

## Fox (Mage Blade)

NAME  
MB15  
CLASS  
15  
Character Level

105000  
EXPERIENCE  
120000  
NEXT LEVEL

## Nick Fuller

PLAYERNAME  
Half-Elf  
RACE  
17  
AGE

Medium  
SIZE  
Male  
GENDER

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

Neutral Good

ALIGNMENT  
Low-light  
VISION  
-1  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED									
<b>STR</b> Strength	18	+4	20	+5	20	+5	<b>HP</b> hit points	131							Walk 40 ft.									
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3	<b>AC</b> armor class	30	27	16	10	10	0	3	0	4	3		25	-3	0			
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST			
<b>CON</b> Constitution	12	+1	12	+1	12	+1	<b>INITIATIVE</b> modifier	+9	+3	+6	<b>SKILLS</b>													
<b>INT</b> Intelligence	17	+3	17	+3	17	+3		TOTAL	DEX MODIFIER	MISC MODIFIER	KEY ABILITY													
<b>WIS</b> Wisdom	11	+0	11	+0	11	+0	<b>BASE ATTACK</b> bonus	+11/+6/+1	SKILL NAME												SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
<b>CHA</b> Charisma	13	+1	13	+1	13	+1												RANKS	MISC MODIFIER					
	</																							

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+16/+11/+6	+11/+6/+1	+5	+0	+0	+0	
<b>RANGED</b> attack bonus	+14/+9/+4	+11/+6/+1	+3	+0	+0	+0	
<b>GRAPPLE</b> 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				
<b>Special Properties</b>	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
<b>Special Properties</b>	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				
<b>Special Properties</b>	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
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	2	= 3	+	-1
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	2	= 5	+	-3
✓ Concentration	CON	1	= 1	+	+
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	5	= 1	+ 2.0	2
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	0	= 3	+	-3
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	3	= 1	+	2
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	9	= 3	+ 9.0	-3
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	8	= 5	+	3
Knowledge (Arcana)	INT	15	= 3	+ 12.0	+
✓ Knowledge (Dungeoneering)	INT	13	= 3	+ 8.0	2
✓ Listen	WIS	10	= 0	+ 9.0	1
✓ Move Silently	DEX	9	= 3	+ 9.0	-3
× Psychic (Enhance Ability)	WIS	5	= 0	+ 5.0	+
× Psychic (Enhance Senses)	WIS	1	= 0	+ 1.0	+
× Psychic (Mental Contact)	CHA	6	= 1	+ 5.0	+
× Psychic (Psychic Healing)	WIS	1	= 0	+ 1.0	+
✓ Ride	DEX	3	= 3	+	+
✓ Search	INT	5	= 3	+ 1.0	1
✓ Sense Motive	WIS	4	= 0	+ 4.0	+
Spellcraft	INT	16	= 3	+ 11.0	2
✓ Spot	WIS	10	= 0	+ 9.0	1
✓ Survival	WIS	5	= 0	+ 5.0	+
✓ Swim	STR	-1	= 5	+	-6
✓ Tumble	DEX	6	= 3	+ 6.0	-3
✓ Use Rope	DEX	5	= 3	+ 2.0	+
			=	+	+
			=	+	+

✓: can be used untrained. 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	
0 lbs.					
Noble's Outfit	Equipped	1	10.0	75.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Dungeoneering Bonus	Equipped	1	0.0	1000.0	
Spell Component Pouch	Carried	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Carried	1	3.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			39 lbs.	154897.5 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
-Psychic 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
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Gian = Dan
Lo = Cody
Aaron = Richard

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
Athame Defense ~ Anyone other than you picking up the Athame will be attacked
Athame ~ Basic empathic link with the mage blade, so the character always knows where the weapon is (distance and direction). +4 enhancement bonus
Elven Blood
Familiarity With Magic (Ex) ~ Gain +2 competence bonus to all saving throws against spells and spell-like abilities (including magic items). Further gain a +2 competence bonus to Armor Class against spells requiring attack rolls.
Immunity to 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	Take immediate, extra melee attack if you drop opponent.
Complex Level 5	
Fleet of Foot	+10 feet bonus to ground speed
Great Cleave	As Cleave, but unlimited.
Improved Athame Defense	Cast without provoking attacks of opportunity while using athame.
Improved Initiative	+4 bonus on initiative checks.
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)	+1 bonus on all attack rolls with 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)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Improved Toughness	Gain hp equal to your current HD
Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Simple Weapon Proficiency	Use simple weapons normally.
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, Sylvan

TEMPLATES
Truename
Psychic Wild Feat Pool

# 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
<b>□□□□□ Bash</b>			Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccal]	Is This : Arcana Evolved
<i>Effect:</i> Caster gets a +2 competence bonus to next melee attack roll.					<i>Target:</i> You			Caster Level: 15	
<b>□□□□□ Canny Effort</b>			Standard action	Until discharged 0 [D]	Personal			Transmutation	Is This : Arcana Evolved
<i>Effect:</i> Caster gains +2 competence bonus on next skill check.					<i>Target:</i> You			Caster Level: 15	
<b>□□□□□ Contact</b>	15	Will negates	Standard action	Instantaneous	Touch		Yes	Divination [Mind-Affecting, Psionic]	Is This : Arcana Evolved
<i>Effect:</i> Sends mental message to creature touched.					<i>Target:</i> One creature			Caster Level: 15	
<b>□□□□□ Detect Disease</b>		None	Standard action	Instantaneous	Close (60 ft.)		No	Divination	Is This : 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	
<b>□□□□□ Detect Magic</b>		None	Standard action	Concentration, up to one minute/level [D]	60 feet		No	Universal	Is This : 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	
<b>□□□□□ Detect Poison</b>		None	Standard action	Instantaneous	Close (60 ft.)		No	Divination	Is This : Arcana Evolved
<i>Effect:</i> Detects and identifies poisons.					<i>Target:</i> One creature, one object, or a 5-foot cube			Caster Level: 15	
<b>□□□□□ Enchanting Flavor</b>		None	1 full round	Instantaneous	Touch		No	Transmutation [Faen, Mind-Affecting]	Is This : 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	
<b>□□□□□ Ghost Sound</b>	15	Will disbelief (if interacted with)	Standard action	1 round/level [D]	Close (60 ft.)		No	Illusion	Is This : Arcana Evolved
<i>Effect:</i> Creates illusionary sounds.					<i>Target:</i> Illusory sounds			Caster Level: 15	
<b>□□□□□ Glowglobe, Lesser</b>		None	Standard action	10 minutes/level [D]	0 feet		No	Evocation [Faen, Light]	Is This : Arcana Evolved
<i>Effect:</i> Creates nonmoving magical globe of light.					<i>Target:</i> Glowing sphere			Caster Level: 15	
<b>□□□□□ Hygiene</b>	15	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation	Is This : 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	
<b>□□□□□ Minor Illusion</b>	15	Will negates (disbelief)	Standard action	1 round/level [D]	0 feet		No	Illusion	Is This : 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	
<b>□□□□□ Read Magic</b>			Standard action	10 minutes/level	Personal			Divination	Is This : Arcana Evolved
<i>Effect:</i> Caster can read magical writing, including scrolls and runes.					<i>Target:</i> You			Caster Level: 15	
<b>□□□□□ Repair, Lesser</b>	15	Will negates (harmless,object)	Standard action	Instantaneous	10 feet		Yes (harmless,object)	Transmutation	Is This : 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	
<b>□□□□□ Saving Grace</b>			Standard action	One round/level [D]	Personal			Abjuration	Is This : Arcana Evolved
<i>Effect:</i> Provides +1 luck bonus to one type of saving throw.					<i>Target:</i> You			Caster Level: 15	
<b>□□□□□ Scent Bane</b>	15	Will negates(harmless)	Standard action	One minute/level [D]	Touch		Yes (harmless)	Abjuration [Litorian, Sibeccal]	Is This : Arcana Evolved
<i>Effect:</i> Negates scent ability.					<i>Target:</i> One creature or object			Caster Level: 15	
<b>□□□□□ Seeker</b>			Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccal]	Is This : Arcana Evolved
<i>Effect:</i> Caster gets a +2 competence bonus to next ranged attack roll.					<i>Target:</i> You			Caster Level: 15	
<b>□□□□□ Sense Thoughts</b>	15	Will negates	Standard action	Concentration 0	Close (60 ft.)		Yes	Divination [Mind-Affecting, Psionic]	Is This : 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	
<b>□□□□□ Touch of Weakness</b>	15	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation	Is This : 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
<b>□□□□□ Acrobatics</b>			Standard action	10 minutes/level	Personal			Transmutation [Faen]	Is This : Arcana Evolved
<i>Effect:</i> Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble.					<i>Target:</i> You			Caster Level: 15	
<b>□□□□□ Animate Weapon</b>		None	Standard action	Concentration 0	Close (60 ft.)		No	Transmutation	Is This : 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	
<b>□□□□□ Charm</b>	16	Will negates	Standard action	10 minutes/level	Touch		Yes	Enchantment [Faen, Mind-Affecting]	Is This : 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	
<b>□□□□□ Compelling Command</b>	16	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	Is This : 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	
<b>□□□□□ Compelling Question, Lesser</b>	16	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	Is This : Arcana Evolved
<i>Effect:</i> Target must answer a question with a single-word answer.					<i>Target:</i> One creature			Caster Level: 15	
<b>□□□□□ Conjure Weapon, Lesser</b>		None	Standard action	1 round/level [D]	0		No	Conjuration [See Text]	Is This : 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	Is This : Arcana Evolved
<i>Effect:</i> Detects the presence of secret doors or compartments.							
□□□□□ Glamour	16	Will disbelief (if interacted with)	Standard action	10 minutes/level [D]	Personal	No	Illusion [Faen] <i>Caster Level:</i> 15
<i>Effect:</i> Illusion makes caster look attractive.							
□□□□□ Illusory Object, Lesser	16	Will disbelief (if interacted with)	Standard action	Concentration	Long (1000 ft.)	No	Illusion <i>Caster Level:</i> 15
<i>Effect:</i> Creates illusion of a static object.							
□□□□□ Mind Stab	None	Standard action	Instantaneous	Medium (250 ft.)	Yes	Evocation [Mind-Affecting, Psionic] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level.							
□□□□□ Mudball	None	Standard action	Instantaneous	Close (60 ft.)	No	Evocation [Earth, Water] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target.							
□□□□□ Obscuring Mist	None	Standard action	One minute/level	30 feet	No	Conjuration [Air, Water] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Cloud of vapor obscures sight and provides concealment.							
□□□□□ Precise Vision		Standard action	10 minutes/level	Personal		Transmutation [Sibeccai] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Caster gains +5 competence bonus to Spot and Search checks.							
□□□□□ Predict Weather		One minute	Instantaneous	Personal		Divination [Litorian] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Provides details of the following day's weather.							
□□□□□ Resistance	16	Will negates (harmless)	Standard action	10 minutes/level [D]	Close (60 ft.)	Yes (harmless)	Abjuration <i>Caster Level:</i> 15
<i>Effect:</i> Grants +1 resistance bonus to saves +1/5 caster levels.							
□□□□□ Safe Fall	16	Will negates (object)	See text	Until landing	Close (60 ft.)	Yes (object)	Transmutation <i>Caster Level:</i> 15
<i>Effect:</i> Creatures and objects in 10-foot radius fall without taking damage.							
□□□□□ Scent Tracker		Standard action	10 minutes/level [D]	Personal		Transmutation [Litorian, Sibeccai] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Grants scent ability to caster.							
□□□□□ Tears of Pain	16	Will negates	Standard action	One day/level	Close (60 ft.)	Yes	Evocation [Curse] <i>Caster Level:</i> 15
<i>Effect:</i> Target suffers -1 penalty to saves.							
□□□□□ Touch of Fear	16	Will negates	Standard action	1 round/level	Touch	Yes	Enchantment [Fear] <i>Caster Level:</i> 15
<i>Effect:</i> Subject of touch attack is shaken.							
□□□□□ Transfer Wounds, Lesser	16	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy] <i>Caster Level:</i> 15
<i>Effect:</i> Heals 1d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.							
□□□□□ Veil of Darkness	None	One action	10 minutes/level [D]	0 feet	No	Evocation [Darkness] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Creates immobile area of magic darkness.							

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Ability Boost, Lesser	None		Standard action	10 minutes/level	Touch		No	Transmutation [Sibeccai] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Target gets +2 enhancement bonus to highest ability score.									
□□□□□ Aid Plants	None		10 minutes	Four months	Long (1000 ft.)		No	Transmutation [Plant] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Plants are protected from disease.									
□□□□□ Battle Healing, Lesser	17	Will half(harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [Positivels This : Arcana Evolved Energy] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Target is healed of 1d6 points of damage +1 point/caster level [maximum 10].									
□□□□□ Beastskin, Lesser	None		Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Target gains +2 [or greater] natural armor bonus to AC.									
□□□□□ Blinding Light	17	Fortitude negates	Standard action	1 round/level	Medium (250 ft.)		Yes	Evocation [Light] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Target is blinded for 1 round/level.									
□□□□□ Cloak of Darkness			Standard action	10 minutes/level [D]	Personal			Evocation [Darkness] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks.									
□□□□□ Control Temperature	17	Fortitude negates	Standard action	One hour/level [D]	0 feet		Yes	Transmutation [Air,Is This : Arcana Evolved Cold, Fire] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Raises or lowers temperature by 10 degrees/caster level.									
□□□□□ Darkvision	None		Standard action	One hour/level	Touch		Yes (harmless)	Transmutation <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Target can see 60 feet in total darkness.									
□□□□□ Destructive Grip	None		Standard action	1 round/level [D]	Touch		No	Evocation [Acid] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Acid touch deals 1d6 points of damage.									
□□□□□ Gentle Repose	17	Will negates (object)	Standard action	One day/level	Touch		Yes (object)	Necromancy <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Keeps corpse from decaying and extends time limit on how long it can be dead before being raised.									
□□□□□ Glowglobe, Greater	None		Standard action	Permanent	0 feet		No	Evocation [Faen, Light] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Creates permanent nonmoving globe of light.									
□□□□□ Gusting Wind	17	Fortitude negates	Standard action	1 full round	Medium (250 ft.)		Yes	Evocation [Air] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Wind puts out flames, knocks creatures down, and inflicts 2d6 damage.									
□□□□□ Icebolt	None		Standard action	Instantaneous	Medium (250 ft.)		Yes	Evocation [Cold] <i>Caster Level:</i> 15	Is This : Arcana Evolved
<i>Effect:</i> Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level.									

\* =Domain/Specialty Spell

## Mage Blade Spells

□□□□□ Levitate	None	Standard action	10 minutes/level [D]	Personal or Close	No	Transmutation [Air]	Is This : Arcana Evolved
<i>Effect:</i> Willing target moves vertically as caster directs, up to 20 feet/round.				<i>Target:</i> You or one willing creature or one object 0		<i>Caster Level:</i> 15	
□□□□□ Muddy Ground	None	Standard action	1 round/level	Medium (250 ft.)	No	Transmutation [Earth, Water]	Is This : Arcana Evolved
<i>Effect:</i> Changes earth to mud, reducing movement through area by half and requiring balance checks.				<i>Target:</i> One 10-foot square/level		<i>Caster Level:</i> 15	
□□□□□ Protective Charm	17	Will negates	Standard action	Close (60 ft.)	Yes	Enchantment [Faen, Mind-Affecting]	Is This : Arcana Evolved
<i>Effect:</i> One creature/level will not attack caster.				<i>Target:</i> Up to one creature/level [of your general type], no two of which may be more than 30 feet apart		<i>Caster Level:</i> 15	
□□□□□ Sealed Door, Lesser	None	Standard action	Permanent [D]	Close (60 ft.)	No	Abjuration [Dragon]	Is This : Arcana Evolved
<i>Effect:</i> Makes door very difficult to open.				<i>Target:</i> One door, no larger than 10 feet by 10 feet by 10 feet		<i>Caster Level:</i> 15	
□□□□□ See Invisibility (Malhavoc)	None	Standard action	10 minutes/level [D]	Medium (250 ft.)	No	Divination	Is This : Arcana Evolved
<i>Effect:</i> Caster can see invisible creatures and objects.				<i>Target:</i> Cone		<i>Caster Level:</i> 15	
□□□□□ Spell's Edge, Lesser	17	Fortitude negates (harmless)	Standard action	One minute/level or until used	Yes (harmless)	Transmutation	Is This : Arcana Evolved
<i>Effect:</i> Athame has stored within it a touch attack spell, which it inflicts with one strike.				<i>Target:</i> Your athame		<i>Caster Level:</i> 15	
□□□□□ Startling Touch	17	Will negates	Standard action	Instantaneous	Yes	Enchantment [Mind-Affecting, Psionic]	Is This : Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.				<i>Target:</i> One creature		<i>Caster Level:</i> 15	
□□□□□ Subtle Steps		Standard action	One hour/level	Personal		Transmutation [Litorian]	Is This : Arcana Evolved
<i>Effect:</i> Caster gains +5 competence bonus to Sneak checks.				<i>Target:</i> You		<i>Caster Level:</i> 15	
□□□□□ Wicked Barb	None	Standard action	Instantaneous	Medium (250 ft.)	Yes	Conjuration [Plant]	Is This : Arcana Evolved
<i>Effect:</i> Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.				<i>Target:</i> One creature		<i>Caster Level:</i> 15	

## 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]	Is This : Arcana Evolved
Effect: Target must answer a question.					Target: One creature			Caster Level: 15	
Conjure Repast		None	10 minutes	Instantaneous	Close (60 ft.)		No	Conjuration	Is This : Arcana Evolved
Effect: Creates food and water for three humans/level for one day.					Target: Food and water to sustain three humans or one horse/level for one day			Caster Level: 15	
Creation, Lesser		None	One minute	One hour/level	0 feet		No	Conjuration [Giant]	Is This : Arcana Evolved
Effect: Creates nonmagical object of vegetable matter.					Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cubic foot/level			Caster Level: 15	
Earth's Clutches	18	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Conjuration [Earth]	Is This : Arcana Evolved
Effect: Stone hands reach up and grasp at touched foe.					Target: One creature			Caster Level: 15	
Enhance Witchery	18	Will negates (harmless)	Standard action	10 minutes/level	Touch		Yes (harmless)	Transmutation	Is This : Arcana Evolved
Effect: Witch gains additional use[s] or increased level for witchery power.					Target: One creature with witchery powers			Caster Level: 15	
Hand of Battle	18	Fortitude half	Standard action	Instantaneous	Touch		Yes	Evocation [Force]	Is This : Arcana Evolved
Effect: Touch attack inflicts 1d6 points of force damage/caster level [max 10d6].					Target: One creature or object			Caster Level: 15	
Illusory Object, Greater	18	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Long (1000 ft.)		No	Illusion	Is This : Arcana Evolved
Effect: Creates illusion of an object with sound, smell, texture, and temperature.					Target: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]			Caster Level: 15	
Protection From Elements		None	Standard action	10 minutes/level or until discharged	Touch		Yes	Abjuration [See Text]	Is This : Arcana Evolved
Effect: Protects target against 12 points/level of specified elemental type.					Target: Creature touched			Caster Level: 15	
Repair, Greater	18	Will negates (harmless, object)	Standard action	Instantaneous	10 feet		Yes (harmless, object)	Transmutation	Is This : Arcana Evolved
Effect: Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.					Target: One object			Caster Level: 15	
Slow ~ MP	18	Will negates	Standard action	1 round/level [D]	Close (60 ft.)		Yes	Transmutation	Is This : Arcana Evolved
Effect: One creature/caster level can take only limited actions and suffers a -2 penalty to AC, attacks, damage, and Reflex saves.					Target: One creature/level, no two of which can be more than 30 feet apart			Caster Level: 15	
Spirit of Prowess			Standard action	10 minutes/level or when used	Personal			Transmutation [Sibeccai]	Is This : Arcana Evolved
Effect: Caster gains +4 competence bonus on one attack + one attack/5 levels.					Target: You			Caster Level: 15	
Summon Minor Elemental, Lesser		None	1 full round	1 round/level [D]	Close (60 ft.)		No	Conjuration [See Text]	Is This : Arcana Evolved
Effect: Small elemental appears and attacks caster's foes.					Target: One summoned creature			Caster Level: 15	
Water Breathing	18	Will negates (harmless)	Standard action	Two hours/level [see text]	Touch		Yes (harmless)	Transmutation [Water]	Is This : Arcana Evolved
Effect: Allows air-breathers to breathe water.					Target: Living creatures touched			Caster Level: 15	
Weary Touch	18	Fortitude partial	Standard action	Instantaneous	Touch		Yes	Transmutation	Is This : Arcana Evolved
Effect: Touch attack makes target exhausted.					Target: One creature			Caster Level: 15	
Whisper of Madness	18	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Evocation [Air, Mind-Affecting, Sonic]	Is This : Arcana Evolved
Effect: Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels.					Target: One creature			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	Is This : Arcana Evolved
<i>Effect:</i> Creates one undead creature.					<i>Target:</i> The corpse of one creature with fewer Hit Dice than you		<i>Caster Level:</i> 15		
☐☐☐☐☐ Blooded Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch		Yes (object, harmless)	Transmutation	Is This : Arcana Evolved
<i>Effect:</i> An athame becomes a wounding weapon.					<i>Target:</i> Your athame		<i>Caster Level:</i> 15		
* =Domain/Speciality Spell									

\* =Domain/Specialty Spell



## Mage Blade Spells

Conjure Weapon, Greater	None	Standard action	One minute/level [D]	0	No	Conjuration [See Text]	Is This : Arcana Evolved	
Effect: Creates +1 or better weapon.				Target: One weapon		Caster Level: 15		
Curse of Vengeance	19	Will negates	1 full round Permanent	Medium (250 ft.)	Yes	Evocation [Curse, Truename]	Is This : Arcana Evolved	
Effect: Target suffers -2 morale penalty on attacks, saves, and checks and a ran dom -10 penalty once/day.				Target: One creature		Caster Level: 15		
Dancing Rune	19	Fortitude negates(harmless)	Standard action	Touch	Yes (harmless)	Transmutation	Is This : Arcana Evolved	
Effect: Touch-trigger rune animates and attacks.				Target: One password-protected rune		Caster Level: 15		
Gaze of Terror	19	Will negates	Standard action	1 round/two levels [D]	Close (60 ft.)	Yes	Enchantment [Fear]	Is This : Arcana Evolved
Effect: Gaze attack panics targets, making them flee.				Target: A globe with a radius of 25 feet + 5 feet/two levels		Caster Level: 15		
Living Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch	Yes (harmless)	Transmutation	Is This : Arcana Evolved
Effect: Athame becomes a dancing weapon.				Target: Your athame		Caster Level: 15		
Remove Curse	19	Will negates (harmless)	Standard action	Instantaneous	Touch	Yes (harmless)	Abjuration [Truename]	Is This : Arcana Evolved
Effect: Removes one curse from target.				Target: Creature or item touched		Caster Level: 15		
Stamina to Defense	None	Standard action	10 minutes/level	Touch	No	Transmutation [Sibeccai]	Is This : Arcana Evolved	
Effect: Caster suffers 2 points of Constitution damage but gains a +4 luck bonus to AC for armor.				Target: One armor or shield		Caster Level: 15		
Strength to Strike	None	Standard action	1 round/level	Touch	No	Transmutation [Sibeccai]	Is This : Arcana Evolved	
Effect: Caster suffers 2 points of Strength damage but gains a +2d6 damage bonus for weapon.				Target: One weapon		Caster Level: 15		
Telepathy	19	Will negates (harmless)	Standard action	1 round/level	One mile/level	Yes (harmless)	Divination [Language-Dependent, Mind-Affecting, Psionic]	Is This : Arcana Evolved
Effect: Caster and creature communicate mentally.				Target: You and one familiar creature		Caster Level: 15		
Tongues	None	Standard action	10 minutes/level	Touch	No	Divination [Giant]	Is This : Arcana Evolved	
Effect: Target speaks and understands languages.				Target: Creature touched		Caster Level: 15		
Touch of the Tempest	19	Fortitude half	Standard action	Instantaneous	Touch	Yes	Evocation [Air, Water]	Is This : Arcana Evolved
Effect: Touch attack inflicts 1d8 points of damage/caster level and dazes foe for 1 round/4 caster levels.				Target: One creature		Caster Level: 15		
Transfer Wounds, Greater	19	Will half (harmless)	1 full round Instantaneous	Touch	Yes	Transmutation [Positive Energy]	Is This : Arcana Evolved	
Effect: Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.				Target: Creature touched		Caster Level: 15		
Wall of Ice	19	See text	Standard action	One minute/level	Medium (250 ft.)	Yes	Evocation [Cold]	Is This : Arcana Evolved
Effect: Creates barrier or hemisphere of ice.				Target: 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		Caster Level: 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 [Positivels This : 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	Is This : 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]	Is This : 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	Is This : 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]	Is This : 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]	Is This : 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]	Is This : 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]	Is This : 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]	Is This : 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]	Is This : 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]	Is This : Arcana Evolved
<i>Effect:</i> Creates sword of force that attacks as caster directs, inflicting 4d6+3 points of damage.Its attack bonus is your level + your spellcasting key ability score bonus with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. Threat range of 19#20 and critical damage of #2.					<i>Target:</i> One sword			<i>Caster Level:</i> 15	
■■■■■ Open Door		None	Standard action	Instantaneous	Touch		No	Transmutation	Is This : 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	
* =Domain/Specialty Spell									

\* =Domain/Speciality Spell

## Mage Blade Spells

Remove Malady	20	Will negates (harmless)	10 minutes	Instantaneous	Touch	Yes (harmless)	Transmutation [Positive Energy, Truename] Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Cures one unwanted condition.					<i>Target:</i> Creature touched			
Restoration	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	Yes (harmless)	Transmutation [Positive Energy, Truename] Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Restores ability score damage and lost level.					<i>Target:</i> Creature touched			
Revivification	20	None (see text)	Standard action	One minute/level [D]	Touch	Yes (harmless)	Transmutation [Positive Energy] Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Restores temporary life to a dead creature.					<i>Target:</i> One dead creature			
Scrying		None	One hour	One minute/level	See text	No	Divination [Psionic] Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Caster views creature at any distance.					<i>Target:</i> Magical sensor			
Sealed Door, Greater		None	Standard action	Permanent [D]	Close (60 ft.)	No	Abjuration [Dragon] Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Makes door almost impossible to open.					<i>Target:</i> 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	Is This : Arcana Evolved
<i>Effect:</i> Target gains SR 12 + caster level.					<i>Target:</i> Creature touched			
Summon Minor Elemental, Greater		None	1 full round	1 round/level [D]	Close (60 ft.)	No	Conjuration [See Text] Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Medium 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			
Teleport	20	None and Will negates(object)	See below	Instantaneous	Personal and Touch	No and Yes (object)	Transmutation [Teleportation] Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Caster and others move to a distant location instantaneously.					<i>Target:</i> 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	Is This : Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d3 points of ability score damage to all scores.					<i>Target:</i> One creature touched			
Wall of Iron	20	See text	Standard action	Instantaneous	Medium (250 ft.)	No	Conjuration Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Creates barrier of iron.					<i>Target:</i> 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] Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Creates barrier of stone.					<i>Target:</i> 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] Caster Level: 15	Is This : Arcana Evolved
<i>Effect:</i> Creates thick barrier of thorns that inflicts damage to anyone moving through it.					<i>Target:</i> 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]	Is This : Arcana Evolved
Effect: Target gets +8 enhancement bonus to highest ability score.					Target: One creature		Caster Level: 15		
Beastskin, Greater		None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	Is This : Arcana Evolved
Effect: Target gains +6 [or greater] natural armor bonus to AC.					Target: Living creature touched		Caster Level: 15		
Blindsight	21	Fortitude negates(harmless)	Standard action	One minute/level	Touch		Yes (harmless)	Transmutation	Is This : Arcana Evolved
Effect: Target gains blindsight.					Target: One creature		Caster Level: 15		
Call Guardian, Lesser	21	None (see text)	One minute	Instantaneous	Close (60 ft.)		No (see text)	Conjuration	Is This : Arcana Evolved
Effect: Calls monster to serve caster.					Target: One creature		Caster Level: 15		
Coma	21	Fortitude negates	Standard action	One hour/level [D]	Close (60 ft.)		Yes	Enchantment [Mind-Affecting]	Is This : Arcana Evolved
Effect: Target is comatose for one hour/caster level.					Target: One living creature		Caster Level: 15		
Cursed Locale		None	One minute	Permanent	Long (1000 ft.)		No	Evocation [Curse]	Is This : Arcana Evolved
Effect: All attacks, saves, and checks made in the affected area suffer a -2 morale penalty.					Target: Ten 10-foot cubes/level		Caster Level: 15		
Learn Truename	21	Will negates	12 hours	Instantaneous	Unlimited		Yes	Divination	Is This : Arcana Evolved
Effect: Caster learns one creature's truename.					Target: One creature		Caster Level: 15		
Protect Soul			One hour	One day/level	Personal			Abjuration	Is This : Arcana Evolved
Effect: Protects caster from soul-affecting spells and truename effects.					Target: You		Caster Level: 15		
Wall of Sound	21	See text	Standard action	Two minutes/level [D]	Medium (250 ft.)		No	Evocation [Sonic]	Is This : Arcana Evolved
Effect: Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks.					Target: Sonic wall whose area is up to one 5-foot square/level [S]		Caster Level: 15		

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Curse of the Chaotic Mind	22	Will negates	Standard action	Permanent	Medium (250 ft.)		Yes	Transmutation [Curse, Faen, Truename]	Is This : 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]	Is This : 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]	Is This : 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	Is This : 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]	Is This : 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]	Is This : Arcana Evolved
Effect: Hand of stone rises from the ground and grapples foe.					Target: 10-foot-wide hand		Caster Level: 15		

\* =Domain/Speciality Spell

## Mage Blade Spells

□□□□□ Song of Paralysis	22	Fortitude negates	One action 1 round/level		Medium (250 ft.)	Yes	Necromancy [Sonic]	Is This : Arcana Evolved
<i>Effect:</i> One creature/level is paralyzed.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart			
□□□□□ Spell's Edge, Greater	22	Fortitude negates(harmless)	Standard action	1 round/two levels	Touch	Yes (harmless)	Transmutation	Is This : Arcana Evolved
<i>Effect:</i> Athame has touch-attack spell stored within it, inflicting the spell with each strike.					<i>Target:</i> Your athame			
□□□□□ Spirit of War			Two minutes	24 hours	Personal		Transmutation [Sibeccai]	Is This : 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			
□□□□□ Stabilize Soul	22	Will negates (harmless)	One minute	Instantaneous	Touch	Yes (harmless)	Transmutation [Truename]	Is This : Arcana Evolved
<i>Effect:</i> Revivified creature remains alive.					<i>Target:</i> One creature or one corpse			
□□□□□ Summon Major Elemental, Lesser		None	1 full round 1 round/level [D]		Close (60 ft.)	No	Conjuration [See Text]	Is This : 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			
□□□□□ Transfer Wounds, Total	22	Will half (harmless)	1 full round Instantaneous		Touch	Yes	Transmutation [Positive Energy]	Is This : Arcana Evolved
<i>Effect:</i> Heals all damage; caster suffers half that amount in subdual damage.					<i>Target:</i> Creature touched			

## 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]	Is This : Arcana Evolved
<i>Effect:</i> Victim suffers 1d6 points of Constitution damage/day.					Target: One creature			Caster Level: 15	
☐☐☐☐☐ Dominate, Greater	23	Will negates	Standard action	One day/level	Medium (250 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	Is This : Arcana Evolved
<i>Effect:</i> Caster controls actions of one creature.					Target: One living creature with fewer Hit Dice than you			Caster Level: 15	
☐☐☐☐☐ Primal Release	23	Will negates	Standard action	10 minutes/level	Close (60 ft.)		Yes	Transmutation [Litorian]	Is This : 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.					Target: One living creature [not you]			Caster Level: 15	
☐☐☐☐☐ Roar of Courage			1 full round	10 minutes/level	Close (60 ft.)			Conjuration [Giant, Is This : Arcana Evolved Litorian]	
<i>Effect:</i> Grants allies fear immunity and morale bonus.					Target: All allies within range			Caster Level: 15	
☐☐☐☐☐ Unstoppable Strikes			Standard action	1 round/level	Personal			Transmutation [Sibeccai]	Is This : Arcana Evolved
<i>Effect:</i> Caster makes sneak attacks with every strike, inflicting +3d6 damage [or more].					Target: You			Caster Level: 15	
☐☐☐☐☐ Wave of Death	23	Fortitude negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Negative Energy]	Is This : Arcana Evolved
<i>Effect:</i> Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.					Target: Cone			Caster Level: 15	
☐☐☐☐☐ Wave of Life	23	Fortitude negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Evocation [Positives This : Arcana Evolved Energy]	
<i>Effect:</i> Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.					Target: Cone			Caster Level: 15	
☐☐☐☐☐ Whirlwind	23	Reflex negates (see text)	Standard action	1 round/level [D]	Long (1000 ft.)		Yes	Evocation [Air]	Is This : Arcana Evolved
<i>Effect:</i> Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about.					Target: Cyclone 10 feet wide at base,30 feet wide at top, and 30 feet tall			Caster Level: 15	
* =Domain/Specialty Spell									

\* =Domain/Speciality Spell



## Notes:

Character Sheet Notes: