch Target: One dead creature Touch Target: Creature touched Close (60 ft.) Target: One or more summon which can be more than 30 ft touch Target: One creature touched Medium (240 ft.) Target: Stone wall whose an square/level [S]	Yes edium or smaller size Yes Yes (harmless) No closure Yes (harmless) Yes (harmless) No ned creatures, no two of set apart Yes d No sea is up toone 5-foot	[Mind-Affecting, Psionic, Truename] Caster Level: 14 Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename] Caster Level: 14 Transmutation [Force] Caster Level: 14 Transmutation (Positive Energy) Caster Level: 14 Transmutation [Positive Energy] Caster Level: 14 Conjuration [See Text] Text [See Text] Caster Level: 14 Conjuration [See Text] Caster Level: 14 Evocation Caster Level: 14 Conjuration [Earth Caster Level: 14 Conjuration [Earth Caster Level: 14 Conjuration [Earth Caster Level: 14	AE: Arcana Evolve

			N	lage Blade Spell	S			
□□□□□Beastskin (Greater)	21	None		10 minutes/level [D]	Touch	Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved
Effect: Target gains +6 [or greater] natural armor bonus to AC.			action		Target: Living creature touched	i	Caster Level: 14	
Blindsight	21	Fortitude negates(harmless)	Standard action	One minute/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Target gains blindsight.		,			Target: One creature		Caster Level: 14	
Call Guardian (Lesser)	21	None (see text)	One minute	Instantaneous	Close (60 ft.)	No (see text)	Conjuration	AE: Arcana Evolved
Effect: Calls monster to serve caster.					Target: One creature		Caster Level: 14	
□□□□□Coma	21	Fortitude negates	Standard action	One hour/level [D]	Close (60 ft.)	Yes	Enchantment [Mind-Affecting]	AE: Arcana Evolved
Effect: Target is comatose for one hour/caster level.					Target: One living creature		Caster Level: 14	
Cursed Locale	21	None	One minute	Permanent	Long (960 ft.)	No		AE: Arcana Evolved
Effect: All attacks, saves, and checks made in the affected area	suffer a		12 hours	Instantaneous	Target: Ten 10-foot cubes/leve	Yes	Caster Level: 14 Divination	AE: Arcana Evolved
Learn Truename	21	Will negates	12 110015	Instantaneous	Unlimited Target: One creature	res	Caster Level: 14	AE. Arcana Evolved
Caster learns one creature's truename.	21		One hour	One day/level	Personal		Abjuration	AE: Arcana Evolved
Effect: Protects caster from soul-affecting spells and truename e	ffects.				Target: You		Caster Level: 14	
□□□□□Wall of Sound	21	See text	Standard action	Two minutes/level [D]	Medium (240 ft.)	No	Evocation [Sonic]	AE: Arcana Evolved
Effect: Creates barrier of shrieking, solid sound that inflicts dama	ige and	hinders Listen checks.			Target: Sonic wall whose area square/level [S]	is up to one 5-foot	Caster Level: 14	
				LEVEL 7				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
Curse of the Chaotic Mind	22	Will negates	Standard	Permanent	Medium (240 ft.)	Yes	Transmutation [Curse, Faen, Truename]	AE: Arcana Evolved
Effect: Randomly lowers target's Intelligence, Wisdom, and Chai	risma to	1.			Target: One creature		Caster Level: 14	
□□□□□ 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: 14	
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 o levels	f 25 feet + 5 feet/two	Caster Level: 14	
□□□□□Immunity (Lesser)	22		Standard action	10 minutes/level [D]	Personal		Abjuration	AE: Arcana Evolved
Effect: Target is immune to one dangerous type of spell, elemen			0111	Out to affect	Target: You	V.	Caster Level: 14	AE A
□□□□ Mental Protection	22	None	action	One hour/level	Touch	Yes	Abjuration [Mind-Affecting, Psionic]	AE: Arcana Evolved
Effect: Caster makes caster power check to negate mental attac	ks on ta	rget.			Target: One living creature		Caster Level: 14	
□□□□□ Rock's Hand	22	None	Standard action	1 round/level [D]	Medium (240 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: 14	
□□□□□ Song of Paralysis	22	Fortitude negates	One action	1 round/level	Medium (240 ft.)	Yes	Necromancy [Sonic]	AE: Arcana Evolved
Effect: One creature/level is paralyzed.					Target: One creature/level, no more than 30 feet apart		Caster Level: 14	
□□□□□Spell's Edge (Greater)	22	Fortitude negates(harmless)	Standard action	1 round/two levels	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Athame has touch-attack spell stored within it, inflicting the	e spell v	with each strike.	Turo	24 hours	Target: Your athame Personal		Caster Level: 14	AE: Arcana Evolved
□□□□□Spirit of War	22		Two minutes	24 hours	Target: You		Transmutation [Sibeccai] Caster Level: 14	AE: Arcana Evolved
Caster gains +4 to Strength, Constitution, and Dexterity, a	and +1 to 22	o attack rolls/2 caster le Will negates	vels, but ca	annot cast spells. Instantaneous	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect:		(harmless)	minute		Target: One creature or one co		[Truename] Caster Level: 14	
Revivified creature remains alive.	22	None	1 full	1 round/level [D]	Close (60 ft.)	No	Conjuration [See	AE: Arcana Evolved
(Lesser)			round		Tarret: One or more	nd creatures as the '	Text]	
Effect: Huge elemental appears and attacks caster's foes.	22	Will half (harmless)	1 full	Instantaneous	Target: One or more summone which can be more than 30 feet Touch		Caster Level: 14 Transmutation	AE: Arcana Evolved
□□□□□Transfer Wounds (Total) Effect:		······································	round		Target: Creature touched	. 55	[Positive Energy] Caster Level: 14	/ Carla E VOIVEU
Heals all damage; caster suffers half that amount in subd	ual dam	age.			3		21.07.17	
M.		0	_	LEVEL 8		0	0.11	•
Name Curse of Languishing Death	DC 23	Saving Throw Fortitude partial		Duration Permanent	Range Comp. Medium (240 ft.)	Yes	School Transmutation	Source AE: Arcana Evolved
- 3			action				[Curse, Negative Energy, Truename]	
Effect: Victim suffers 1d6 points of Constitution damage/day.					Target: One creature		Caster Level: 14	
Dominate (Greater)	23	Will negates	Standard action	One day/level	Medium (240 ft.)	Yes	Enchantment [Mind-Affecting,	AE: Arcana Evolved
							Psionic, Truename]	
Effect: Caster controls actions of one creature.					Target: One living creature with you		Caster Level: 14	
Primal Release	23	Will negates	Standard action	10 minutes/level	Close (60 ft.)	Yes	Transmutation [Litorian]	AE: Arcana Evolved
Effect:		to Intelligence and Cha	risma, and 1 full	-2 to Wisdom, and cannot cast spells. 10 minutes/level	Target: One living creature [no	t you]	Caster Level: 14	AE: Aroses First and
				ry minures/ievel	Close (60 ft.)		Conjuration [Giant Litorian]	, AE: Arcana Evolved
□□□□□ Roar of Courage	erity, -6 23		round		Target: All allies within and		Captor Louis 1.44	
□□□□□Roar of Courage Effect: Grants allies fear immunity and morale bonus.	23		round		Target: All allies within range		Caster Level: 14	AF: Areana Evalued
□□□□□ Roar of Courage Effect: Grants allies fear immunity and morale bonus. □□□□□□ Unstoppable Strikes			round	1 round/level	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
□□□□□ Roar of Courage Effect: Grants allies fear immunity and morale bonus. □□□□□□ Unstoppable Strikes Effect: Caster makes sneak attacks with every strike, inflicting +:	23 23 3d6 dam		standard action	1 round/level	Personal Target: You	Yes	Transmutation [Sibeccai] Caster Level: 14	
□□□□□Roar of Courage Effect: Grants allies fear immunity and morale bonus. □□□□□□Unstoppable Strikes Effect:	23	age [or more]. Fortitude negates	standard action		Personal	Yes	Transmutation [Sibeccai]	AE: Arcana Evolved AE: Arcana Evolved

Mage Blade Spells										
□□□□ Wave of Life	23	Fortitude negates	Standard Instantaneous action	Close (60 ft.)	Yes	Evocation [Positiv Energy]	eAE: Arcana Evolved			
Effect: Undead of lower HD than caster suffer 80 points of da	Target: Cone		Caster Level: 14							
UUUUWWhirlwind	23	Reflex negates (see text)	Standard 1 round/level [D] action	Long (960 ft.)	Yes	Evocation [Air]	AE: Arcana Evolved			
Effect: Creates cyclone that moves as directed, inflicting dan	Target: Cyclone 10 feet top, and 30 feet tall	Target: Cyclone 10 feet wide at base,30 feet wide at top, and 30 feet tall		Caster Level: 14						
*=Domain/Speciality Spell										

Notes:			
Character Sheet Notes:			