

EQUIPME	ENT			
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0
Arrows + of Flaming	Backpack	1	3.0	3321.0
(Arrows +1 (20/Flaming)), +1d6 fire damage				
Backpack		1	2.0	2.0
3 lbs., 1 Arrows + of Flaming				
Bag of Holding (Type 1) Olbs.	Equipped	1	15.0	2500.0
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Dwarven Bracers of Archery (Greater) (Bracers of Archery (Greater))	Equipped	1	1.0	25000.0
Dwarven Chain Shirt +2 (Twilight/Mithral/Radiant) (Chain Shirt +2 (Twilight/Mithral/Radiant)), 30hp/inch and 15 hardness, absorbs resistance 10 to energy attacks; armor absorbs first 10 points of energy and radiates light in 60' radius for rounds equal to points absorbed, Reduces arcane spell failure by 10%	Equipped	1	12.5	50100.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Headband of Intellect +2	Equipped	1	0.0	4000.0
Longbow +3 (Distant Shot/Ironwood) 0 lbs. weapon can be used against any target within line of sight at no	Carried	1	3.0	162375.0
penalty for range., Wooden but functions as steel, does not burn Longsword +3 (Heavy Dwarven) (Longsword +3)	Carried	1	4.0	18315.0
Scholar's Outfit	Equipped	1	6.0	0.0
Ring of Elemental Command (Fire)	Equipped	1	0.0	200000.0
Ring of Feather Falling	Carried	1	0.0	2200.0
Ring of Protection +2	Equipped	1	0.0	8000.0
Spell Component Pouch	Equipped	1	2.0	5.0
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0
Wand (Detect Magic/Wizard/1st) used	Equipped	1	0.0	315.0
Wand (Fear/Wizard/7th)	Equipped	1	0.0	11340.0
Wand (Invisibility/Wizard/3rd)	Equipped	1	0.0	1530.0
Wand (Levitate/Wizard/3rd)	Equipped	1	0.0	3780.0
DODOO	Equipped	2	0.0	900.0
ooooo ooooo Wand (Wall of Ice (Ice Plane)/Wizard/7th)	Equipped	1	0.0	(1800.0) 2100.0
TOTAL WEIGHT CARRIED/V	ALUE		41.5 lbs.	524698.0 gp

Medium 100 Lift off ground 300

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	SPECIAL ABILITIES
	+1 racial bonus on attacks against creatures of the Water Subtype
)	+2 racial saving throw bonus against enchantment spells or effects.
	-2 penalty on all Saves against Spells, Spell-like, or Supernatural Abilities with the Water or Cold Subtype or used by creatures of the Water or Cold Subtype
	An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
	Cast Divination spells at +2 caster levels.
	Cold Vulnerability (Ex): Take 50% more damage from cold based attacks
	Curse: May RAGE under stress.
	Elf Racial Level 1, Generalist Wizard: Cannot specialize, but may learn one additional spell per level and can cast one additional spell of the highest available.
0	Fire Breath (Su): 2/day, 40' cone, breath weapon (1d6 per 2/level), DC 21 Reflex save
ן	Fire Resistance 30
	Fireburst (Sp): 3/day (recharge 1d4 rounds); Rage may trigger this effect
	Flame Aura (Su): At will your aura glows as if on fire allowing you to move faster and jump farther. (+10 to Movement and Jump Skill, -10 to Hide/Sneak Skill and outlines Invisiblity and other similar magics)
2	Flame Touched (Ex): Movement increased
	Immunity to magic sleep effects.
0	Library: Allows research of spells at a reduced cost. Grants a Knowledge Check on any untrained Knowledge at -2. Grants a +1 to all Knowledge Checks.
0	Overcast: May cast a spell normally above your limit that is written in your spellbook. Simple DC is 25 + 2 x spell level, Ritual DC is 20 + 2 x spell level. AEG Magic, pg.152.
۱	Permanently cast - Detect Magic
	Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw agains an attack that normally inflicts half damage, she instead takes no damage.
0	Scry Bonus (Su): A divine oracle add a +1 sacred bonus to the save DC of all her divination (scrying) spells.
	Secret (Secret Knowledge of Avoidance)
	Spontaneous Freeform Casting: May Cast up to your max level any spell within the guidelines - Simple DC 35 + 2 x Spell level or Ritual DC 30 + Spell level. AEG Magic, pg.154.
	Summon Familiar
	Training with Master Mystic Zu gives a bonus to Concentration
	Trap Sense (Ex): +1 to Reflex saves and dodge bonus AC against traps
	Warm to the touch (Ex): You radiate warmth
0	FEATS
	Brandish Magical Might Add ability score bonus to spell resistance checks

	FEATS
Brandish Magical Might	Add ability score bonus to spell resistance checks
Collegiate Wizard	Begin play with six 1st level plus 1 per point of INT modifier. Each wizard level you may add four spells to your spellbook.
Mobile Spellcasting	Cast a spell and move at the same time
Sculpt Spell	[Lv+1] Modify an area spell by making it either a cylinder (10-ftradius, 30-fthigh), a 40-ftcone, four 10-ft. cubes, a ball (20-ftradius spread) or 120-ftline.
Skill Focus (Knowledge (Religion))	+3 bonus on all checks involving chosen skill.
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]
Scribe Scroll	Create a scroll of any spell that you know.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative	+4 bonus on initiative checks.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

	DOMAINS	
Oracle	Cast Divination spells at +2 caster levels.	

Light 50 Lift over head 150

Heavy 150 Push / Drag 750

LANGUAGES

Common, Draconic, Dwarven, Elven, Gnoll, Gnome, Goblin, Ignan, Sylvan

TEMPLATES

Elf Wizard Lv:1

Truename

Innate Racial Spells Time Duration
1 standard Instantaneous action DC Saving Throw 19 Reflex half Comp. V,S,M Spell Resistance Yes School Source Evocation [Fire] SC: Pg.93 Fireburst Effect:
All creatures within range take 1d8/caster level [max 5d8] of fire damage. Target: Burst of fire extending 10 ft Caster Level: 10

Wizard Spells

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

			LEVEL 0					
Name		Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash Effect:	17	None	1 standard Instantaneous action	Close (50 ft.) Target: One missile	V,S of acid	No	Conjuration (Creation) [Acid] Caster Level: 10	PHB: pg.196
Orb deals 1d3 acid damage. Amanuesis	17	Will negates [object]	1 standard 10 minute/level	Close (50 ft.)	V,S	Yes [object]	Transmutation	SC: Pq.9
Effect: Copies 250 words per minute.			action	Target: Object or ob			Caster Level: 10	
Copies 250 words per minute.	17	None		0 ft.	V,S	No	Universal	PHB: pg.201
Effect:			action		al rune or m	nark, all of which must	Caster Level: 10	
Inscribes a personal rune [visible or invisible].	17	None		fit within 1 sq. ft. Close (50 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.42
Effect: Caltrops cover one 5-foot-by-5-foot square, attack roll +0 +2] for purpose of the caltrop attack] dealing 1 pt of damage	for all	creatures moving in the	e square [Creatures AC is Base + Dex + [Foot Wea	Target: See text			Caster Level: 10	
2) for purpose of the caltrop attack; dealing 1 pt of damage Dancing Lights		None	1 standard 1 minute/level [D]	Medium (200 ft.)	V,S	No	Evocation [Light]	PHB: pg.216
Effect:			action	Target: Up to four lig	ghts, all with	nin a 10- ftradius area	Caster Level: 10	
Creates torches or other lights. Daze	17	Will negates	1 standard 1 round	Close (50 ft.)	V,S,M	Yes	Enchantment	PHB: pg.217
Effect:	.,	vviii riogatos	action	Target: One human			(Compulsion) [Mind-Affecting] Caster Level: 10	111b. pg.217
Humanoid creature of 4 HD or less loses next action.	17	None	1 standard Consentration up to 1 minutes/level [D]	_				DUP: no 210
□□□□□ Detect Magic Effect:	17	None	1 standard Concentration, up to 1 minutes/level [D] action	Target: Cone-shape	V,S ed emanation	No n	Divination Caster Level: 12	PHB: pg.219
Detects spells and magic items within 60 ft. Detect Poison	17	None	1 standard Instantaneous	Close (55 ft.)	V,S	No	Divination	PHB: pg.219
Effect: Detects poison in one creature or small object.			action	Target: One creatur			Caster Level: 12	
Detects poson in one creature or small object. Disrupt Undead	17	None	1 standard Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.223
Effect: Deals 1d6 damage to one undead.			action	Target: Ray			Caster Level: 10	
Effect:	17	None	1 standard Instantaneous action	Close (50 ft.) Target: Ray	V,S	Yes	Evocation [Electricity] Caster Level: 10	SC: Pg.78
Ranged touch attack delivers 1d3 electric damage.	17	Fortitude negates	1 standard Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light]	PHB: pg.232
Effect:			action	Target: Burst of ligh		-	Caster Level: 10	13
Dazzles one creature [-1 on attack rolls].	17	Will disbelief (if	1 standard 1 round/level [D]	Close (50 ft.)	V,S,M	No	Illusion (Figment)	PHB: pg.235
Effect:		interacted with)	action	Target: Illusory sour	nds		Caster Level: 10	
Figment sounds. Launch Bolt	17	None	1 standard Instantaneous action	Touch	V,S,M	No	Transmutation	SC: Pg.130
Effect:				Target: One crossbo	ow bolt in ye	our possession	Caster Level: 10	
Treat bolt as if fired from a light crossbow, including any b	onuses 17	None	s. 1 standard Instantaneous action	Touch	S	No	Transmutation	SC: Pg.130
Effect: Launch an item safely to the target you specify where it wi	ill act n	ormally upon impact.	action	Target: One Fine ite	m in your p	ossession, weighing up	Caster Level: 10	
Light	17	None	1 standard 10 minutes/level [D] action	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
Effect: Object shines like a torch.				Target: Object touch	ned		Caster Level: 10	
□□□□ Mage Hand	17	None	1 standard Concentration action	Close (50 ft.)	V,S	No	Transmutation	PHB: pg.249
Effect: 5-pound telekinesis.				Target: One nonmagup to 5 lb.	gical, unatte	ended object weighing	Caster Level: 10	
□□□□ Mending	17	Will negates (harmless, object)	1 standard Instantaneous action	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
Effect: Makes minor repairs on an object.				Target: One object	of up to 1 lb		Caster Level: 10	
□□□□□ Message Effect:	17	None	1 standard 10 minutes/level action	Medium (200 ft.) Target: 1 creature/le	V,S,F	No	Transmutation [Language-Depen	PHB: pg.253 dent]
Whispered conversation at distance.				· ·			Caster Level: 10	
□□□□□ Open/Close Effect:	17	Will negates (object)	1 standard Instantaneous action	Close (50 ft.) Target: Object weig	V,S,F hing up to 3	Yes (object) 0 lb. or portal that can	Transmutation Caster Level: 10	PHB: pg.258
Opens or closes small or light things.	17	See text	1 standard 1 hour	be opened or closed 10 ft.		No.	Universal	PHB: pg.264
□□□□□ Prestidigitation Effect: Performs minor tricks.	.,	Sec tont	action	Target: See text	7,0		Caster Level: 10	ID. pg.204
Performs minor tricks. Ray of Frost	17	None	1 standard Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold]	PHB: pg.269
Effect:			action	Target: Ray			Caster Level: 10	
Ray deals 1d3 cold damage.	17	None	1 standard 10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Effect: Read scrolls and spellbooks.			action	Target: You			Caster Level: 12	
Read scroils and spelibooks.	17	None	1 standard Instantaneous	Touch	V,S	No	Transmutation	SC: Pg.173
Effect:			action	Target: Construct to	uched		Caster Level: 10	
Repair a construct 1 point of damage. Resistance	17	Will negates (harmless)	1 standard 1 minute action	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
Effect: Subject gains +1 on saving throws.				Target: Creature tou	ıched		Caster Level: 10	
	17	Will negates [object]	1 standard 1 minute/level [D] action	Close (50 ft.)	S	Yes [object]	Illusion (Glamer)	SC: Pg.190
Silent Portal							Caster Level: 10	
	ndow,e	tc.].		Target: One portal			Caster Level. 10	
Effect: Negates the sound of opening/closing any portal [door,wir	ndow,e 17	tc.]. Will partial	1 standard Instantaneous action	Close (50 ft.)	V,S	Yes	Evocation [Sonic]	SC: Pg.195
□□□□□ Silent Portal Effect: Negates the sound of opening/closing any portal [door,wir □□□□□ Sonic Snap Effect: Deal 1 pt of damage and target must save or be deafened	17	Will partial	1 standard Instantaneous			Yes		SC: Pg.195

				Wizard Spells					
Stick	17	Will negates [object]		Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
Effect:			action			, unattende	d object weighing up to	Caster Level: 10	
Sticks one object to another; see text. Touch of Fatigue	17	Fortitude negates		1 round/level	5lbs Touch	V,S,M	Yes	Necromancy	PHB: pg.294
Effect:			action		Target: Creature to	uched		Caster Level: 10	
Touch attack fatigues target.				LEVEL 1					
Name	DC	Saving Throw	Time	LEVEL 1	Pongo	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition	DC 18	None	1 standard	Instantaneous	Range Medium (200 ft.)	V V	No No	Conjuration	SC: Pg.27
Effect:			action		Target: Two willing	creatures of	f up to Large size	(Teleportation) Caster Level: 10	
Two target creatures instantly swap positions. Burning Hands	18	Reflex half		Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
Effect:			action		Target: Cone-shape	ed burst		Caster Level: 10	
1d4/level [max 5d4] fire damage	18	Will negates		Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern)	PHB: pg.210
Effect:			action		Target: Cone-shape	ed burst		[Mind-Affecting] Caster Level: 10	
Knocks unconscious, blinds, and/or stuns 1d6 weak creating Comprehend Languages	18	None		10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
Effect:			action		Target: You			Caster Level: 12	
You understand all spoken and written languages. Deep Breath	18	N/A		1 round/level	Personal	V	N/A	Conjuration	SC: Pg.61
Effect.			immediate action		Tananti Vari			(Creation) [Air]	
Effect: Your lungs are constantly filled with air for the duration o			1 01	10 minutes/level IDI	Target: You	V.C	No	Caster Level: 10	DUD: no 000
Disguise Self	18	None	1 standard action	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamer)	PHB: pg.222
Changes your appearance.	40	Will possess	1 00-25	1 round	Target: You	V/ C 14	Voc	Caster Level: 10	90: Ba 00
Distract Assailant	18	Will negates	1 swift action	1 round	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
Effect:					Target: One creatur	е		[Mind-Affecting] Caster Level: 10	
Target is flatfooted till next turn. Target is flatfooted till next turn.	18	Fortitude negates	1 round	1 minute/level [D]	Close (50 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
Effect: Creatures size increases to next category					Target: One human	oid creature	e	Caster Level: 10	
□□□□□ Expeditious Retreat	18	None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
Effect: Your speed increases by 30 ft.					Target: You			Caster Level: 10	
Grease	18	See text	1 standard action	1 round/level [D]	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.237
Effect: Makes 10-ft. square or one object slippery.					Target: One object	or a 10-ft. s	quare	Caster Level: 10	
Orb of Fire, Lesser	18	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
Effect:								Caster Level: 10	
Ranged Touch attack deals 1d8 points per two caster lev	vels [3,5,	etc max 5d8] points of	fire damage		Target: One orb of	ire		Oddier Ecver. 10	
	vels [3,5, 18	etc max 5d8] points of None		Instantaneous	Close (50 ft.)	V,S	No	Abjuration	SC: Pg.166
Ray of Clumsiness	18	None	1 standard		-	V,S			SC: Pg.166
Graph of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster	18	None	1 standard action		Close (50 ft.)	V,S e construct		Abjuration	SC: Pg.166 DoomDrea: Races of Destiny Pg.167
□□□□□ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster □□□□□□ Scholar's Touch	18 r level [m: 18	None ax 15d6]. None	1 standard action 1 standard action	Instantaneous Concentration, up to 12 rounds	Close (50 ft.) Target: Ray and Or	V,S e construct V,S,M,F		Abjuration Caster Level: 10 Divination Caster Level: 12	DoomDrea: Races of
☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read	18 r level [m: 18	None ax 15d6]. None	1 standard action 1 standard action nust be able	Instantaneous Concentration, up to 12 rounds	Close (50 ft.) Target: Ray and Or Personal Target: One book/re Long (800 ft.)	V,S e construct V,S,M,F ound V,S,F	No No	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment)	DoomDrea: Races of
□□□□□ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster □□□□□□ Scholar's Touch Effect:	18 r level [m: 18 tit once.	None ax 15d6]. None Not perfect recall and r Will disbelief (if	1 standard action 1 standard action nust be able 1 standard	Instantaneous Concentration, up to 12 rounds to read the language.	Close (50 ft.) Target: Ray and Or Personal Target: One book/re Long (800 ft.)	V,S e construct V,S,M,F ound V,S,F ent that can	No No not extend beyond four	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment)	DoomDrea: Races of Destiny Pg.167
☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐☐ Silent Image Effect:	18 r level [m: 18 d it once. 18	None ax 15d6]. None Not perfect recall and r Will disbelief (if	1 standard action 1 standard action nust be able 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language.	Close (50 ft.) Target: Ray and Or Personal Target: One book/rr Long (800 ft.) Target: Visual figma 10-ft. cubes + one Close (50 ft.)	V,S e construct V,S,M,F ound V,S,F ent that can 0-ft. cube/le V,S,M	No No not extend beyond four evel [S] No	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force]	DoomDrea: Races of Destiny Pg.167 PHB: pg.279
### Ray of Clumsiness ##################################	18 r level [m. 18 d it once. 18	None ax 15d6]. None Not perfect recall and r Will disbellef (if interacted with)	1 standard action 1 standard action nust be able 1 standard action 1 standard	Concentration, up to 12 rounds to read the language.	Close (50 ft.) Target: Ray and Or Personal Target: One book/rt Long (800 ft.) Target: Visual figmt 10-ft. cubes + one	V,S e construct V,S,M,F ound V,S,F ent that can 0-ft. cube/le V,S,M	No No not extend beyond four evel [S] No	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279
☐☐☐☐ Ray of Clumsiness Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐☐ Tenser's Floating Disk Effect:	18 r level [m. 18 d it once. 18	None ax 15d6]. None Not perfect recall and r Will disbellef (if interacted with)	1 standard action 1 standard action nust be able 1 standard action 1 standard	Concentration, up to 12 rounds to read the language.	Close (50 ft.) Target: Ray and Or Personal Target: One book/rr Long (800 ft.) Target: Visual figma 10-ft. cubes + one Close (50 ft.)	V,S e construct V,S,M,F ound V,S,F ent that can 0-ft. cube/le V,S,M	No No not extend beyond four evel [S] No	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force]	DoomDrea: Races of Destiny Pg.167 PHB: pg.279
☐☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐☐☐☐☐☐ Tenser's Floating Disk Effect: Creates 3-ftdiameter horizontal disk that holds 1000 lbs	18 r level [m. 18 d it once. 18	None ax 15d6], None Not perfect recall and n Will disbelief (if interacted with) None Saving Throw	standard action standard action standard action standard action standard action standard action standard action Time	Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration	Close (50 ft.) Target: Ray and Or Personal Target: One book/rt Long (800 ft.) Target: Visual figm 10-ft. cubes + one Close (50 ft.) Target: 3-ftdiamet	V,S e construct V,S,M,F bund V,S,F ent that can 0-ft. cube/le V,S,M er disk of fo	No No not extend beyond four evel [S] No rce Spell Resistance	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294
☐☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐☐☐☐☐☐ Tenser's Floating Disk Effect: Creates 3-ftdiameter horizontal disk that holds 1000 lbs	18 r level [m. 18 18 d it once. 18 18	None ax 15d6], None Not perfect recall and r Will disbellef (if interacted with) None	standard action standard action standard action standard action standard action standard action standard action Time	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2	Close (50 ft.) Target: Ray and Or Personal Target: One book/rr Long (800 ft.) Target: Visual figme 10-ft. cubes + one Close (50 ft.) Target: 3-ftdiamet	V,S,M,F bund V,S,F ent that can 0-ft, cube/k V,S,M	No No not extend beyond four evel [S] No	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion)	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294
☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐☐ Tenser's Floating Disk Effect: Creates 3-ftdiameter horizontal disk that holds 1000 lbs Name ☐☐☐☐☐ Black Karma Curse	18 r level [m. 18 d it once. 18 18 s DC 19	None ax 15d6]. None Not perfect recall and r Will disbellef (if interacted with) None Saving Throw Will negates	1 standard action 1 standard action 1 standard action nust be able 1 standard action 1 standard action Time 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous	Close (50 ft.) Target: Ray and Or Personal Target: One book/rt Long (800 ft.) Target: Visual figm 10-ft. cubes + one Close (50 ft.) Target: 3-ftdiamet	V,S we construct V,S,M,F bund V,S,F bund V,S,F when that cannot the construct V,S,M V,S,M Comp. V,S	No No not extend beyond four evel [S] No rce Spell Resistance	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294
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☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐☐ Tenser's Floating Disk Effect: Creates 3-ftdiameter horizontal disk that holds 1000 lbs Name ☐☐☐☐☐ Black Karma Curse Effect: If the target fails it's save, it immediately takes damage a ☐☐☐☐☐☐ False Life Effect: Gain 1d10 +1/level [max +10] temporary hp	18 r level [m. 18 d it once. 18 18 s DC 19 as if struce	None ax 15d6], None Not perfect recall and re Will disbellef (if interacted with) None Saving Throw Will negates kb yit's currently held to	1 standard action Time 1 standard action weapon or m 1 standard action 1 standard action	Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous host damaging natural attack.	Close (50 ft.) Target: Ray and Or Personal Target: One book/rt Long (800 ft.) Target: Visual figment 10-ft. cubes + one of Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creature	V,S e construct V,S,M,F bund V,S,F bund V,S,F ent that cannot oft. cube/lc V,S,M er disk of fo Comp. V,S	No No not extend beyond four evel [S] No rce Spell Resistance Yes	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Necromancy	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229
☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐☐ Tenser's Floating Disk Effect: Creates 3-ftdiameter horizontal disk that holds 1000 lbs Name ☐☐☐☐☐ Black Karma Curse Effect: If the target fails it's save, it immediately takes damage a ☐☐☐☐☐☐☐☐ False Life Effect: Gain 1d10 +1/level [max +10] temporary hp ☐☐☐☐☐☐ Force Ladder Effect: Effect: Gain 1d10 +1/level [max +10] temporary hp ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	18 r level [m. 18 d it once. 18 18 s DC 19 as if struc	None ax 15d6]. None Not perfect recall and n Will disbellef (if interacted with) None Saving Throw Will negates kk by it's currently held to	1 standard action Time 1 standard action weapon or m 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text	Close (50 ft.) Target: Ray and Or Personal Target: One book/re Long (800 ft.) Target: Visual figment 10-ft. cubes + one of Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creatur Personal Target: You Close (50 ft.) Target: Tone close (50 ft.)	V,S,M,F bund V,S,F bund V,S,F bund V,S,F cont that can 0-ft. cube/le V,S,M Comp. V,S e V,S,M V,S,F of force 2 ft	No No not extend beyond four evel [S] No rce Spell Resistance Yes	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229
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### Ray of Clumsiness ##################################	18 level [m 18 18 18 18 18 18 18 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	None ax 15d6], None Not perfect recall and r Will disbellef (if interacted with) None Saving Throw Will negates k by it's currently held to None None	1 standard action weapon or many action 1 standard action 1 standard action 1 standard action 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text	Close (50 ft.) Target: Ray and Or Personal Target: One book/rr Long (800 ft.) Target: Visual figma 10-ft. cubes + one 10-ft.	V,S,M,F bund V,S,F ent that can 0-ft. cube/le V,S,M er disk of fo Comp. V,S e V,S,M V,S,F of force 2 ft g V,S,M	No No No not extend beyond four evel [S] No rce Spell Resistance Yes No No No No . wide and anywhere No	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Evocation [Force] Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97
☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐☐ Tenser's Floating Disk Effect: Creates 3-ftdiameter horizontal disk that holds 1000 lbs Name ☐☐☐☐☐ Black Karma Curse Effect: If the target fails it's save, it immediately takes damage a ☐☐☐☐☐☐☐ False Life Effect: Gain 1d10 +1/level [max +10] temporary hp ☐☐☐☐☐ Force Ladder Effect: Creates a ladder from 10 to 60 ft. long by 2 ft. wide. ☐☐☐☐☐☐ Glitterdust Effect: Effect: Creates a ladder from 10 to 60 ft. long by 2 ft. wide. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	18 level [m 18 18 18 18 18 18 18 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	None ax 15d6]: None Not perfect recall and r Will disbellef (if interacted with) None Saving Throw Will negates kk by it's currently held whone None Will negates (blinding	1 standard action weapon or m 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text	Close (50 ft.) Target: Ray and Or Personal Target: One book/n Long (800 ft.) Target: Visual figmt 10-ft. cubes + one 'Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creatur Personal Target: You Close (50 ft.) Target: You Close (50 ft.) Target: One ladder from 10 to 60 ft. lon Medium (200 ft.)	V,S,M,F bund V,S,F ent that can 0-ft. cube/le V,S,M er disk of fo Comp. V,S e V,S,M V,S,F of force 2 ft g V,S,M	No No No not extend beyond four evel [S] No rce Spell Resistance Yes No No No No . wide and anywhere No	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Evocation [Force] Caster Level: 10 Conjuration Caster Level: 10 Transmutation	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97
Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster Company Scholar's Touch Effect: Absorb the contents of an entire book as if you had read Coreates minor illusion of your design. Creates minor illusion of your design. Creates aninor illusion of your design. Creates aninor illusion of your design. Creates 3-ftdiameter horizontal disk that holds 1000 lbs Name Coreates 3-ftdiameter horizontal disk that holds 1000 lbs Nam	18 I level [m 18 I it once. 18 I s s DC 19 19 19 19	None ax 15d6]; None Not perfect recall and not will disbellef (if interacted with) None Saving Throw Will negates Sk by it's currently held on None Will negates (blinding only)	1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text	Close (50 ft.) Target: Ray and Or Personal Target: One book/re Long (800 ft.) Target: Visual figme 10-ft. cubes + one · Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: You Close (50 ft.) Target: You Close (50 ft.) Target: One ladder from 10 to 60 ft. lon Medium (200 ft.) Target: Creatures a spread	V,S we construct V,S,M,F bund V,S,F ent that cannot the cuberle V,S,M er disk of fo Comp. V,S,M V,S,F ef force 2 ft g V,S,M nd objects w	No No No not extend beyond four evel [S] No rce Spell Resistance Yes No No No wide and anywhere No within 10-ft-radius	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Evocation [Force] Caster Level: 10 Conjuration (Creation) Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236
### Ray of Clumsiness ##################################	18 I level [m 18 I it once. 18 I s s DC 19 19 19 19	None ax 15d6]; None Not perfect recall and not will disbellef (if interacted with) None Saving Throw Will negates Sk by it's currently held on None Will negates (blinding only)	1 standard action weapon or m 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text	Close (50 ft.) Target: Ray and Or Personal Target: One book/ri Long (800 ft.) Target: Visual figmet 10-ft. cubes + one Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creatur Personal Target: You Close (50 ft.) Target: One ladder from 10 to 60 ft. lo Medium (200 ft.) Target: Creatures a spread 30 ft.	V,S,M,F bund V,S,F ent that cannot-ft. cube/le V,S,M er disk of fo Comp. V,S,M V,S,F V,S,M V,S,F of force 2 ft of y V,S,M nd objects w V,S,d d burst	No No No not extend beyond four evel [S] No rce Spell Resistance Yes No No No wide and anywhere No within 10-ft-radius	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Evocation [Force] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Transmutation [Sonic]	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236
☐☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	18 It level [m 18 It it once. 18 It it once. 18 It is once. 19 It	None ax 15d6]: None Not perfect recall and r Will disbellef (if interacted with) None Saving Throw Will negates k by it's currently held to None Will negates (blinding only) Reflex negates	1 standard action Time 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text 1 minute/level 1 round/level Instantaneous	Close (50 ft.) Target: Ray and Or Personal Target: One book/ri Long (800 ft.) Target: Visual figmet 10-ft. cubes + one Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creatur Personal Target: You Close (50 ft.) Target: One ladder from 10 to 60 ft. low Medium (200 ft.) Target: Creatures a spread 30 ft. Target: Cone-shape Medium (200 ft.) Target: One door, b	V,S,M,F bund V,S,F ent that canno-ft, cube/le V,S,M er disk of fo Comp. V,S,M V,S,F e V,S,M V,S,F of force 2 ft of V,S,M nd objects v V,S ed burst V	No No not extend beyond four evel [S] No rce Spell Resistance Yes No No wide and anywhere No within 10-ft-radius Yes	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Conjuration (Creation) Caster Level: 10 Conjuration (Creation) Caster Level: 10 Transmutation [Sonic] Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236 SC: Pg.126
☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐ Tenser's Floating Disk Effect: Creates 3-ftdiameter horizontal disk that holds 1000 lbs Name ☐☐☐☐ Black Karma Curse Effect: If the target fails it's save, it immediately takes damage a ☐☐☐☐☐ False Life Effect: Gain 1d10 +1/level [max +10] temporary hp ☐☐☐☐☐ Force Ladder Effect: Creates a ladder from 10 to 60 ft. long by 2 ft. wide. ☐☐☐☐☐☐ Glitterdust Effect: Blinds creatures, outlines invisible creatures. ☐☐☐☐☐☐ Ironthunder Horn Effect: Creatures must save or be knocked prone. ☐☐☐☐☐☐ Knock Effect: Cpens locked or magically sealed door.	18 It level [m 18 It it once. 18 It it once. 18 It is once. 19 It	None ax 15d6]: None Not perfect recall and r Will disbellef (if interacted with) None Saving Throw Will negates kk by it's currently held to None Will negates (blinding only) Reflex negates None	1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text 1 minute/level 1 round/level Instantaneous	Close (50 ft.) Target: Ray and Or Personal Target: One book/rr Long (800 ft.) Target: Visual figma 10-ft. cubes + one · Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creatur Personal Target: You Close (50 ft.) Target: One ladder from 10 to 60 ft. lon Medium (200 ft.) Target: Creatures a spread 30 ft. Target: Cone-shape Medium (200 ft.)	V,S,M,F bund V,S,F ent that canno-ft, cube/le V,S,M er disk of fo Comp. V,S,M V,S,F e V,S,M V,S,F of force 2 ft of V,S,M nd objects v V,S ed burst V	No No not extend beyond four even [S] No rece Spell Resistance Yes No No wide and anywhere No within 10-ft-radius Yes	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Evocation [Force] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Caster Level: 10 Transmutation Caster Level: 10 Enchantment	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236 SC: Pg.126
### Ray of Clumsiness ##################################	18 level [m 18 li it once. 18 li it once. 18 li s s	None ax 15d6], None Not perfect recall and re Will disbellef (if interacted with) None Saving Throw Will negates bk by it's currently held to None Will negates (blinding only) Reflex negates None	1 standard action 2 standard action 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text 1 minute/level 1 round/level Instantaneous Instantaneous; see text	Close (50 ft.) Target: Ray and Or Personal Target: One book/rr Long (800 ft.) Target: Visual figma 10-ft. cubes + one · Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creature Personal Target: One ladder from 10 to 60 ft. lon Medium (200 ft.) Target: Creatures a spread 30 ft. Target: Cone-shaper Medium (200 ft.) Target: Cone door, to 10 sq. ft./level Touch	V,S,M,F bund V,S,F ent that canno-ft, cube/le V,S,M er disk of fo Comp. V,S,M V,S,F V,S,M V,S,F of force 2 ft g V,S,M nd objects w V,S v,S v,S v,S v,S v,S v,S v,S	No No No not extend beyond four evel [S] No roce Spell Resistance Yes No No wide and anywhere No within 10-ftradius Yes No t with an area of up to	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Evocation [Force] Caster Level: 10 Conjuration Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Enchantment (Compulsion) (Mind-Affecting) Enchantment (Compulsion) [Mind-Affecting)	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236 SC: Pg.126 PHB: pg.246
☐☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐☐☐☐ Tenser's Floating Disk Effect: Creates 3-ftdiameter horizontal disk that holds 1000 lbs Name ☐☐☐☐☐ Black Karma Curse Effect: If the target fails it's save, it immediately takes damage a ☐☐☐☐☐☐☐☐☐ False Life Effect: Gain 1d10 +1/level [max +10] temporary hp ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	18 level [m 18 li ti once. 18 li ti once. 18 li ti once. 18 li ti once. 19 li ti	None ax 15d6], None Not perfect recall and re Will disbellef (if interacted with) None Saving Throw Will negates ak by it's currently held to None Will negates (blinding only) Reflex negates None Fortitude negates (harmless)	1 standard action weapon or m 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text 1 minute/level Instantaneous Instantaneous; see text	Close (50 ft.) Target: Ray and Or Personal Target: One book/ri Long (800 ft.) Target: Visual figmit 10-ft. cubes + one - Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creature Personal Target: You Close (50 ft.) Target: One ladder from 10 to 60 ft. lon Medium (200 ft.) Target: Creatures a spread 30 ft. Target: Creature to 10 sq. ft./level Touch Target: Creature to 10 sq. ft./level Touch	V,S,M,F bund V,S,F ent that canno-ft, cube/le V,S,M er disk of fo Comp. V,S, V,S,F of force 2 ft g V,S,M nd objects v V,S ed burst V ox, or chest V,S uched	No No No not extend beyond four evel [S] No rce Spell Resistance Yes No No wide and anywhere No within 10-ftradius Yes No t with an area of up to Yes [harmless]	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Evocation [Force] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Transmutation [Sonic] Caster Level: 10 Transmutation Caster Level: 10 Enchantment Compulsion) [Mind-Affecting] Caster Level: 10 Enchantment Compulsion) [Mind-Affecting] Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236 SC: Pg.126 PHB: pg.246 SC: Pg.140
☐☐☐☐☐ Ray of Clumsiness Effect: Interferes with magical animation dealing 1d6 per caster ☐☐☐☐☐ Scholar's Touch Effect: Absorb the contents of an entire book as if you had read ☐☐☐☐☐ Silent Image Effect: Creates minor illusion of your design. ☐☐☐☐☐ Tenser's Floating Disk Effect: Creates 3-ftdiameter horizontal disk that holds 1000 lbs Name ☐☐☐☐☐ Black Karma Curse Effect: If the target fails it's save, it immediately takes damage a ☐☐☐☐☐☐☐☐ False Life Effect: Gain 1d10 +1/level [max +10] temporary hp ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	18 level [m 18 li it once. 18 li it once. 18 li s s	None ax 15d6]: None Not perfect recall and r Will disbellef (if interacted with) None Saving Throw Will negates kk by it's currently held to None Will negates (blinding only) Reflex negates None	1 standard action weapon or m 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text 1 minute/level 1 round/level Instantaneous Instantaneous; see text	Close (50 ft.) Target: Ray and Or Personal Target: One book/ri Long (800 ft.) Target: Visual figmit 10-ft. cubes + one · Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creature Personal Target: You Close (50 ft.) Target: One ladder from 10 to 60 ft. lon Medium (200 ft.) Target: Creatures a spread 30 ft. Target: Cone-shape Medium (200 ft.) Target: Cone-one door, bt 10 sq. ft./level Touch Target: Creature to Personal; see text	V,S,M,F bund V,S,F ent that canno-ft, cube/le V,S,M er disk of fo Comp. V,S, V,S,F of force 2 ft g V,S,M nd objects v V,S ed burst V ox, or chest V,S uched	No No No not extend beyond four evel [S] No roce Spell Resistance Yes No No wide and anywhere No within 10-ftradius Yes No t with an area of up to	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Caster Level: 10 Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Evocation [Force] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Transmutation [Sonic] Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 India-Affecting] Caster Level: 10 Enchantment Compulsion) [Mind-Affecting] Caster Level: 10 Illusion (Figment)	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236 SC: Pg.126 PHB: pg.246 SC: Pg.140
## Comments of Clumsiness ### Effect: Interferes with magical animation dealing 1d6 per caster	18 Is level [m 18 Is	None ax 15d6]; None Not perfect recall and riving the second of the seco	1 standard action 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text 1 minute/level Instantaneous Instantaneous Instantaneous; see text 1 minute/level 1 minute/level 1 minute/level	Close (50 ft.) Target: Ray and Or Personal Target: One book/ri Long (800 ft.) Target: Visual figmet 10-ft. cubes + one Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creatur Personal Target: You Close (50 ft.) Target: One ladder from 10 to 60 ft. low Medium (200 ft.) Target: Creatures a spread 30 ft. Target: Cone-shape Medium (200 ft.) Target: One door, by 10 sq. ft./level Touch Target: Creature to Personal; see text Target: You	V,S e construct V,S,M,F bund V,S,F ent that cannot that cannot the comp. V,S,M er disk of fo Comp. V,S,M V,S,F of force 2 ft g V,S,M and objects to V,S ed burst V ox, or chest V,S uched V,S	No No No not extend beyond four evel [S] No rece Spell Resistance Yes No No wide and anywhere No within 10-ftradius Yes No t with an area of up to Yes [harmless]	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Conjuration (Creation) Caster Level: 10 Conjuration (Creation) Caster Level: 10 Transmutation [Sonic] Caster Level: 10 Transmutation Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Itansmutation Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Illusion (Figment) Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236 SC: Pg.126 PHB: pg.246 SC: Pg.140 PHB: pg.254
Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates a ladder from 10 to 60 ft. long by 2 ft. wide. Greates deates a long by 2 ft. wide. Greates deates a long by 2 ft. wide. Greates deates deates of by 2 ft. wide. Greates deates deates of you [1d4 +1/3 levels, max +1] in protection from Arrows	18 Is level [m 18 Is	None ax 15d6], None Not perfect recall and re Will disbellef (if interacted with) None Saving Throw Will negates ak by it's currently held to None Will negates (blinding only) Reflex negates None Fortitude negates (harmless)	1 standard action 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text 1 minute/level Instantaneous Instantaneous; see text	Close (50 ft.) Target: Ray and Or Personal Target: One book/rr Long (800 ft.) Target: Visual figmu 10-ft. cubes + one 10-ft. Target: 3-ftdiamet Range Close (50 ft.) Target: One creature Personal Target: One ladder from 10 to 60 ft. lon Medium (200 ft.) Target: Creatures a spread 30 ft. Target: Cone-shape Medium (200 ft.) Target: One door, b 10 sq. ft./level Touch Target: Creature to Personal; see text Target: You Touch	V,S e construct V,S,M,F bund V,S,F ent that canno-ft. cube/le V,S,M er disk of fo Comp. V,S,M V,S,F ev V,S,M V,S,F of force 2 ft g V,S,M and objects v V,S ed burst V ox, or chest V,S uched V,S,F	No No No not extend beyond four evel [S] No rce Spell Resistance Yes No No wide and anywhere No within 10-ftradius Yes No t with an area of up to Yes [harmless]	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Evocation [Force] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Conjuration (Creation) Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Illusion (Figment) Caster Level: 10 Illusion (Figment) Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236 SC: Pg.126 PHB: pg.246 SC: Pg.140
## Comments of Clumsiness ### Effect: Interferes with magical animation dealing 1d6 per caster	18 Is level [m 18 Is	None ax 15d6]: None Not perfect recall and re Will disbellef (if interacted with) None Saving Throw Will negates bk by it's currently held to None Will negates (blinding only) Reflex negates None Fortitude negates (harmless) None Will negates Will negates	1 standard action weapon or m 1 standard action	Instantaneous Concentration, up to 12 rounds to read the language. Concentration 1 hour/level LEVEL 2 Duration Instantaneous nost damaging natural attack. 1 hour/level or until discharged; see text 1 minute/level Instantaneous Instantaneous Instantaneous; see text 1 minute/level 1 minute/level 1 minute/level	Close (50 ft.) Target: Ray and Or Personal Target: One book/ri Long (800 ft.) Target: Visual figmet 10-ft. cubes + one Close (50 ft.) Target: 3-ftdiamet Range Close (50 ft.) Target: One creatur Personal Target: You Close (50 ft.) Target: One ladder from 10 to 60 ft. low Medium (200 ft.) Target: Creatures a spread 30 ft. Target: Cone-shape Medium (200 ft.) Target: One door, by 10 sq. ft./level Touch Target: Creature to Personal; see text Target: You	V,S e construct V,S,M,F bund V,S,F ent that canno-ft. cube/le V,S,M er disk of fo Comp. V,S,M V,S,F ev V,S,M V,S,F of force 2 ft g V,S,M and objects v V,S ed burst V ox, or chest V,S uched V,S,F	No No No not extend beyond four evel [S] No rece Spell Resistance Yes No No wide and anywhere No within 10-ftradius Yes No t with an area of up to Yes [harmless]	Abjuration Caster Level: 10 Divination Caster Level: 12 Illusion (Figment) Evocation [Force] Caster Level: 10 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Conjuration (Creation) Caster Level: 10 Conjuration (Creation) Caster Level: 10 Transmutation [Sonic] Caster Level: 10 Transmutation Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Itansmutation Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Illusion (Figment) Caster Level: 10	DoomDrea: Races of Destiny Pg.167 PHB: pg.279 PHB: pg.294 Source PHB II: pg.103 PHB: pg.229 SC: Pg.97 PHB: pg.236 SC: Pg.126 PHB: pg.246 SC: Pg.140 PHB: pg.254

				Wizard Spells					
□□□□□ Ray of Stupidity	19	None		nstantaneous	Close (50 ft.)	V,S,M	Yes		SC: Pg.167
Effect: Ranged touch attack takes 1d4+1 Intelligence damage.			action		Target: Ray			(Compulsion) [Mind-Affecting] Caster Level: 10	
Ranged touch attack takes 104+1 Intelligence damage. Rope Trick	19			hour/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.273
Effect:			action			d piece of r	ope from 5 ft. to 30 ft.	Caster Level: 10	
As many as eight creatures hide in extradimensional spac	ce. 19	None		nstantaneous	long Close (50 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
Effect:			action		Target: 1 ray + 1 ray	/4 levels [s	ee text]	Caster Level: 10	
2 rays, ranged touch attack deals 4d6 fire damage.	19	or Fortitude half; see	1 standard I action	nstantaneous	Close (50 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
Effect:		text				pread; or o	one solid object or one	Caster Level: 10	
Sonic vibration damages objects or crystalline creatures.	19	N/A		0 minutes/level [D]	crystalline creature Personal	V,S,M	N/A	Necromancy	SC: Pg.189
Effect:			action		Target: You			Caster Level: 10	
Shroud yourself in invisbile negative energy so nonintel pposite effect on you as if you were undead.	-								
□□□□ Slide, Greater	19	Will negates	1 standard I action	nstantaneous	, ,	V	Yes	Transmutation	SC: Pg.192
Effect: Slide the subject 20 feet in any direction; does not provoke	e attacl	k of opportunity.			Target: One creature	Э		Caster Level: 10	
□□□□□ Spectral Hand	19	None	1 standard 1 action	minute/level [D]	Medium (200 ft.)	V,S	No	Necromancy	PHB: pg.282
Effect: Creates disembodied glowing hand to deliver touch attack	KS.				Target: One spectra	l hand		Caster Level: 10	
□□□□ Web	19	Reflex negates; see text	1 standard 1 action	0 minutes/level [D]	Medium (200 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.301
Effect: Fills 20-ftradius spread with sticky spiderwebs.					Target: Webs in a 20	O-ftradius	spread	Caster Level: 10	
>				LEVEL 3					
Name	DC	Saving Throw	Time [Duration	Range	Comp.	Spell Resistance	School	Source
Alter Fortune	20	None		nstantaneous		V,X	No No	Divination	PHB II: pg.101
ffect: Target must reroll any die roll it just made taking the secor	nd roll.				Target: One creature	9		Caster Level: 12	
□□□□ Chain Missile		None	1 standard I action	nstantaneous	Long (800 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.44
Effect: Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+ issile.	·10] ead	ch to the primary targe	, each secor	ndary target takes only 1d4+1 from or	Target: One creature newithin 30 ft. of the pr	e, + one/2 l imary targe	evels which must be et	Caster Level: 10	
Corpse Candle	20		action	minute/level [D]; see text	Target: Ghostly hand	S,M d and cand	No lle	Conjuration (Creation) Caster Level: 10	SC: Pg.53
Create ghostly hand and candle that sheds 5 ft. of light, you not items.	20 20	None None		nstantaneous	-	V.C	No	A biconstinu	DI ID 202
Dispel Magic	20	None	action	iistaritarieous	, ,	V,S		Abjuration	PHB: pg.223
ffect: Cancels magical spells and effects.					Target: One spellcas 20-ftradius burst			Caster Level: 10	
□□□□□ Dragonskin	20	N/A	1 standard 1 action	0 minutes/level		S,M	N/A	Transmutation	SC: Pg.73
<pre>iffect: Gain armor enhancement bonus of +1/2 levels [max +5] a</pre>	and ene				Target: You			Caster Level: 10	
□□□□□ Enhance Familiar	20	None	1 standard 1 action	hour/level		V,S	Yes [harmless]	Universal	SC: Pg.81
iffect: Grants familiar +2 bonus on saves, attack rolls and melee	damaç	ge, as well as a +2 bonu	s to AC.		Target: Familiar toud	ched		Caster Level: 10	
]□□□□ Haste	20		1 standard 1 action	round/level	Close (50 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
Effect: 1 creature/level moves faster, +1 on attack rolls, AC, and	Reflex	saves.			Target: 1 creature/le than 30 ft. apart	vel, no two	of which can be more	Caster Level: 10	
□□□□ Mage Armor, Greater iffect:	20	Will negates [harmless]	1 standard 1 action	hour/level [D]		V,S	Yes [harmless]	Conjuration (Creation) [Force] Caster Level: 10	SC: Pg.136
As mage armor, except gain +6 armor bonus.	20				Target: Creature tou	ched		040107 20707. 10	
		Will negates		0 minutes/level	-		No; see text	Abjuration [Good]	PHB: pg.249
Effect:		(harmless)	action		Touch	V,S,M/DF	No; see text from touched creature	Abjuration [Good]	PHB: pg.249
iffect: +2 to AC and saves, counter mind control, hedge out elem	nentals	(harmless)	action adius and 10		Touch Target: 10-ftradius	V,S,M/DF		Abjuration [Good] Caster Level: 10 Conjuration	PHB: pg.249 PHB: pg.260
iffect: +2 to AC and saves, counter mind control, hedge out elem	nentals	(harmless) and outsiders in 10-ft. r	action adius and 10	minutes/level.	Touch Target: 10-ftradius	V,S,M/DF emanation V,S	from touched creature	Abjuration [Good] Caster Level: 10	
iffect: +2 to AC and saves, counter mind control, hedge out elem	nentals	(harmless) and outsiders in 10-ft. r	action radius and 10 10 minutes 1	minutes/level.	Touch Target: 10-ftradius 0 ft. Target: One quasi-re	V,S,M/DF emanation V,S	from touched creature	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation	
Effect: +2 to AC and saves, counter mind control, hedge out elem	mentals 20 20	(harmless) s and outsiders in 10-ft. r None	action adius and 10 10 minutes 1	minutes/level. hour/level [D]	Touch Target: 10-ftradius 0 ft. Target: One quasi-re	V,S,M/DF emanation V,S eal, horselil V,S,M	from touched creature No ke creature	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10	PHB: pg.260
######################################	mentals 20 20	(harmless) s and outsiders in 10-ft. r None Reflex half	action adius and 10 10 minutes 1 1 standard I action	minutes/level. hour/level [D]	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius	V,S,M/DF emanation V,S eal, horselil V,S,M	from touched creature No ke creature	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity]	PHB: pg.260
Effect: +2 to AC and saves, counter mind control, hedge out elem	mentals 20 20 20 ge.	(harmless) s and outsiders in 10-ft. r None Reflex half	action adius and 10 10 minutes 1 1 standard I action	minutes/level. hour/level [D] nstantaneous	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch	V,S,M/DF emanation V,S eal, horselil V,S,M burst V,S	from touched creature No ke creature Yes Yes (object)	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10	PHB: pg.260 SC: Pg.181
Effect: +2 to AC and saves, counter mind control, hedge out elem	mentals 20 20 20 ge.	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object)	action adius and 10 10 minutes 1 1 standard I action 1 standard 1 action	minutes/level. hour/level [D] nstantaneous	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.)	V,S,M/DF emanation V,S eal, horselil V,S,M burst V,S d object of t	from touched creature No ke creature Yes Yes (object)	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Transmutation	PHB: pg.260 SC: Pg.181
Effect: +2 to AC and saves, counter mind control, hedge out elem	20 20 ge. 20 20 max red	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction co	action adius and 10 10 minutes 1 1 standard I action 1 standard 1 action 1 round 1 an't reduce b	minutes/level. hour/level [D] instantaneous day/level; see text minute/level elow 0.	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature	V,S,M/DF emanation V,S eaal, horselil V,S,M burst V,S d object of the V,S	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft./level No	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200
Effect: +2 to AC and saves, counter mind control, hedge out elem	20 20 ge. 20	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates	action adius and 10 10 minutes 1 1 standard 1 action 1 standard 1 action 1 round 1 1 round 1 1 standard 2	minutes/level. hour/level [D] nstantaneous day/level; see text minute/level	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature	V,S,M/DF emanation V,S eal, horselil V,S,M burst V,S d object of t	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft./level	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer)	PHB: pg.260 SC: Pg.181 PHB: pg.279
Effect: +2 to AC and saves, counter mind control, hedge out elem	20 ge. 20 max red 20 is used.	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction control (object)	action adius and 10 10 minutes 1 1 standard I action 1 standard 1 action 1 round 1 round 1 standard 2 action 1 round 1 standard 3	minutes/level. hour/level [D] nstantaneous day/level; see text minute/level elow 0. 24 hours or until discharged, then 6 ounds; see text	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature Touch Target: One object	V,S,M/DF emanation V,S eal, horselii V,S,M burst V,S d object of t V,S	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft./level No No [object]	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200 SC: Pg.216
### ### ##############################	20 ge. 20 20 max red 20	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction control (object)	action adius and 10 10 minutes 1 1 standard I action 1 standard 1 action 1 round 1 round 1 standard 2 action 1 round 1 standard 3	minutes/level. hour/level [D] instantaneous day/level; see text minute/level elow 0. 44 hours or until discharged, then 6	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature Touch Target: One object Touch	V,S,M/DF emanation V,S eal, horselii V,S,M burst V,S d object of 6 V,S e V,S,M	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft./level No	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10 Divination	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200
Effect: +2 to AC and saves, counter mind control, hedge out elem	20 20 20 20 20 20 20 20 is used.	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction control (object) . Will negates (harmless)	action adius and 10 10 minutes 1 1 standard I action 1 standard 1 action 1 round 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action	minutes/level. hour/level [D] instantaneous day/level; see text minute/level elow 0. 4 hours or until discharged, then 6 ounds; see text 0 minutes/level	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature Touch Target: One object Touch Target: Creature tou	V,S,M/DF emanation V,S eal, horselii V,S,M burst V,S d object of t V,S V,S,M V,M/DF ched	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft./level No No [object]	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10 Divination Caster Level: 10 Divination Caster Level: 11	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200 SC: Pg.216 PHB: pg.294
Effect: +2 to AC and saves, counter mind control, hedge out elements of the AC and saves, counter mind control, hedge out elements of the AC and saves, counter mind control, hedge out elements of the AC and saves, counter mind control, hedge out elements of the AC and saves of the AC a	20 ge. 20 max red 20 is used.	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction control (object) Will negates Will negates	action adius and 10 10 minutes 1 1 standard I action 1 standard 1 action 1 round 1 standard 2 action 1 standard 3 action 1 standard 4 action 1 standard 4 action 1 standard 4 action	minutes/level. hour/level [D] nstantaneous day/level; see text minute/level elow 0. 24 hours or until discharged, then 6 ounds; see text	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature Touch Target: One object Touch Target: Creature touched Personal	V,S,M/DF emanation V,S eal, horselii V,S,M burst V,S d object of 6 V,S e V,S,M	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft./level No No [object]	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10 Divination Caster Level: 12 Transmutation	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200 SC: Pg.216
Effect: +2 to AC and saves, counter mind control, hedge out elements of the AC and saves, counter mind control, hedge out elements of the AC and saves, counter mind control, hedge out elements of the AC and saves, counter mind control, hedge out elements of the AC and saves of the AC a	20 20 20 20 20 20 20 20 20 20 20 20 20 2	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction control (object) Will negates (harmless) N/A ture within 30 feet that is	action adius and 10 10 minutes 1 1 standard 1 action 1 round 1 round 1 standard 2 action 1 standard 3 action 1 standard 3 action 1 standard 4 action 1 standard 5 action 1 standard 6 action	minutes/level. hour/level [D] instantaneous day/level; see text minute/level elow 0. 24 hours or until discharged, then 6 ounds; see text 0 minutes/level 0 minutes/level [D] ith the ground.	Touch Target: 10-ftradius 0 ft. Target: One quasi-re. Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature. Touch Target: One object Touch Target: Creature touched Personal Target: You	V,S,M/DF emanation V,S eal, horselil V,S,M burst V,S d object of t V,S e V,S,M V,M/DF ched V,S,F/DF	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft./level No No [object] No N/A	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10 Divination Caster Level: 12 Transmutation Caster Level: 12 Transmutation Caster Level: 12 Caster Level: 10	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200 SC: Pg.216 PHB: pg.294 SC: Pg.224
Effect: +2 to AC and saves, counter mind control, hedge out elem -2 in AC and saves, counter mind control, hedge out elem -2 in AC and saves, counter mind control, hedge out elem -2 in AC and saves, counter mind control, hedge out elem -2 in AC acceptable of the AC acceptable of the AC acceptable of the AC acceptable -2 in AC acceptable of the	20 20 20 20 20 20 20 20 20 20 20 20 20 2	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction of None [object] Will negates (harmless)	action adius and 10 10 minutes 1 1 standard 1 action 1 round 1 round 1 standard 2 action 1 standard 3 action 1 standard 3 action 1 standard 4 action 1 standard 5 action 1 standard 6 action	minutes/level. hour/level [D] instantaneous day/level; see text minute/level elow 0. 24 hours or until discharged, then 6 ounds; see text 0 minutes/level 0 minutes/level	Touch Target: 10-ftradius 0 ft. Target: One quasi-re. Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature. Touch Target: One object Touch Target: Creature touched Personal Target: You	V,S,M/DF emanation V,S eal, horselii V,S,M burst V,S d object of t V,S V,S,M V,M/DF ched	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft./level No No [object]	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10 Divination Caster Level: 12 Transmutation	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200 SC: Pg.216 PHB: pg.294
Effect: +2 to AC and saves, counter mind control, hedge out elem	20 20 20 20 20 20 20 20 20 20 20 20 20 2	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction control (object) Will negates (harmless) N/A ture within 30 feet that is None	action adius and 10 10 minutes 1 1 standard 1 action 1 standard 1 action 1 round 1 an't reduce b 1 standard 2 action r 1 standard 3 action r 1 standard 3 action standard 3 action standard 3 action standard 4 action standard 3 action standard 4 1 standard 3 action standard 3 standard 4 1 standard 4 1 standard 3	minutes/level. hour/level [D] instantaneous day/level; see text minute/level elow 0. 24 hours or until discharged, then 6 ounds; see text 0 minutes/level 0 minutes/level [D] ith the ground.	Touch Target: 10-ftradius 0 ft. Target: One quasi-re. Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature. Touch Target: One object Touch Target: Creature touched Personal Target: You	V,S,M/DF emanation V,S eal, horselil V,S,M burst V,S d object of v V,S e V,S,M V,M/DF ched V,S,F/DF V,S	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft/level No No [object] No NA Yes	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10 Divination Caster Level: 12 Transmutation Caster Level: 12 Transmutation Caster Level: 12 Caster Level: 10	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200 SC: Pg.216 PHB: pg.294 SC: Pg.224
Effect: +2 to AC and saves, counter mind control, hedge out elements of the counter mind control in the counter mind	20 20 20 20 20 20 20 20 20 20 20 20 20 2	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction control (object) Will negates (harmless) N/A ture within 30 feet that is None	action adius and 10 10 minutes 1 1 standard 1 action 1 standard 1 action 1 round 1 an't reduce b 1 standard 2 action r 1 standard 3 action r 1 standard 3 action standard 3 action standard 3 action standard 4 action standard 3 action standard 4 1 standard 3 action standard 3 standard 4 1 standard 4 1 standard 3	minutes/level. hour/level [D] instantaneous day/level; see text minute/level elow 0. 24 hours or until discharged, then 6 ounds; see text 0 minutes/level 10 minutes/level 10 minutes/level [D] iith the ground. instantaneous/1 hour; see text	Touch Target: 10-ftradius 0 ft. Target: One quasi-re. Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature Touch Target: One object Touch Target: Creature tou Personal Target: You Touch	V,S,M/DF emanation V,S eal, horselil V,S,M burst V,S d object of v V,S e V,S,M V,M/DF ched V,S,F/DF V,S	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft/level No No [object] No NA Yes	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10 Divination Caster Level: 10 Divination Caster Level: 10 Necromancy	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200 SC: Pg.216 PHB: pg.294 SC: Pg.224
Effect: +2 to AC and saves, counter mind control, hedge out elem	20 20 20 20 20 20 20 20 20 20 20 20 20 2	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction control (object) Will negates (harmless) N/A ture within 30 feet that is None age as hp.	action adius and 10 10 minutes 1 1 standard 1 action 1 standard 1 action 1 round 1 1 standard 2 action 7 1 standard 3 action 7 1 standard 4 action 7 1 standard 4 action 8 1 standard 4 action 9 1 standard 1 action 1	minutes/level. hour/level [D] instantaneous day/level; see text minute/level elow 0. 24 hours or until discharged, then 6 ounds; see text 0 minutes/level 0 minutes/level [D] ith the ground.	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One object Touch Target: Creature tou Personal Target: You Touch Target: You	V,S,M/DF emanation V,S eal, horselil V,S,M burst V,S d object of v V,S e V,S,M V,M/DF ched V,S,F/DF V,S	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft/level No No [object] No NA Yes	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10 Divination Caster Level: 10 Divination Caster Level: 10 Necromancy	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200 SC: Pg.216 PHB: pg.294 SC: Pg.224
Effect: +2 to AC and saves, counter mind control, hedge out element of the property of the pro	20 20 20 20 20 20 20 20 20 20 20 20 20 2	(harmless) s and outsiders in 10-ft. r None Reflex half Will negates (object) Fortitude negates duction 15]. Reduction control (object) Will negates (harmless) N/A ture within 30 feet that is None age as hp.	action adius and 10 10 minutes 1 1 standard 1 action 1 standard 1 action 1 round 1 1 standard 2 action 7 1 standard 3 action 7 1 standard 4 action 7 1 standard 4 action 8 1 standard 4 action 9 1 standard 1 action 1	minutes/level. hour/level [D] nstantaneous day/level; see text minute/level elow 0. 24 hours or until discharged, then 6 ounds; see text 0 minutes/level 10 minutes/level [D] tith the ground. nstantaneous/1 hour; see text LEVEL 4 Duration	Touch Target: 10-ftradius 0 ft. Target: One quasi-re Long (800 ft.) Target: 20-ftradius Touch Target: One touched Close (50 ft.) Target: One creature Touch Target: One object Touch Target: Creature tou Personal Target: You Touch Target: Living creature	V,S,M/DF emanation V,S eal, horselil V,S,M burst V,S d object of o V,S e V,S,M V,M/DF ched V,S,F/DF V,S are touched	from touched creature No ke creature Yes Yes (object) up to 2 cu. ft./level No No [object] No N/A Yes	Abjuration [Good] Caster Level: 10 Conjuration (Creation) Caster Level: 10 Evocation [Electricity] Caster Level: 10 Transmutation Caster Level: 10 Illusion (Glamer) Caster Level: 10 Divination Caster Level: 12 Transmutation Caster Level: 12 Transmutation Caster Level: 10 Necromancy Caster Level: 10	PHB: pg.260 SC: Pg.181 PHB: pg.279 SC: Pg.200 SC: Pg.216 PHB: pg.294 SC: Pg.224 PHB: pg.298

				Wizard Spells					
Celerity	21		1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
Effect: Can immediately take a standard action as if you had read	died an	action. You are dazed	until the end	of your next turn.	Target: You			Caster Level: 10	
Dimensional Anchor	21	None	1 standard action	1 minute/level	Medium (200 ft.) Target: Ray	V,S	Yes (object)	Abjuration Caster Level: 10	PHB: pg.221
Bars extradimensional movement.	21	None	1 standard	1 round/level [D]	Medium (200 ft.)	VSM	No	Conjuration	PHB: pg.228
Effect: Tentacles grapple all within 15 ft. spread.			action	Troundator [5]	Target: 20-ftradius			(Creation) Caster Level: 10	7 115. pg.220
□□□□□ Forceward Effect:	21	Will negates; see text	1 round	1 minute/level	15 ft. Target: 15-ftradius	V,S sphere cer	Yes stered on you	Abjuration [Force] Caster Level: 10	SC: Pg.98
Create an unmoving, transparent sphere of force centered Invisibility, Greater	d on yo 21	u; see text Will negates	1 standard	1 round/level [D]	Personal or touch	V.S	Yes (harmless) or Yes	Illusion (Glamer)	PHB: pg.245
Effect: As invisibility, but subject can attack and stay invisible.		(harmless)	action	,	Target: You or creat		(harmless, object)	Caster Level: 10	
Mnow Vulnerabilities	21	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Divination	SC: Pg.129
Learn any vulnerabilities and resistances the target has.	21	Fortitude partial; see		Instantaneous	Target: One creatur Close (50 ft.)	V,S	No	Caster Level: 12 Conjuration	SC: Pg.150
Effect:		text	action		Target: One orb of a	acid		(Creation) [Acid] Caster Level: 10	
Ranged Touch attack deals 1d6 points of acid damage pe	er caste 21	er level [max 15d6]. Fort Reflex negates		id becoming sick for 1 round. 1 minute/level [D]	Close (50 ft.)	V,S,M	Yes	Evocation [Force]	PHB: pg.258
Effect:		-	action				ere, centered around a		=
Force globe protects but traps one subject.	21	None	1 standard	1 minute/level [D]	creature Touch	V,S,M	No	Transmutation	PHB: pg.263
gg=g=g=Polymorpn			action	[0]	Target: Willing living			Caster Level: 10	pg.200
Gives one willing subject a new form.	21	None	1 standard	1 round/level [D]	Medium (200 ft.)		Yes	Evocation [Force]	SC: Pa.232
□□□□□Vortex of Teeth			action				adius, 20-ft. high, with a		- 5. 1 g.202
creatures in the area take 3d8 damage per round, it also		incorporeal creatures. None		Concentration + 1 round/level	5-ftradius safe zon Medium (200 ft.)	e in center]			PHB: pg.298
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passin	ng throu	ugh wall deals 2d6 +1/le	action vel damage				up to 20 ft./level long o to 5 ft./2 levels; either		
				LEVEL 5					
Name	DC 22	Saving Throw		Duration 10 minutes/level	Range	Comp.	Spell Resistance	School Abjuration [Cold]	Source SC: Pg 13
□□□□□ Anticold Sphere	22	None	1 standard action	10 minutes/level	10 ft. Target: 10-ftradius	V,S emanation	Yes centered on you	Abjuration [Cold] Caster Level: 10	SC: Pg.13
Immune to cold and Hedge creatures of the cold subtype.	. 22	Will negates; see text	1 standard	Instantaneous	Close (50 ft.)	V	Yes	Conjuration	PHB II: pg.110
□□□□□□□ Dimension Shuffle Effect: Teleport any subject creature to any other spot within 30 f		-	action			e/level, no t	wo of which can are	(Teleportation) Caster Level: 10	. 715 II. pg.110
Peleport any subject creature to any other spot within 30 in	22	Will negates; see text		Instantaneous	Medium (200 ft.)	V,S,M	Yes	Enchantment	PHB: pg.229
Effect:			action		Target: One creatur	e		(Compulsion) [Mind-Affecting] Caster Level: 10	
Subject's Int and Cha drop to 1.	22	Will negates	1 round	1 round/level [D]	Close (50 ft.)	V,S,M	Yes [harmless]	Evocation [Fire or	SC: Pg.92
Effect: Creatures attacking subjects take fire damage; you're prol	tected f	[harmless] from heat or cold.			Target: One or more are more than 30 ft.		tures, no two of which	Cold] Caster Level: 10	
DDDD Hidden Lodge	22	None	10 minutes	24 hours	Close (50 ft.)	V,S,F	No	Conjuration (Creation)	SC: Pg.113
Effect: As leomund's secure shelter, except it is camouflaged.					Target: 20-ftsquare	e structure		Caster Level: 10	
Leomund's Secret Chest	22	None	10 minutes	Sixty days or until discharged	See text	V,S,F	No	Conjuration (Summoning)	PHB: pg.247
Effect: Hides expensive chest on Ethereal Plane; you retrieve it a		N		to the state of	-		cu. ft./level. of goods	Caster Level: 10	00 D 121
Lucent Lance	22	None	1 standard action	Instantaneous	Close (50 ft.) Target: Ray	V,S,F	Yes; see text	Transmutation [Light] Caster Level: 10	SC: Pg.134
Ranged touch attack blinds creature for 1 round; see text. Mordenkainen's Faithful Hound	. 22	None		1 hour/level or until discharged, then 1	Close (50 ft.)	V,S,M	No	Conjuration	PHB: pg.255
Effect: Phantom dog can guard, attack.				round/level; see text	Target: Phantom wa			(Creation) Caster Level: 10	
☐☐☐☐ Rary's Telepathic Bond	22	None	1 standard action	10 minutes/level [D]	Close (55 ft.)	V,S,M	No	Divination	PHB: pg.268
Effect: Link lets allies communicate.					two of which can be	more than	30 ft. apart	Caster Level: 12	
Teleport Great:	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch Target: You and tou		No and Yes (object)	Conjuration (Teleportation) Caster Level: 10	PHB: pg.292
Instantly transports you as far as 100 miles/level.					willing creatures			20101.10	
News	D.	Cardina Th	Time	LEVEL 6	Danna	C	Cooli Donista	Cabaal	S
Name	DC 23	Saving Throw None		Duration See text	Range Personal	Comp. V,S,M,F	Spell Resistance No	School Divination	Source PHB: pg.246
Effect: Lets you learn tales about a person, place, or thing.					Target: You			Caster Level: 12	
□□□□□ Planar Binding	23	Will negates	10 minutes	Instantaneous	Close (50 ft.) Target: Up to three	V,S elementals	No and Yes; see text or outsiders, totaling no	(Calling)	PHB: pg.262
As lesser planar binding, but up to 12 HD.						o two of wh	ich can be more than	, 545tor 25761. TU	
				LEVEL 7					
Name □□□□□ Forcecage	DC 24	Saving Throw None		Duration 2 hours/level [D]	Range Close (50 ft.)	Comp. V,S,M	Spell Resistance No	School Evocation [Force]	Source PHB: pg.233
Effect:			action	• •	Target: Barred cage			Caster Level: 10	
Cube or cage of force imprisons all inside.				* -Domain/Speciality Spell	g				
				= Liomain/Speciality Spell					

* =Domain/Speciality Spell

				Wizard Spells LEVEL 8					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Celerity, Greater	25		1 immediat action	Instantaneous e	Personal	V		Transmutation	PHB II: pg.105
Effect: Can immediately take a full action or [standard and r turn.	nove action	on] as if you had read	ied an actior	n. You are dazed until the end of your n	Target: You ext			Caster Level: 10	
Discern Location	25	None	10 minute	es Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
Effect: Reveals exact location of creature or object.					Target: One creat	ure or objec	t	Caster Level: 12	
□□□□□ Excavate	25	None	1 standar action	d Instantaneous	Close (50 ft.)	V,S,M	No	Transmutation	SC: Pg.85
Effect: As with passwall, create tunnel/passage through wood	den, plaste	er or stone walls, but r	ot through m	etal or harder material.	Target: One 5-ftb	by 8 ft. open	ing, 1 ft. deep/level	Caster Level: 10	

* =Domain/Speciality Spell

Innate

□□□Fireburst (DC:19)



Elf, Fire
RACE
132
AGE
Male
GENDER
Low-light
VISION
Lawful Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
120 lbs.
WEIGHT
Violet - It red
EYE COLOUR
Gray
SKIN COLOUR
Flame Orange,
HAIR
PHOBIAS
PERSONALITY TRAITS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE
Sulasspryn
RESIDENCE
Thar
LOCATION
None
REGION

Description:Spell Points: 143

Biography:

Notes:

Character Sheet Notes:

Spell Points: +11