	iviage	Diade)			DLAVEDNIAN		DEITY		ALIGNMENT	Ju	- n		
NAME		4000	00		PLAYERNAN		DEITY	170 lba			1	Call Car	
MB16 CLASS		1200	RIENCE		Half-Elf RACE	Medium SIZE	5' 10" HEIGHT	170 lbs. WEIGHT	Low-light VISION		- 1		3
							ПЕІВНІ	WEIGHT			Th		13
16 Characte	r Lovol	1360	LEVEL		17 AGE	Male GENDER	EYES	HAIR	-1 POINTS		- 1		(A)
Characte	i Levei	INEXI	LEVEL		AGE	GENDER	ETES	HAIR	POINTS				1
											1		7-1
ABILITY NAI	ME BASE SCORE	BASE ABILIT MOD SCOR	Y ABILITY E MOD	TEMP SCORE	TEMP MOD	WOL	JNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION			SPEED	
STR		+4 20		20		<b>IP</b> 138					W	alk 40 ft	t.
Strength	الشاد	_	4	20		points	40 40			╧			
DEX	17	+3 17	+3	17	+3 armo	30 : 27 :	16 = 10		+ 3		25	-3	0
CON	1 40	.4	1 . 4	40		TOTAL FLAT	TOUCH BASE	ARMOR SHIELD STAT SIZE NATU BONUS BONUS	IRAL MISC N	MISS HANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
Constitutio		+1 12	+1	12	+1 IN	TIATIVE   +9 =	12 16		SKILLS		TAILOILE	MAX RANKS	10/0 5
INT	18	+4 18	+4	18	+4	modifier	+3 + +6	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIE	Y	MISC MODIFIER
Intelligence	<u> </u>		╬	10		TOTAL MO	DIFIER MODIFIER	✓ Acrobatics	DEX	0	= 3		+ -3
WIS	<sup>;</sup>    11	+0  11	+0	11	+0 BAS	SE ATTACK +12/	′ <del>+</del> 7/+2	✓ Appraise	INT	4	= 4	+	+ -J
CHA	13	+1 13	+1	4.0		DONIUS		✓ Athletics	STR	2	= 5		+ -3
Charisma	. 13	+1 13	+1	13	+1			✓ Craft (Untrained)	INT	4	= 4		+
SAVIN	NG THROW	S TOTA	I BASI	E ABILI	TY MAGIC	MISC EPIC TEMP condition	onal modifiers	✓ Deception	CHA	1	= 1	+	+
	TITUD		J SAVI		1	.0 [.0]		✓ Endurance	CON	-2	= 1		+ -3
(0	constitution)	+10	)= +7	7 + +1	1 + +2 +	+0 + +0 +		✓ Gather Information	CHA	3	= 1	+	+ 2
	EFLEX	+12	2 = +7	7 + +3	3 + +2 +	+0 + +0 +		✓ Heal	WIS	0	= 0	+	+
	VILL			= =	<b></b>			Knowledge (Arcana)	INT	16	= 4	+ 12.0	+
,	(wisdom)	+9	+7	+ +(	) + +2 +	+0 + +0 +		Knowledge (Dungeoneering	g) INT	14	= 4	+ 8.0	+ 2
		TO <sup>-</sup>	ΓΔΙ	-	BASE ATTACK BONU	JS STAT SIZE MISC	EPIC TEMP	✓ Perception	WIS	9	= 0	+ 9.0	+
ME	LEE		16	7_ [	+12	+ +5 + +0 + -1	+ +0 +	<ul> <li>Persuasion</li> </ul>	CHA	1	= 1		+
attac	k bonus	т	10	╝╸	TIZ	+ +3 + +0 + -1	+ + + - +	Psychic (Enhance Ability)	WIS	5		+ 5.0	
RAN	IGED	+	14	=	+12	+ +3 + +0 + -1	+ +0 +	Psychic (Enhance Senses)		1		+ 1.0	
GRA	PPLE	<u> </u>	1.0	i i	.40			✓ × Psychic (Mental Contact)	CHA	6	= 1	+ 5.0	
attac	k bonus	+1	16	_]=[	+12	+ +5 + +0 + -1	+ +0 +	Psychic (Psychic Healing)	WIS	1		+ 1.0	
IU	NARME	ED _T	OTAL AT			AMAGE CRITICAL	REACH	<ul><li>✓ Ride</li><li>✓ Sense Motive</li></ul>	DEX	3	= 3		+
			+1	6/+16	1	d3+5 20/x2	5 ft.	Spellcraft	WIS INT	4 17		+ 4.0	
	*	Fox's S	Staff		HA	ND TYPE SIZE CRITIC	AL REACH	✓ Stealth	DEX	9		+ 9.0	
					Two-W		(2/2 5 ft.	✓ Survival	WIS	5	= 0	+ 5.0	
		AL ATTACK 1/+21;+21				DAMAGE 2d8+13/+10		Survival (Find or follow	WIS			+ 5.0	
Special				eapon:+2	to Hit and Da	mage, redirect sunder damage	to self, alarm	tracks)	****		- 0	+ 0.0	
•	·	on weapo	n, take 50	d6 damag	ge if weapon b	roken, cannot be disarmed., He	ead2: Bonded	Survival (Underground)	WIS	7	= 0	+ 5.0	+ 2
		vveapon:+				ınder damage to self, alarm on roken, cannot be disarmed.	weapon, take	✓ Thievery	DEX	3	= 3	+	+
	4F	- 01-11			I ШA	ND TYPE SIZE CRITIC	AL REACH	✓ Use Rope	DEX	5	= 3	+ 2.0	+
	*FOX	s Staff	(Head 1	only)	Two-W						=	+	+
		To Hit		Dam		To Hit	Dam				=		+
1H-P		N/A		2d8+13		N/A	2d8+13	✓: can be used untrained	. X: exclusive skil	IS. ^: SI	(III Mast	ery.	
1H-O		N/A		2d8+10		+21/+21	2d8+13						
2H Special	Properties	+23/+23 Bonder	Weapon	2d8+15		+21/+21 , redirect sunder damage to se	2d8+10						
Special	. roperties					, redirect sunder damage to se apon broken, cannot be disarn							
	*Eax!	o Ctott			Ι μΔ	ND TYPE SIZE CRITIC	AL REACH						
		s Staff	•	only)	Two-W								
	TOTA	AL ATTACK				DAMAGE							
Special	Properties	+23/+23		O to 115	t and Dama :-	2d8+15	olf plarm an						
Special	. roperties					, redirect sunder damage to se apon broken, cannot be disarn							
	is equipped	rimon, k 41	10.0	ondo - :-	off band OU.T	handed 2W P (OU): 2	rimon, bor - /-#						
hand wear	oon is heavy).	2W-P-(OL): 2	weapons, p	orimary har	nd (off hand wear	handed. <b>2W-P-(OH)</b> : 2 weapons, proon is light). <b>2W-OH</b> : 2 weapons, of	hand.						

MAXDEX CHECK

-3

+0

+0

25

0

0

Medium +10 +3

+3

30hp/inch and 15 hardness

**Neutral Good** 

ARMOR

\*Full Plate +2

\*Amulet of Natural Armor +4

\*Ring of Protection +3

Fox (Mage Blade)

**Nick Fuller** 

	Laser	(Holdout)		HAND	TYPE	SIZE	CR	ITICAL	REACH		
	Lasci	(Holdout)		Carried	F	F M 2		20/x2	5 ft.		
	30 ft.	75 ft.		150 ft.		225 ft.		30	00 ft.		
TH	+10/+10	+10/+10		+8/+8	+6/+6			+4	1/+4		
Dam	1d10	1d10		1d10		1d10		1	d10		
Spe	Special Properties										

EQUIPME	NT			
ITEM Amulet of Natural Armor +4	LOCATION Equipped	QTY 1	WT 0.0	COST 32000.0
Backpack 3 lbs., 1 Blanket (Winter)	Equipped	1	2.0	2.0
Blanket (Winter)	Backpack	1	3.0	0.5
Bracers of Ogre Power Enhancement bonus to ability STR +2	Equipped	1	0.0	4500.0
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 30hp/inch and 15 hardness	Equipped	1	25.0	14500.0
Laser (Holdout) 0 lbs.	Carried	1	1.0	200.0
Noble's Outfit	Equipped	1	10.0	75.0
Ring of Protection +3	Equipped	1	0.0	18000.0
Ring of Dungeoneering Bonus	Equipped	1	0.0	1000.0
Spell Component Pouch	Carried	1	2.0	5.0
Spellbook (Wizard's/Blank)	Carried	1	3.0	15.0
TOTAL WEIGHT CARRIED/VA	LUE		39 lbs.	154897.5 gp

	/	<b>NEIGHT ALLC</b>	WANCE		
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

-Pyschic Weapon: Add 3d8 to weapon damage | Duration: 1 round per level | Costs:

Shimmering Shield +6 Deflection AC Bonus for 10 rounds

# OTHER COMPANIONS

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

Gian = Dan Lo = Cody Aaron = Richard

### SPECIAL QUALITIES

Basic empathic link with the mage blade, so the character always knows where the weapon is (distance and direction). +5 enhancement bonus

### Athame Defense

Anyone other than you picking up the Athame will be attacked

# Immunity to magic sleep effects

## +2 racial saving throw bonus against enchantment spells or effects

### 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.

### Mage Blade ~ Athame

Summon Athame (Free Action)

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).

Spell Parry (Su)
Gain the ability to parry spells.

# Sprightly Step (Ex)

Gains proficiency with medium armor and retains a normal movement rate.

### **FEATS**

### Born to the Blade

Gain a +2 bonus on initiative and +1 bonus on save DCs.

### Cleave

If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.

### Complex Spell

Caster can ready complex spells of one spell level

### Fleet of Foot

+10 feet bonus to ground speed

### **Great Cleave**

This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

### Improved Athame Defense

Cast without provoking attacks of opportunity while using athame.

### Improved Initiative

You get a +4 bonus on initiative checks.

# Improved Two-Weapon Fighting

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

### **Power Attack**

On your action, before making attack rolls for a round, you may choose to subtract up to 12 from all melee attack rolls and add the same number to all melee damage rolls.

### Speed Burst

You can take an extra move action 8 times per day

### Two-Weapon Fighting

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

### Weapon Focus (Quarterstaff)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

### Weapon Specialization\* (Quarterstaff)

+2 bonus to damage rolls with one weapon

# Wild Talent (Psychic (Mental Contact), Psychic (Enhance Senses), Psychic (Enhance Ability), Psychic (Psychic Healing))

You have the potential to learn the selected psychic skills.

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

### **Armor Proficiency (Medium)**

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

## Improved Toughness

Gain hp equal to your current HD

# **Martial Weapon Proficiency**

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

# Simple Weapon Proficiency

You make attack rolls with simple weapons normally.

## 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] Åll 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.

# **PROFICIENCIES**

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

## LANGUAGES

Celestial, Common, Draconic, Elven, Sylvan

### **TEMPLATES**

Truename

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	4	2	0	0	0

# LEVEL 0

				LEVEL 0				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
Acid Splash		None	Standard action	Instantaneous	Close (65 ft.)  Target: One creature or object	No	Conjuration (Creation) [Acid] Caster Level: 16	Is This : null
A globe of acid strikes your target for 1d3 points of damage	ge.	None	One hour	Permanent	Touch	No	Illusion [Faen,	Is This : null
□□□□□Animated Tattoo		None	One nour	Termanent	Target: A 3-inch-square area of		Runic] Caster Level: 16	is mis mui
Creates a moving image on a subject's body.  Assess Creature	15	Will negates	Standard	Instantaneous	Close (65 ft.)	Yes	Divination	Is This : null
Effect: Determine the HD of one creature.			action		Target: One creature		Caster Level: 16	
□□□□□ Bash Effect:			Standard action	Until discharged 0 [D]	Personal  Target: You		Transmutation [Litorian, Sibeccai Caster Level: 16	AE: Arcana Evolved
Caster gets a +2 competence bonus to next melee attack  Canny Effort	roll.			Until discharged 0 [D]	Personal		Transmutation	AE: Arcana Evolved
Effect: Caster gains +2 competence bonus on next skill check.			action		Target: You		Caster Level: 16	
Clarity of Mind		None	Standard action	1 round/level	Personal  Target: You	No	Enchantment (Compulsion) Caster Level: 16	Is This : null
Grants +1 bonus to Concentration checks.  Comrade's Trail		None		One hour/level [D]	Touch	Yes	Conjuration	Is This : null
Effect:			action		Target: A trail up to one mile lo	ng/level	(Creation) [Truename] Caster Level: 16	
You create a magical trail only your friends can see.  Contact	15	Will negates		Instantaneous	Touch	Yes	Divination	AE: Arcana Evolved
Effect: Sends mental message to creature touched.			action		Target: One creature		[Mind-Affecting, Psionic] Caster Level: 16	
Detect Disease		None	Standard	Instantaneous	Close (65 ft.)	No	Divination	AE: Arcana Evolved
Effect: Detects and identifies a disease.			dollori		Target: One creature, one obje	ct, or a 5-foot cube	Caster Level: 16	
Detect Magic		None	Standard action	Concentration, up to one minute/level [D	)]60 feet	No	Universal	AE: Arcana Evolved
Effect: Detects and identifies magical auras.					Target: Quarter circle emanatine extreme of the range		Caster Level: 16	
Detect Poison		None	Standard action	Instantaneous	Close (65 ft.)	No	Divination	AE: Arcana Evolved
Effect: Detects and identifies poisons.		None	Standard	Instantaneous	Target: One creature, one obje Close (65 ft.)	Yes	Caster Level: 16 Necromancy	Is This : null
□□□□□ Disrupt Undead  Effect: Ray deals 1d6 points of damage to undead.		None	action	instantaneous	Target: Ray	163	[Positive Energy] Caster Level: 16	is IIIIs . IIuii
□□□□□ Enchanting Flavor		None	1 full roun	d Instantaneous	Touch	No	Transmutation [Faen, Mind-Affecting]	AE: Arcana Evolved
Effect: Gives food better flavor and caster +2 bonus to Charisma	check		0111	Over with the IDI	Target: One meal	N.	Caster Level: 16	1. T
□□□□□Faen Glow  Effect:		None	Standard	One minute [D]	Medium (260 ft.)  Target: Up to four lights, all with	No nin a 10 foot-radius are	Evocation [Faen, Light] a Caster Level: 16	Is This : null
Creates magical lights.  Ghost Sound	15	Will disbelief (if interacted with)	Standard action	1 round/level [D]	Close (65 ft.)	No	Illusion	AE: Arcana Evolved
Effect: Creates illusionary sounds.		interacted with)	action		Target: Illusory sounds		Caster Level: 16	
Glowglobe, Lesser		None	Standard action	10 minutes/level [D]	0 feet  Target: Glowing sphere	No	Evocation [Faen, Light] Caster Level: 16	AE: Arcana Evolved
Creates nonmoving magical globe of light.	15	Fortitude negates	Standard	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
Effect: Cleans one creature and gives +1 circumstance bonus to	saves	against disease.	action		Target: One creature		Caster Level: 16	
lgnore lgnore	15	Will negates	One standard action	1 round	Close (65 ft.)	Yes	Enchantment (Charm) [Mind-Affecting, Psionic]	Is This : null
Effect: Distracted creature suffers a #5 penalty to Spot and Liste	n chec	ks.			Target: One creature		Caster Level: 16	
□□□□□Keep Dry		None	Standard action	Eight hours [D]	Touch	No	Abjuration	Is This : null
Effect: One object resists water.		W	0:	041	Target: One object	N.	Caster Level: 16	1. Th':
Grand Keep Fresh		None	Standard action	24 hours	Touch  Target: 1 lb. of food	No	Abjuration  Caster Level: 16	Is This : null
1 lb. of food does not spoil	15	Will negates	One	Instantaneous	Touch	Yes	Divination	Is This : null
Effect: You learn which skill the target has the most ranks in.			standard action		Target: One creature		[Mind-Affecting, Psionic] Caster Level: 16	
Learn Heritage	15	Will negates	Standard action	Instantaneous	Close (65 ft.)  Target: One creature	Yes	Divination  Caster Level: 16	Is This : null
Conveys details about family and ancestry of subject.			One	1 round + 1 round/two levels	Personal		Divination	Is This : null
Effect:			standard action		Target: You		Caster Level: 16	
Negates the armor check penalty for your armor and shie	ld.	None	Standard	See text	Touch	No	Transmutation	Is This : null
Effect: Candle, torch, or lantern burns much longer than normal.			action		Target: One candle, lantern, or		[Fire, Light] Caster Level: 16	
□□□□ Mental Alarm		None	Standard action	One hour/level	Close (65 ft.)	No	Divination [Psionic	]Is This : null
Effect: Alerts you to events.					Target: One creature/level [max	ximum eight creatures]	Caster Level: 16	

\* =Domain/Speciality Spell

			١	Mage Blade Spell	S			
□□□□ Minor Illusion	15	Will negates (disbelief			0 feet	No	Illusion	AE: Arcana Evolved
Effect: Creates illusion of nonmoving object in caster's hand.			action		Target: An image up to 6 inche	s on allsides	Caster Level: 16	
□□□□ Minor Ward	15	See text	10 minutes	s One day/level	Touch	Yes (object)	Abjuration	Is This : null
ffect: Inscription harms those who pass it.			0	4 10 1	Target: Object touched or up to	20 square feet	Caster Level: 16	1. This
I□□□□ Monkey Climb  ffect: Grant yourself a +5 bonus to one Climb check.			Standard	1 round/level	Personal  Target: You		Transmutation [Faen] Caster Level: 16	Is This : null
Preserve Ice		None	Standard action	24 hours	Touch	No	Transmutation [Cold]	Is This : null
ffect: Ice you touch will not melt.					Target: 1-foot cube of ice		Caster Level: 16	
□□□□□ Quick Boost  ffect:		None	Standard action	1d4 rounds [D]	Touch  Target: One living creature	Yes	Transmutation [Positive Energy] Caster Level: 16	Is This : null
Gives +2 bonus to Strength, Dexterity, or Constitution sco	re of o	ne subject.		10 minutes/level	Personal		Divination	AE: Arcana Evolved
ffect:			action		Target: You		Caster Level: 16	
Caster can read magical writing, including scrolls and run	es. 15	Fortitude negates	Standard	Instantaneous	Touch	Yes (harmless)	Transmutation	Is This : null
ffect: Remove a minor physical malady from the target touched.		(harmless)	action		Target: One living creature		[Positive Energy] Caster Level: 16	
Repair, Lesser	15	Will negates (harmless,object)	Standard action	Instantaneous	10 feet	Yes (harmless,object)	Transmutation	AE: Arcana Evolved
ffect: Repairs one small broken object and repairs 1d10 points o	of dam		dollori		Target: One object of up to 1 lb		Caster Level: 16	
Carrier Grace	or dam	ago to damagod object.	Standard action	One round/level [D]	Personal		Abjuration	AE: Arcana Evolved
ffect: Provides +1 luck bonus to one type of saving throw.					Target: You		Caster Level: 16	
Comment	15	Will negates(harmless	s)Standard action	One minute/level [D]	Touch  Target: One creature or object	Yes (harmless)	Abjuration [Litorian, Sibeccai Caster Level: 16	AE: Arcana Evolved
Negates scent ability.				Until discharged 0 [D]	Personal		Transmutation	AE: Arcana Evolved
ffect: Caster gets a +2 competence bonus to next ranged attack	k roll.		action		Target: You		[Litorian, Sibeccai Caster Level: 16	
Sense Thoughts	15	Will negates	Standard action	Concentration 0	Close (65 ft.)	Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
fect: Reveals the location and emotional state of any target the	caster	r cast contact upon in th	e last 24 ho	ours.	Target: One creature		Caster Level: 16	
l□□□□Sun Bond	ouoto	oudi deniudi apon in u		Instantaneous	Personal  Target: You		Divination [Litoriar Sibeccai] Caster Level: 16	n,ls This : null
You know the direction of the coming sunrise.	15	Fortitude negates	Standard	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
☐☐☐☐ Touch of Weakness	10	Totalde riegales	action	mstantaneous	Target: One creature	103	Caster Level: 16	AL. Alcana Evolved
Touch attack temporarily damages Strength by 1 point.			One standard	1 round	Personal		Transmutation [Mind-Affecting,	Is This : null
ffect:			action		Target: You		Psionic] Caster Level: 16	
Gain a +5 bonus to one Bluff or Diplomacy check made th	ne next 15	round. Will negates	Standard	One minute or until discharged	Touch	Yes (harmless)	Divination [Litoriar	n]ls This : null
fect:		(harmless)	action	-	Target: Creature touched		Caster Level: 16	
Gain a +1 bonus on attack roll, save, or skill check.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15	Reflex negates	Standard action	1 round/level or until destroyed	Close (65 ft.)	Yes	Conjuration (Creation)	Is This : null
ffect: Creates tiny glob of sticky substance.			action		Target: 3 inches by 3 inches		Caster Level: 16	
				LEVEL 1				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
I□□□□Acrobatics  fect:			Standard action	10 minutes/level	Personal  Target: You		Transmutation [Faen] Caster Level: 16	AE: Arcana Evolved
Caster gets +5 competence bonus to Balance, Climb, Jun  Caster gets +5 competence bonu	np, and 16	d Tumble. None (see text)	Special	One day/level	Close (65 ft.)	No	Enchantment (Compulsion)	Is This : null
ffect:					Target: One Tiny animal		[Mind-Affecting, Psionic] Caster Level: 16	
You summon a Tiny creature to deliver a message for you Animate Rope	J.	None		1 round/level	Medium (260 ft.)	No	Transmutation	Is This : null
ffect:			action		Target: One ropelike object, lei	ngth up to 50 feet + 5	[Plant] Caster Level: 16	
Rope obeys you for 1 round/level.  Animate Weapon		None	Standard action	Concentration 0	feet/level [see text] Close (65 ft.)	No	Transmutation	AE: Arcana Evolved
ffect: Allows weapon to attack on its own with caster's base atta	ack bon	nus.			Target: A weapon you are prof	cient with	Caster Level: 16	
Anows weapon to attack of its own with caster's base atta	501	None	Standard action	One minute/level	Personal	No	Transmutation	Is This : null
fect: You make saves to deflect incoming ranged attacks.					Target: You		Caster Level: 16	
□□□□ Bane	16	Will negates	Standard action	One minute/level	50-foot radius centered on you	Yes	Enchantment (Compulsion) [Dragon, Fear, Mind-Affecting, Psionic]	Is This : null
ffect: Enemies in 50-foot burst take #1 penalty on attack rolls ar	nd save		01.	Out with the di	Target: All enemies within a 50 centered on you		Caster Level: 16	1. 77
□□□□ Bless		None	Standard action	One minute/level	Self	Yes (harmless)	Enchantment (Compulsion) [Dragon, Mind-Affecting, Psionic]	Is This : null
ffect: Allies in 50-foot burst gain +1 bonus on attack rolls and sa	aves ag	gainst fear.			Target: You and all allies within centered on you	a 50-foot burst,	Caster Level: 16	
			_					

Instantaneous

Yes

Touch

Touch

Target: Two creatures

Target: One willing, living creature

Effect:
Target can sleep even in uncomfortable conditions.

Effect:
Allies in 50-foot burst gain +1 bonus on attack rolls and saves against fear.

DDDDDBless Relationship 16 Will negates

Effect:
Blessing grants two subjects a +1 inherent bonus to Diplomacy checks made in regard to each other
Blessing grants two subjects a +1 inherent bonus to Diplomacy checks made in regard to each other
None Standard Eight hours action

Enchantment Is This : null (Charm) [Giant] Caster Level: 16

Abjuration

Caster Level: 16

Is This : null

<sup>\* =</sup>Domain/Speciality Spell

			ľ	∕lage Blade Spell:	S			
□□□□□ Blue Bolt		None	Standard	Instantaneous	Touch	Yes	Evocation [Faen]	Is This : null
Effect:			action		Target: One living creature		Caster Level: 16	
Inflicts 1d6 points of subdual damage +1 per level on livir	ng targe	et. None	Standard	One minute/level	Close (65 ft.)	Yes	Enchantment	Is This : null
Gami the Beast		110110	action	5.15 mmate, 1576.	0.000 (00 1.1.)		(Compulsion) [Mind-Affecting,	10 TTII0 TTIIII
							Psionic]	
Effect: You gain a +10 bonus on Handle Animal checks, and car	n chang	e the attitude of animal	s and magic	cal beasts.	Target: Animals or magical beautiful or 2, within 30 feet of each other	asts with Intelligence 1 er	Caster Level: 16	
□□□□□ Change Weapon		None	Standard	One minute/level [D]	Touch	No	Transmutation	Is This : null
Effect:			action		Target: One weapon		Caster Level: 16	
Transforms a weapon into another.  Charm	16	Will negates	Standard	10 minutes/level	Touch	Yes	Enchantment	AE: Arcana Evolved
		3	action				[Faen, Mind-Affecting]	
Effect:					Target: One creature of the sa	me type asthe caster	Caster Level: 16	
Caster gains +10 bonus to Charisma checks in relation to	target.	Will negates	Standard	One minute/level	Close (65 ft.)	Yes	Enchantment	Is This : null
		, ,	action		, ,		[Mind-Affecting, Psionic]	
Effect:					Target: One creature		Caster Level: 16	
Target suffers a #4 penalty to Listen, Sense Motive, and	5pot. 16	Will negates (object)	Standard	One minute/level	Touch	Yes (object)	Transmutation	Is This : null
Effect:			action		Target: One touched nonmagic	cal club or quarteretaff	[Plant, Litorian] Caster Level: 16	
Club or quarterstaff gains +1 bonus on attack and damage			01 - 1 - 1	I				AE A E. d. d.
Compelling Command	16	Will negates	action	Instantaneous	Close (65 ft.)	Yes	Enchantment [Language-Depen	AE: Arcana Evolved dent,
Effect:					Target: One living creature		Mind-Affecting] Caster Level: 16	
Target must obey one of three Simple,Mage Blade,Magis								
□□□□□ Compelling Question, Lesser	16	Will negates	Standard action	Instantaneous	Close (65 ft.)	Yes	Enchantment [Language-Depen	AE: Arcana Evolved dent,
Effect:					Target: One creature		Mind-Affecting] Caster Level: 16	
Target must answer a question with a single-word answer	r.	None	Ctc-J .	1 round/lovel [D]		No		AE: Aron First
Conjure Weapon, Lesser		None	Standard action	1 round/level [D]	0	No	Text]	AE: Arcana Evolved
Effect: Creates a masterwork weapon.					Target: One weapon		Caster Level: 16	
Create Water		None		Instantaneous	Close (65 ft.)	No	Conjuration	Is This : null
Effect:			action		Target: Up to 2 gallons of water	r/level	(Creation) [Water] Caster Level: 16	
Create two gallons of water/level.		None	Standard	Instantaneous	Long (1040 ft.)	No	Conjuration	Is This : null
Crystal Shard		None	action	instantaneous		140	(Creation) [Earth]	is itiis.iiuii
Effect: Launches crystal that inflicts 1d8 +2 points of damage.					Target: Crystal shard		Caster Level: 16	
Curse of Damnation	16	Will negates	Standard action	Permanent	Medium (260 ft.)	Yes	Transmutation [Curse, Truename	AE: Arcana Evolved
Effect:			action		Target: One creature		Caster Level: 16	1
Exiles target to other plane.  Detect Animals or Plants		None	Standard	Concentration, up to 10 minutes/level [D	)]Long (1040 ft.)	No	Divination [Litorian	n,ls This : null
Effect:			action		Target: Cone-shaped emanation	an.	Plant, Sibeccai] Caster Level: 16	
Senses the presence of plants and animals.								
Detect Secret Doors								
		None	Standard action	Concentration, up to one minute/level [D	) 60 feet	No	Divination	AE: Arcana Evolved
Effect:		None		Concentration, up to one minute/level [L	Target: Quarter circle emanating		Caster Level: 16	AE. Arcana Evolveu
	16	Will negates	one	Instantaneous			Caster Level: 16 Divination	Is This : null
Effect: Detects the presence of secret doors or compartments.	16		action		Target: Quarter circle emanatine extreme of the range	ng from you to the	Caster Level: 16	
Effect: Detects the presence of secret doors or compartments. Discern Preference			one		Target: Quarter circle emanatine extreme of the range	ng from you to the	Caster Level: 16  Divination [Mind-Affecting,	
Effect: Detects the presence of secret doors or compartments.  Discern Preference			One minute  Standard		Target: Quarter circle emanatii extreme of the range Unlimited	ng from you to the	Caster Level: 16  Divination [Mind-Affecting, Psionic] Caster Level: 16  Enchantment	
Effect: Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you sp	ecify.	Will negates	One minute	Instantaneous	Target: Quarter circle emanating extreme of the range Unlimited  Target: One creature known to	ng from you to the Yes	Caster Level: 16  Divination [Mind-Affecting, Psionic] Caster Level: 16	Is This : null
Effect: Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you sp Disrupt Reflexes  Effect:	ecify. 16	Will negates Will negates	One minute  Standard	Instantaneous	Target: Quarter circle emanating extreme of the range Unlimited  Target: One creature known to	ng from you to the Yes	Caster Level: 16  Divination [Mind-Affecting, Psionic] Caster Level: 16  Enchantment [Mind-Affecting,	Is This : null
Effect: Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subjects preference regarding an issue you sp	ecify. 16	Will negates Will negates Reflex saves. Will negates	One minute  Standard action  Standard	Instantaneous	Target: Quarter circle emanatine extreme of the range Unlimited  Target: One creature known to Close (65 ft.)	ng from you to the Yes	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air,	Is This : null Is This : null Is This : null
Effect: Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you sp Disrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 pe	ecify. 16 nalty to	Will negates Will negates Reflex saves.	One minute  Standard action	Instantaneous  One minute/level	Target: Quarter circle emanatir extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature	ng from you to the Yes you Yes	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16	Is This : null Is This : null Is This : null
Effect: Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you sp Disrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 pe Discrupt Reflexes  Effect: Target reature becomes immune to natural weather con	ecify. 16 nalty to 16	Will negates  Will negates  Reflex saves.  Will negates (harmless)	One minute  Standard action  Standard action	Instantaneous  One minute/level  24 hours	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched	ng from you to the Yes you Yes Yes Yes	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water, Caster Level: 16	Is This : null Is This : null Is This : null
Effect: Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you sp Disrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 pe Discrept Endure Elements  Effect: Target creature becomes immune to natural weather con	ecify. 16 nalty to 16	Will negates Will negates Reflex saves. Will negates	One minute  Standard action  Standard action	Instantaneous  One minute/level	Target: Quarter circle emanatine extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature Touch Target: Creature touched Long (1040 ft.)	ring from you to the Yes Yes Yes Yes (harmless)	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light]	Is This : null Is This : null Is This : null
Effect: Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you sp Disrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 pe Discrupt Reflexes  Effect: Target reature becomes immune to natural weather con	ecify. 16 nalty to 16	Will negates  Will negates  Reflex saves.  Will negates (harmless)	One minute  Standard action  Standard action  Standard action	Instantaneous  One minute/level  24 hours	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched	ring from you to the Yes Yes Yes Yes (harmless)	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water, Caster Level: 16 Evocation [Faen,	Is This : null Is This : null Is This : null
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subjects preference regarding an issue you specified: Target suffers a #4 penalty to initiative checks and #2 penalty to initiat	ecify. 16 nalty to 16	Will negates  Will negates  Reflex saves.  Will negates (harmless)	action  One minute  Standard action  Standard action  Standard action	Instantaneous  One minute/level  24 hours	Target: Quarter circle emanatir extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects	ring from you to the Yes Yes Yes Yes (harmless)	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Caster Level: 16	Is This : null Is This : null Is This : null
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subjects preference regarding an issue you sp. Disrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 pe. Discern Elements  Effect: Target creature becomes immune to natural weather conditions targets in magical lights, making them visible. Discern First of the Elemental Lord  Effect:	ecify. 16 nalty to 16 ditions.	Will negates Will negates Reflex saves. Will negates (harmless)	One minute  Standard action  Standard action  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst	rg from you to the Yes you Yes Yes Yes (harmless) Yes within a 5-foot-radius Yes	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchanted [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Caster Level: 16	Is This : null Is This : null Is This : null Is This : null
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you specified. Target suffers a #4 penalty to initiative checks and #2 penalty to initia	ecify. 16 nalty to 16 ditions.	Will negates Will negates Reflex saves. Will negates (harmless) None	One minute  Standard action  Standard action  Standard action  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst  Medium (260 ft.)  Target: A fist, size Large, of see	rg from you to the Yes you Yes Yes Yes (harmless) Yes within a 5-foot-radius Yes	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Conjuration [See Text] Caster Level: 16	Is This : null Is This : null Is This : null Is This : null
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you specified. Discrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 penalty to penal	ecify. 16 nalty to 16 ditions.	Will negates Will negates Reflex saves. Will negates (harmless)	One minute  Standard action  Standard action  Standard action  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst Medium (260 ft.)  Target: A fist, size Large, of see Personal	ng from you to the Yes you Yes Yes (harmless) Yes within a 5-foot-radius Yes ething elemental force	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Caster Level: 16 Conjuration [See Text] Caster Level: 16 Illusion [Faen]	Is This : null Is This : null Is This : null Is This : null AE: Arcana Evolved
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you sp. Disrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 pe. Discern Endure Elements  Effect: Target creature becomes immune to natural weather con. Discern Fires  Effect: Outlines targets in magical lights, making them visible. Discern Fires  Effect: Inflicts 1d6 points of damage/caster level and special effect: Inflicts 1d6 points of damage/caster level and special effect: Illusion makes caster look attractive.	ecity. 16  nalty to 16  16  16  16	Will negates  Will negates  Reflex saves. Will negates (harmless)  None  See text  Will disbelief (if interacted with)	One minute  Standard action  Standard action  Standard action  Standard action  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level  10 minutes/level [D]	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst Medium (260 ft.)  Target: A fist, size Large, of see Personal  Target: You	ng from you to the Yes you Yes Yes (harmless) Yes within a 5-foot-radius Yes ething elemental force No	Caster Level: 16  Divination [Mind-Affecting, Psionic] Caster Level: 16  Enchantment [Mind-Affecting, Psionic] Caster Level: 16  Abjuration [Air, Earth, Fire, Water, Caster Level: 16  Evocation [Faen, Light] Caster Level: 16  Conjuration [See Text] Caster Level: 16  Illusion [Faen] Caster Level: 16	Is This : null Is This : null Is This : null Is This : null AE: Arcana Evolved AE: Arcana Evolved
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Detects Preference  Effect: Learn the subject's preference regarding an issue you specified. Target suffers a #4 penalty to initiative checks and #2 penalty to initia	ecify. 16 nalty to 16 ditions.	Will negates  Will negates  Reflex saves.  Will negates (harmless)  None  See text  Will disbelief (if	One minute  Standard action  Standard action  Standard action  Standard action  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst Medium (260 ft.)  Target: A fist, size Large, of see Personal	ng from you to the Yes you Yes Yes (harmless) Yes within a 5-foot-radius Yes ething elemental force	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Caster Level: 16 Conjuration [See Text] Caster Level: 16 Illusion [Faen]	Is This : null Is This : null Is This : null Is This : null AE: Arcana Evolved
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Detects Tree to Discern Preference  Effect: Learn the subject's preference regarding an issue you specified. Discrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 penalty to	ecity. 16  nalty to 16  16  16  16	Will negates  Will negates  Reflex saves.  Will negates (harmless)  None  See text  Will disbelief (if interacted with)  Will negates	One minute  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level  10 minutes/level [D]	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst Medium (260 ft.)  Target: A fist, size Large, of see Personal  Target: You	ng from you to the Yes you Yes Yes Yes (harmless) Yes within a 5-foot-radius Yes ething elemental force No Yes (harmless)	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Caster Level: 16 Conjuration [See Text] Caster Level: 16 Illusion [Faen] Caster Level: 16 Abjuration	Is This : null Is This : null Is This : null Is This : null AE: Arcana Evolved AE: Arcana Evolved
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you specified. Target suffers a #4 penalty to initiative checks and #2 penalty to initia	ecity. 16  nalty to 16  16  16  16	Will negates  Will negates  Reflex saves.  Will negates (harmless)  None  See text  Will disbelief (if interacted with)  Will negates	action  One minute  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level  10 minutes/level [D]	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst Medium (260 ft.)  Target: A fist, size Large, of see Personal  Target: You  Touch	ng from you to the Yes you Yes Yes Yes (harmless) Yes within a 5-foot-radius Yes ething elemental force No Yes (harmless)	Caster Level: 16  Divination [Mind-Affecting, Psionic] Caster Level: 16  Enchantment [Mind-Affecting, Psionic] Caster Level: 16  Abjuration [Air, Earth, Fire, Water, Caster Level: 16  Evocation [Faen, Light] Caster Level: 16  Conjuration [See Text] Caster Level: 16  Illusion [Faen] Caster Level: 16  Abjuration [Negative Energy] Caster Level: 16  Enchantment	Is This : null Is This : null Is This : null Is This : null AE: Arcana Evolved AE: Arcana Evolved
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Detects Tree to Discern Preference  Effect: Learn the subject's preference regarding an issue you specified. Discrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 penalty to	ecify. 16 16 16 16 ditions. 16	Will negates  Will negates  Reflex saves.  Will negates (harmless)  None  See text  Will disbelief (if interacted with)  Will negates (harmless) (see text)	One minute  Standard action  Standard action  Standard action  Standard action  Standard action  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level  10 minutes/level [D]  10 minutes/level [D]	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst  Medium (260 ft.)  Target: A fist, size Large, of see Personal  Target: You  Touch  Target: One touched creature/	ring from you to the Yes Yes Yes Yes Yes (harmless) Yes within a 5-foot-radius Yes ething elemental force No Yes (harmless)	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Caster Level: 16 Conjuration [See Text] Caster Level: 16 Illusion [Faen] Caster Level: 16 Abjuration [Negative Energy] Caster Level: 16 Enchantment Enchantment Compulsion)	Is This : null  Is This : null  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  Is This : null
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments.  Effect: Learn the subject's preference regarding an issue you specified.  Effect: Target suffers a #4 penalty to initiative checks and #2 penalty t	ecify. 16 16 16 16 ditions.	Will negates  Will negates  Reflex saves.  Will negates (harmless)  None  See text  Will disbelief (if interacted with)  Will negates (harmless) (see text)	action  One minute  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level  10 minutes/level [D]  10 minutes/level [D]	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst  Medium (260 ft.)  Target: A fist, size Large, of see Personal  Target: You  Touch  Target: One touched creature/  Medium (260 ft.)	ring from you to the Yes Yes Yes Yes Yes (harmless) Yes within a 5-foot-radius Yes ething elemental force No Yes (harmless)	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Caster Level: 16 Conjuration [See Text] Caster Level: 16 Illusion [Faen] Caster Level: 16 Abjuration [Negative Energy] Caster Level: 16 Enchantment (Compulsion) [Mind-Affecting, Psionic]	Is This : null  Is This : null  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  Is This : null
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you specified. Target suffers a #4 penalty to initiative checks and #2 penalty to initia	ecify. 16 16 16 16 ditions.	Will negates  Will negates  Will negates (harmless)  None  See text  Will disbellef (if interacted with)  Will negates (harmless) (see text)  Will negates	One minute  Standard action	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level  10 minutes/level [D]  10 minutes/level [D]	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst Medium (260 ft.)  Target: You  Touch  Target: You  Touch  Target: One touched creature/ Medium (260 ft.)	reg from you to the Yes Yes Yes Yes (harmless)  Yes within a 5-foot-radius Yes ething elemental force No Yes (harmless)	Caster Level: 16  Divination [Mind-Affecting, Psionic] Caster Level: 16  Enchantment [Mind-Affecting, Psionic] Caster Level: 16  Enchantment [Mind-Affecting, Psionic] Caster Level: 16  Evocation [Faen, Light] Caster Level: 16  Conjuration [See Text] Caster Level: 16  Illusion [Faen] Caster Level: 16  Abjuration [Negative Energy] Caster Level: 16  Enchantment (Compulsion) [Mind-Affecting, Psionic] Caster Level: 16	Is This: null  Is This: null  Is This: null  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  Is This: null
Effect: Detects the presence of secret doors or compartments. Detects the presence of secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you specified. Disrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 pecified. Target creature becomes immune to natural weather condition. Dutlines targets in magical lights, making them visible. Dutlines targets in magical lights, making them visible. Discrete field: Di	ecify. 16 16 16 16 ditions.	Will negates  Will negates  Will negates  Will negates (harmless)  None  See text  Will disbelief (if interacted with)  Will negates (harmless) (see text)  Will negates (will negates)	Constitution of the standard action of the st	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level  10 minutes/level [D]  10 minutes/level [D]	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst  Medium (260 ft.)  Target: A fist, size Large, of see Personal  Target: You  Touch  Target: One touched creature/  Medium (260 ft.)	ring from you to the Yes Yes Yes Yes Yes (harmless) Yes within a 5-foot-radius Yes ething elemental force No Yes (harmless)	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Caster Level: 16 Conjuration [See Text] Caster Level: 16 Illusion [Faen] Caster Level: 16 Abjuration [Negative Energy] Caster Level: 16 Enchantment (Compulsion) [Mind-Affecting, Psionic] Caster Level: 16 Transmutation	Is This : null  Is This : null  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  Is This : null
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Effect: Detects the presence of secret doors or compartments. Detects the presence of Secret doors or compartments. Discern Preference  Effect: Learn the subject's preference regarding an issue you specified. Disrupt Reflexes  Effect: Target suffers a #4 penalty to initiative checks and #2 pellipse. Discern Endure Elements  Effect: Target creature becomes immune to natural weather conditions target in magical lights, making them visible. Discrete Fires  Effect: Discrete Fires  Effect: Discrete Fires of the Elemental Lord  Effect: Illusion makes caster look attractive. Discrete Fires  Effect: One creature/level can't be detected by undead. Discrete Fires  Effect: One target is denied an action. Discrete Fires  Effect: Creates illusion of a static object. Discrete Fires  Effect: Creates illusion of a static object. Discrete Fires  Effect: Allies gain a +1 bonus to attack and weapon damage roll	16 additions.  16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates  Will negates  Well negates Will negates (harmless)  None  See text  Will disbelief (if interacted with)  Will negates (harmless) (see text)  Will negates (harmless)  Will negates (harmless)  Will disbelief (if interacted with)  None	action  One minute  Standard action  Move action	Instantaneous  One minute/level  24 hours  One minute/level [D]  1 round/level  10 minutes/level [D]  1d4 rounds  One hour/level [D]  Concentration  See text	Target: Quarter circle emanatic extreme of the range Unlimited  Target: One creature known to Close (65 ft.)  Target: One creature  Touch  Target: Creature touched  Long (1040 ft.)  Target: Creatures and objects burst Medium (260 ft.)  Target: You  Touch  Target: One touched creature/ Medium (260 ft.)  Target: One living creature  Touch  Target: One living creature  Long (1040 ft.)  Target: Visual figment that can 10-foot cubes + one 10-foot cubes 10-foot cube	ng from you to the Yes  you Yes  Yes (harmless)  Yes  within a 5-foot-radius Yes ething elemental force No  Yes (harmless)  level Yes  Yes (harmless)  ched No not extend beyond four be/level [S] Yes (harmless)	Caster Level: 16 Divination [Mind-Affecting, Psionic] Caster Level: 16 Enchantment [Mind-Affecting, Psionic] Caster Level: 16 Abjuration [Air, Earth, Fire, Water Caster Level: 16 Evocation [Faen, Light] Caster Level: 16 Conjuration [See Text] Caster Level: 16 Illusion [Faen] Caster Level: 16 Enchantment (Compulsion) [Mind-Affecting, Psionic] Caster Level: 16 Illusion Caster Level: 16 Enchantment (Charm) [Mind-Affecting, Sonic] Caster Level: 16 Enchantment (Chart Level: 16 Enchantment (Compulsion)	Is This: null AE: Arcana Evolved Is This: null
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□□□□□ Jump	16	Will negates (harmless)	Standard	One minute/level [D]	Touch	Yes (harmless)	Transmutation [Sibeccai]	Is This : null
Effect: Target gains a +10 to +30 bonus on Jump checks.		(namicos)	dollori		Target: Creature touched		Caster Level: 16	
Magical Performance		None		One minute/level	Personal	No	Transmutation	Is This : null
Effect:			action		Target: You		Caster Level: 16	
Bestows +5 circumstance bonus to Perform checks.	16	Will negates	Standard	One minute/level [D]	Touch	No (see text)	Abjuration	Is This : null
Effect:		(harmless)	action		Target: Creature touched		Caster Level: 16	
As magic circle, but affects only a single creature.		None	Standard	Instantaneous	Medium (260 ft.)	Yes	Evocation	AE: Arcana Evolved
UUUU Stab			action				[Mind-Affecting, Psionic]	
Effect: Ranged touch attack deals 1d6 points of subdual damage	+ 1 nc	sint/castor lovel			Target: One living creature		Caster Level: 16	
Miracle Mount	ттрс	None	1 full round	d Two hours/level	Close (65 ft.)	No	Conjuration	Is This : null
Effect:					Target: One mount		(Summoning) Caster Level: 16	
Summon a creature of 3 HD or less to ride.		None		Instantaneous	Close (65 ft.)	No		AE: Arcana Evolved
Effect:			action		Target: One living creature		Water] Caster Level: 16	
Ranged attack deals 1d8 points of damage + 1 point/caste	er level	and blinds target.	Standard	One minute/level [D]	Personal		Transmutation	Is This : null
Effect:			action		Target: You		[Litorian, Soul] Caster Level: 16	
Your land speed increases by 30 feet.		None	Standard	One minute/level	30 feet	No		AE: Arcana Evolved
Obscuring Mist		None	action	One minde/level	Target: 30-foot-wide by 20-foot-		Water]	AE. Alcana Evolved
Cloud of vapor obscures sight and provides concealment.		NAPH	0	Latertonic	you			1. The
Pattern of Sibyllic Fate	16	Will negates	Standard	Instantaneous	Close (65 ft.)	Yes	Divination [Runic, Truename]	is this : Hull
Effect: Reveals general outlook of a creature's future.					Target: One creature/two levels		Caster Level: 16	
Pebble	16	Will negates (harmless, object)	Standard action	30 minutes or until discharged	Touch	Yes (harmless, object)	[Earth]	Is This : null
Effect: Up to three magic pebbles deal 1d6+1 points of damage v	when th	nrown.			Target: Up to three pebbles tou	ched	Caster Level: 16	
Precise Vision			Standard action	10 minutes/level	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Caster gains +5 competence bonus to Spot and Search cl	hecks.				Target: You		Caster Level: 16	
□□□□□ Predict Weather			One minute	Instantaneous	Personal		Divination [Litorian	]AE: Arcana Evolved
Effect: Provides details of the following day's weather.			······································		Target: You		Caster Level: 16	
Provides details of the following day's weather.		None	Standard action	One hour/level	Personal	No	Transmutation [Litorian, Sibeccai]	Is This : null
Effect:			action		Target: You		Caster Level: 16	
You gain proficiency with a weapon.  Protective Shell		None		One minute/level [D]	0	No	Abjuration	AE: Arcana Evolved
Effect:			action		Target: Up to 10-foot radius per	r levelhemisphere	Caster Level: 16	
Hemispheric shield moves with caster, making those insid	le impe	rvious to attacks. None	Standard	1 round/level	centered on you Close (65 ft.)	No	Transmutation	Is This : null
·			action		Target: One creature		Caster Level: 16	
Effect:								
Compensates for, but does not dispel, the effects of a detr			Standard	10 minutes/level [D]		Yes (harmless)		AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detr	rimenta 16	al spell. Will negates (harmless)	Standard action	10 minutes/level [D]	Close (65 ft.)	Yes (harmless)	Abjuration	AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detropy of the compensation of		Will negates (harmless)	action		Close (65 ft.)  Target: One creature or object	, ,	Abjuration  Caster Level: 16	
Compensates for, but does not dispel, the effects of a detraction of the compensation		Will negates	action	10 minutes/level [D] 1 round/level	Close (65 ft.)  Target: One creature or object  Touch	Yes (harmless)	Abjuration  Caster Level: 16  Transmutation	AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detraction of the compensation	16	Will negates (harmless)	Standard action	1 round/level	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature	Yes	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16	Is This : null
Compensates for, but does not dispel, the effects of a detraction of the compensation		Will negates (harmless)	Standard action	1 round/level	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature  Close (65 ft.)	Yes Yes (object)	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation	
Compensates for, but does not dispel, the effects of a detricial Resistance  Effect: Grants +1 resistance bonus to saves +1/5 caster levels.  Rogue's Stab  Effect: Target gains +1d6 sneak attack damage.  Safe Fall  Effect: Creatures and objects in 10-foot radius fall without taking of the safe and objects in 10-foot radius fall without taking objects in 10-foot radius fall without taking objects in 10-foot radius fall without taki	16	Will negates (harmless)  None  Will negates (object)	Standard action See text	1 round/level Until landing	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot	Yes Yes (object) or creatures in a	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16	Is This : null  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detrement of the compensation o	16	Will negates (harmless)  None  Will negates (object)	Standard action See text	1 round/level	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal	Yes Yes (object) or creatures in a	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccai]	Is This : null  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detr  Resistance  Effect: Grants +1 resistance bonus to saves +1/5 caster levels.  Rogue's Stab  Effect: Target gains +1d6 sneak attack damage.  Safe Fall  Effect: Creatures and objects in 10-foot radius fall without taking the compensation of the com	16	Will negates (harmless)  None  Will negates (object) e.	action  Standard action  See text  Standard action	1 round/level Until landing 10 minutes/level [D]	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You	Yes (object)  Yes (object) or creatures in a als up to 300 lbs./level	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16	Is This : null  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detripolic of the compensation	16	Will negates (harmless)  None  Will negates (object)	action  Standard action  See text  Standard action	1 round/level Until landing	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)	Yes Yes (object) or creatures in a	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccai]  Caster Level: 16  Abjuration [Force]	Is This : null  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detrement of the compensation o	16 16 damag	Will negates (harmless)  None  Will negates (object) e.	action  Standard action  See text  Standard action  Standard action  snow, and	1 round/level  Until landing  10 minutes/level [D]  10 minutes/level hail.	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield	Yes (object)  Yes (object) or creatures in a als up to 300 lbs./level	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16	Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  Is This : null
Compensates for, but does not dispel, the effects of a detrement of the compensation o	16 16 damag	Will negates (harmless)  None  Will negates (object) e.	action  Standard action  See text  Standard action  Standard action  snow, and	1 round/level Until landing 10 minutes/level [D] 10 minutes/level	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal	Yes (object)  Yes (object) or creatures in a als up to 300 lbs./level	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccai]	Is This : null  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detrement of the compensation o	16 damag	Will negates (harmless)  None  Will negates (object) e.  None	action  Standard action  See text  Standard action  Standard action  snow, and Standard	1 round/level  Until landing  10 minutes/level [D]  10 minutes/level hail.	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield	Yes (object)  Yes (object) or creatures in a als up to 300 lbs./level	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation	Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  Is This : null
Compensates for, but does not dispel, the effects of a detrement of the compensation o	16 damag	Will negates (harmless)  None  Will negates (object) e.  None	action Standard action See text Standard action Standard action snow, and Standard action	1 round/level  Until landing  10 minutes/level [D]  10 minutes/level hail.	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal	Yes (object)  Yes (object) or creatures in a als up to 300 lbs./level	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16	Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  Is This : null
Compensates for, but does not dispel, the effects of a detripolic of the compensates for, but does not dispel, the effects of a detripolic of the compensation of the	16 damag	Will negates (harmless)  None  Will negates (object) e.  None  ects it from natural rain,	action Standard action See text Standard action Standard action snow, and Standard action	1 round/level  Until landing  10 minutes/level [D]  10 minutes/level hail. 1 round/level	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: You  Medium (260 ft.)  Target: One Huge elemental/ca	Yes (object)  Yes (object)  or creatures in a  alais up to 300 lbs./level  No	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccai]  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccai]  Caster Level: 16  Conjuration [See	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detremental flower of a	16 damag	Will negates (harmless)  None  Will negates (object) e.  None  ects it from natural rain,	action  Standard action  See text  Standard action  Standard action  Standard action  1 full rounce  Standard	1 round/level  Until landing  10 minutes/level [D]  10 minutes/level hail. 1 round/level	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: You  Medium (260 ft.)	Yes (object)  Yes (object)  or creatures in a  alais up to 300 lbs./level  No	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16  Conjuration [See Text]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detremental caster levels.  Fifect: Grants +1 resistance bonus to saves +1/5 caster levels.  Rogue's Stab  Fifect: Target gains +1d6 sneak attack damage.  Safe Fall  Fifect: Creatures and objects in 10-foot radius fall without taking the caster.  Scent Tracker  Fifect: Grants scent ability to caster.  Shelter From The Storm  Fifect: Umbrellalike shield of force over a the Storm subject's head the caster.  Grants +10 luck bonus to attacks, damage, AC, saves, and Summon Elemental Horde  Fifect: Huge elemental/caster level attacks caster's foes.	16 16 damag	Will negates (harmless)  None  Will negates (object) e.  None  ects it from natural rain, ks. None	action  Standard action  See text  Standard action  Standard action  snow, and Standard action  1 full rounce	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: You  Medium (260 ft.)  Target: One Huge elemental/ca which can be more than 30feet	Yes (object) or creatures in a als up to 300 lbs./level  No	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16  Conjuration [See Text]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detremental content of a detremental caster level and the effects of a detremental caster levels.	16 16 damag	Will negates (harmless)  None  Will negates (object) e.  None  ects it from natural rain, ks. None	action  Standard action  See text  Standard action  Standard action  Standard action  1 full round  Standard action  Standard action  Standard action	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Medium (260 ft.)  Target: One Huge elemental/cs which can be more than 30feet Close (65 ft.)	Yes (object) or creatures in a als up to 300 lbs./level  No	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detremental caster levels.  Crants +1 resistance bonus to saves +1/5 caster levels.  Crants +1 resistance bonus to saves +1/5 caster levels.  Crants +1 resistance bonus to saves +1/5 caster levels.  Crante gains +1d6 sneak attack damage.  Creatures and objects in 10-foot radius fall without taking the creatures and objects in	16 16 damag	Will negates (harmless)  None  Will negates (object) e.  None  ects it from natural rain, ks.  None  Will negates	Standard action  See text  Standard action  Standard action  Standard action  1 full rounce  Standard action	1 round/level  Until landing  10 minutes/level [D]  10 minutes/level hail. 1 round/level d1 round/level [D]  One day/level	Close (65 ft.)  Target: One creature or object  Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: You  Medium (260 ft.)  Target: One Huge elemental/ca which can be more than 30feet Close (65 ft.)  Target: One living creature	Yes (object) or creatures in a als up to 300 lbs./level  No  No  ster level, no two of apart Yes	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccai]  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccai]  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detremental caster levels.  Effect: Grants +1 resistance bonus to saves +1/5 caster levels.  Rogue's Stab  Effect: Target gains +1d6 sneak attack damage.  Safe Fall  Creatures and objects in 10-foot radius fall without taking the caster.  Scent Tracker  Effect: Grants scent ability to caster.  Shelter From The Storm  Effect: Umbrellalike shield of force over a the Storm subject's head the caster.  Spirit of Triumph  Effect: Grants +10 luck bonus to attacks, damage, AC, saves, and Summon Elemental Horde  Effect: Huge elemental/caster level attacks caster's foes.  Target suffers -1 penalty to saves.  Terrakal's Bounty	16 16 damag	Will negates (harmless)  None  Will negates (object) e.  None  ects it from natural rain, ks.  None  Will negates	action  Standard action  See text  Standard action  Standard action  snow, and Standard action  1 full rounce  Standard action  Standard action  Standard action  Standard action	1 round/level  Until landing  10 minutes/level [D]  10 minutes/level hail. 1 round/level d1 round/level [D]  One day/level	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: You  Medium (260 ft.)  Target: One Huge elemental/cs which can be more than 30feet Close (65 ft.)  Target: One living creature  Touch	Yes (object) or creatures in a als up to 300 lbs./level  No  No  ster level, no two of apart Yes	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Littorian, Sibeccal  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccai]  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Enchantment	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detremental caster levels.  Effect: Grants +1 resistance bonus to saves +1/5 caster levels.  Rogue's Stab  Effect: Target gains +1d6 sneak attack damage.  Safe Fall  Effect: Creatures and objects in 10-foot radius fall without taking the caster and specified to the compensation of the compe	16  16  damag	Will negates (harmless)  None  Will negates (object) e.  None  exts it from natural rain, ks. None  Will negates	action  Standard action  See text  Standard action  Standard action  Standard action  1 full round  Standard action  Standard action  Standard action  Standard action	1 round/level  Until landing  10 minutes/level [D]  10 minutes/level hail. 1 round/level d1 round/level One day/level  One day/level	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield Personal  Target: You  Medium (260 ft.)  Target: One Huge elemental/ce which can be more than 30feet Close (65 ft.)  Target: One living creature  Touch  Target: 2d4 edible plants touch	Yes (object) or creatures in a als up to 300 lbs./level  No  No  No  ster level, no two of apart Yes  ed	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null
Compensates for, but does not dispel, the effects of a detremental caster levels.  Cants +1 resistance bonus to saves +1/5 caster levels.  Rogue's Stab  Effect: Target gains +1d6 sneak attack damage.  Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field: Creatures and objects in 10-foot radius fall without taking the field:	16  16  damag	Will negates (harmless)  None  Will negates (object) e.  None  exts it from natural rain, ks. None  Will negates	action  Standard action  See text  Standard action  Standard action  Standard action  1 full round  Standard action  Standard action  Standard action  Standard action  Standard action  Standard action	1 round/level  Until landing  10 minutes/level [D]  10 minutes/level hail. 1 round/level d1 round/level One day/level  One day/level	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: One Huge elemental/ca which can be more than 30feet Close (65 ft.)  Target: One Hige elemental/ca which can be more than 30feet Close (65 ft.)  Target: One living creature  Touch  Target: 2d4 edible plants touch Touch	Yes (object) or creatures in a als up to 300 lbs./level  No  No  No  ster level, no two of apart Yes  ed	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null
Compensates for, but does not dispel, the effects of a detremental caster levels.  Effect: Grants +1 resistance bonus to saves +1/5 caster levels.  Rogue's Stab  Effect: Target gains +1d6 sneak attack damage.  Safe Fall  Effect: Creatures and objects in 10-foot radius fall without taking the caster and specified to the compensation of the compe	16  16  damag	Will negates (harmless)  None  Will negates (object) e.  None  ects it from natural rain, None  Will negates  Wone  Will negates	action  Standard action  See text  Standard action  Standard action  Standard action  1 full round  Standard action  Standard action  Standard action  Standard action  Standard action  Standard action	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level 11 round/level [D] One day/level 1 round/level	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: You  Medium (260 ft.)  Target: One Huge elemental/cawhich can be more than 30feet Close (65 ft.)  Target: One living creature  Touch  Target: 2d4 edible plants touch Touch  Target: One creature touched	Yes (object) or creatures in a alas up to 300 lbs./level  No  No  No  Ster level, no two of apart Yes  Yes  ed Yes	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccai]  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccai]  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Enchantment  [Fear]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detremental caster levels.  Effect: Grants +1 resistance bonus to saves +1/5 caster levels.  Rogue's Stab  Effect: Target gains +1d6 sneak attack damage.  Safe Fall  Creatures and objects in 10-foot radius fall without taking the feffect: Grants scent ability to caster.  Shelter From The Storm  Effect: Umbrellalike shield of force over a the Storm subject's head the feffect: Grants +10 luck bonus to attacks, damage, AC, saves, an Summon Elemental Horde  Effect: Huge elemental/caster level attacks caster's foes.  Target suffers -1 penalty to saves.  Teffect: 204 fresh berries give nourishment, heal 1 hit point each.  Touch of Fear  Effect: Subject of touch attack is shaken.  Transfer Wounds, Lesser  Effect: Heals 1d10 points of damage + 1 point/level; caster suffer	16  16  damag	Will negates (harmless)  None  Will negates (object) e.  None  Will negates it from natural rain, ks. None  Will negates  Will negates  Will half (harmless)	action  Standard action  See text  Standard action  Standard action  Standard action  1 full round  Standard action  Standard action  1 full round  Standard action  1 full round  Standard action  1 full round  Standard action	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level d1 round/level [D] One day/level 1 round/level d Instantaneous	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: You  Medium (260 ft.)  Target: One Huge elemental/ca which can be more than 30feet Close (65 ft.)  Target: One living creature  Touch  Target: 2d4 edible plants touch  Touch  Target: One creature touched  Touch  Target: One creature touched	Yes (object)  or creatures in a alas up to 300 lbs./level  No  No  No  Ves  Yes  Yes  Yes	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Pear]  Caster Level: 16  Transmutation  [Positive Energy]  Caster Level: 16  Transmutation  [Positive Energy]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detrest compensates for, but does not dispel, the effects of a detrest compensate for a det	16  16  damag	Will negates (harmless)  None  Will negates (object) e.  None  Will negates it from natural rain, ks. None  Will negates  Will negates  Will half (harmless) hat amount in subdual of	action  Standard action  See text  Standard action  Standard action  Standard action  1 full round  Standard action  Standard action  1 full round  Standard action  1 full round  Standard action  1 full round  Standard action	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level 11 round/level [D] One day/level 1 round/level	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: You  Medium (260 ft.)  Target: One Huge elemental/cawhich can be more than 30feet Close (65 ft.)  Target: One living creature  Touch  Target: 2d4 edible plants touch Touch  Target: One creature touched  Touch  Target: Creature touched  Medium (260 ft.)	Yes (object) or creatures in a alas up to 300 lbs./level  No  No  No  Ster level, no two of apart Yes  Yes  ed Yes	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Positive Energy]  Caster Level: 16  Transmutation  [Positive Energy]  Caster Level: 16  Evocation [Force]	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detreated of the compensates for, but does not dispel, the effects of a detreated of the compensation of the co	16  16  damag	Will negates (harmless)  None  Will negates (object) e.  None  Will negates it from natural rain, ks. None  Will negates  Will negates  Will half (harmless) hat amount in subdual of	action  Standard action  See text  Standard action  Standard action  Standard action  1 full rounce  Standard action  Standard action  1 full rounce  Standard action  Standard action  Standard action  Standard action  Standard action  Standard action	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level d1 round/level One day/level 1 round/level d Instantaneous Instantaneous	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: One Huge elemental/ca which can be more than 30feet Close (65 ft.)  Target: One Huge reature  Touch  Target: One living creature  Touch  Target: One creature touched  Touch  Target: One creature touched  Medium (260 ft.)  Target: Creature touched  Medium (260 ft.)  Target: Creature touched	Yes (object) or creatures in a als up to 300 lbs./level  No No No ster level, no two of apart Yes  Yes  Yes  Yes	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Positive Energy]  Caster Level: 16  Evocation [Force]  Caster Level: 16  Evocation [Force]	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  Is This: null
Compensates for, but does not dispel, the effects of a detreated compensates for, but does not dispel, the effects of a detreated compensates for a detreated compensate for a detreate	16  16  damag	Will negates (harmless)  None  Will negates (object) e.  None  Will negates it from natural rain, ks. None  Will negates  Will negates  Will half (harmless) hat amount in subdual of	action  Standard action  See text  Standard action  Standard action  Standard action  1 full rounce  Standard action  Standard action  1 full rounce  Standard action  Standard action  Standard action  Standard action  Standard action  Standard action	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level d1 round/level [D] One day/level 1 round/level d Instantaneous	Close (65 ft.)  Target: One creature or object Touch  Target: One creature  Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal  Target: You  Close (65 ft.)  Target: 3-foot convex shield  Personal  Target: One Huge elemental/ca which can be more than 30feet Close (65 ft.)  Target: One living creature  Touch  Target: One living creature  Touch  Target: One creature touched  Touch  Target: Creature touched  Medium (260 ft.)  Target: Creature touched  Medium (260 ft.)  Target: One creature	Yes (object)  or creatures in a alas up to 300 lbs./level  No  No  No  Ves  Yes  Yes  Yes	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccai]  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccai]  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Enchantment  [Fear]  Caster Level: 16  Enchantment  [Fostity Energy]  Caster Level: 16  Evocation [Force]  Caster Level: 16  Evocation [Force]  Caster Level: 16  Evocation [Force]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detremental caster levels.  Crants +1 resistance bonus to saves +1/5 caster levels.  Crants +1 resistance bonus to saves +1/5 caster levels.  Crants +1 resistance bonus to saves +1/5 caster levels.  Effect: Target gains +1d6 sneak attack damage.  Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking in the firect: Creatures and	16  16  damag  ad prote  16  16  16  16	Will negates (harmless)  None  Will negates (object) e.  None  Will negates it from natural rain, kss. None  Will negates  Will negates  Will half (harmless) hat amount in subdual of None  None	action  Standard action  See text  Standard action  Standard action  Standard action  1 full rounce  Standard action  Standard action  1 full rounce  Standard action  1 full rounce  Standard action  One action	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level d 1 round/level [D] One day/level 1 round/level d Instantaneous Instantaneous	Close (65 ft.)  Target: One creature or object Touch Target: One creature Close (65 ft.) Target: Any free-falling objects 10-foot radius whose weight tot Personal Target: 3-foot convex shield Personal Target: You Medium (260 ft.) Target: One Huge elemental/cs which can be more than 30feet Close (65 ft.) Target: One living creature Touch Target: One living creature Touch Target: One creature touched Touch Target: Creature touched Medium (260 ft.) Target: One creature Ofeet Target: One creature	Yes (object) or creatures in a ralas up to 300 lbs./level  No  No  No ster level, no two of apart Yes  Yes  Yes  Yes  No	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccai]  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccai]  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Enchantment  [Fear]  Caster Level: 16  Enchantment  [Fear]  Caster Level: 16  Evocation [Force]  Caster Level: 16  Evocation [Force]  Caster Level: 16  Evocation  [Darkness]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detr	16  16  damag	Will negates (harmless)  None  Will negates (object) e.  None  Will negates it from natural rain, ks. None  Will negates  Will negates  Will half (harmless) hat amount in subdual of	action  Standard action  See text  Standard action  Standard action  Standard action  1 full rounce  Standard action  Standard action  1 full rounce  Standard action  1 full rounce  Standard action  One action	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level d1 round/level One day/level 1 round/level d Instantaneous Instantaneous	Close (65 ft.)  Target: One creature or object Touch Target: One creature Close (65 ft.)  Target: Any free-falling objects 10-foot radius whose weight tot Personal Target: 3-foot convex shield Personal Target: You Medium (260 ft.)  Target: One Huge elemental/cs which can be more than 30feet Close (65 ft.)  Target: One living creature Touch Target: 2d4 edible plants touch Touch Target: One creature touched Medium (260 ft.)  Target: One creature touched Medium (260 ft.)  Target: One creature touched Medium (260 ft.)  Target: One creature 0 feet Target: 10-foot-radius spread Close (65 ft.)	Yes (object)  Or creatures in a ralas up to 300 lbs./level  No  No  No  Saster level, no two of apart  Yes  Yes  Yes  Yes  No  No	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccai]  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccai]  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Enchantment  [Fear]  Caster Level: 16  Enchantment  [Fear]  Caster Level: 16  Enchantment  [Fositive Energy]  Caster Level: 16  Evocation [Force]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved
Compensates for, but does not dispel, the effects of a detremental caster levels.  Crants +1 resistance bonus to saves +1/5 caster levels.  Crants +1 resistance bonus to saves +1/5 caster levels.  Crants +1 resistance bonus to saves +1/5 caster levels.  Effect: Target gains +1d6 sneak attack damage.  Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking the firect: Creatures and objects in 10-foot radius fall without taking in the firect: Creatures and	16  16  damag  ad prote  16  16  16  16	Will negates (harmless)  None  Will negates (object) e.  None  Will negates it from natural rain, ks. None  Will negates  Will negates  Will negates  Will negates  Will half (harmless) hat amount in subdual of None  Will disbelief (if	action  Standard action  See text  Standard action  Standard action  Standard action  1 full rounce  Standard action  Standard action  Standard action  1 full rounce  Standard action  Standard action  One action  Standard	1 round/level Until landing 10 minutes/level [D] 10 minutes/level hail. 1 round/level d 1 round/level [D] One day/level 1 round/level d Instantaneous Instantaneous	Close (65 ft.)  Target: One creature or object Touch Target: One creature Close (65 ft.) Target: Any free-falling objects 10-foot radius whose weight tot Personal Target: 3-foot convex shield Personal Target: You Medium (260 ft.) Target: One Huge elemental/cs which can be more than 30feet Close (65 ft.) Target: One living creature Touch Target: One living creature Touch Target: One creature touched Touch Target: Creature touched Medium (260 ft.) Target: One creature Ofeet Target: One creature	Yes (object)  Or creatures in a ralas up to 300 lbs./level  No  No  No  Saster level, no two of apart  Yes  Yes  Yes  Yes  No  No	Abjuration  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  Caster Level: 16  Transmutation  [Litorian, Sibeccail  Caster Level: 16  Abjuration [Force]  Caster Level: 16  Transmutation  [Sibeccail  Caster Level: 16  Conjuration [See Text]  Caster Level: 16  Evocation [Curse]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Plant]  Caster Level: 16  Transmutation  [Positive Energy]  Caster Level: 16  Evocation [Force]  Caster Level: 16	Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  AE: Arcana Evolved

<sup>\* =</sup>Domain/Speciality Spell

Standard One minute action Evocation [Soul] Is This : null Personal UUUUVow Target: You Caster Level: 16 Close (65 ft.)

Yes

Conjuration
(Creation)

Target: A 1-inch-thick strand that measures 25 feet + 5 Caster Level: 16 feet/two levels long

Touch Standard 1 round/level action Is This : null Effect:
Creates ropelike strand that is sticky on one end. Abjuration [Plant, Is This : null Sibeccai, Truename] Caster Level: 16 Will negates (harmless) Standard 10 minutes/level [D] action Wilderness Lore Yes (harmless) Effect:
One creature/level can't be detected by animals. Target: One creature touched/level

# I F\/FI 2

				LEVEL 2				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
Ability Boost, Lesser		None	Standard action	10 minutes/level	Touch  Target: One creature	No	Transmutation [Sibeccai] Caster Level: 16	AE: Arcana Evolved
Target gets +2 enhancement bonus to highest ability so	ore.	None	Ctandard	One minute/level		V (h )	Enchantment	Is This : null
and Aid		None	action	One minuteriever	Touch	Yes (harmless)	(Compulsion) [Mind-Affecting, Positive Energy, Psionic]	is this : nuii
Effect: Touched target gains temporary hit points and +1 moral	e bonus	on attacks and saves a	gainst fear.		Target: Living creature touc	ned	Caster Level: 16	
□□□□□ Aid Plants		None		s Four months	Long (1040 ft.)	No	Transmutation [Plant]	AE: Arcana Evolved
Effect: Plants are protected from disease.					Target: 400 feet + 40 feet/le on you		Caster Level: 16	
Battle Healing, Lesser  Effect:	17	Will half(harmless)	Standard action	Instantaneous	Touch  Target: Creature touched	Yes (harmless)	Evocation [Positiv Energy] Caster Level: 16	eAE: Arcana Evolved
Target is healed of 1d6 points of damage +1 point/caste	r level [r	maximum 10]. None	Standard	10 minutes/level [D]	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect:		110110	action	To minute district (2)	Target: Living creature touch		[Dragon, Litorian] Caster Level: 16	7.E. 7.Iodild Evolvod
Target gains +2 [or greater] natural armor bonus to AC.  Blinding Light	17	Fortitude negates	Standard	1 round/level	Medium (260 ft.)	Yes	Evocation [Light]	AE: Arcana Evolved
Effect:			action		Target: One creature		Caster Level: 16	
Target is blinded for 1 round/level.								
LILILI Bonemask	17	Will partial	action	1 round/level or 1 round [see text]	Medium (260 ft.)	Yes	Necromancy [Fea Mind-Affecting, Psionic]	r,Is This : null
Effect: Creatures of 6 HD or less are frightened or shaken.					Target: One living creature p which can be more than 30		Caster Level: 16	
Cloak of Darkness			Standard action	10 minutes/level [D]	Personal		Evocation [Darkness]	AE: Arcana Evolved
Effect: Caster is surrounded by darkness, which provides 20%	miss ch	ance and a +5 bonus to	Sneak ched	cks.	Target: You		Caster Level: 16	
Control Temperature	17	Fortitude negates		One hour/level [D]	0 feet	Yes	Transmutation [Ai Cold, Fire]	r,AE: Arcana Evolved
Effect:			action		Target: 50-foot radius cente	red on you	Caster Level: 16	
Raises or lowers temperature by 10 degrees/caster level	el.	None	Standard	One hour/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect:			action		Target: Creature touched		Caster Level: 16	
Target can see 60 feet in total darkness.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	Standard	1 round/level [D]	Touch	No	Evocation [Acid]	AE: Arcana Evolved
Effect:			action		Target: Creature or object to	nuched	Caster Level: 16	
Acid touch deals 1d6 points of damage.		5.0						
Dry Rain	17	Reflex negates	1 round	1 round/level	Long (1040 ft.)	Yes	Conjuration (Summoning) [Earth]	Is This : null
Effect: Rains sand down in a 20-foot radius, inflicting 1d6 points	s of dam	nage/round and burving	targets.		Target: A cylinder up to 100 radius	feet high with a 20-foot	Caster Level: 16	
□□□□□ Earthen Claw		None		Instantaneous	Close (65 ft.)	No	Conjuration (Summoning) [Earth]	Is This : null
Effect: Summons a claw made of earth that attacks, inflicting 20	d6 noint	s of damage			Target: One Small stone cla	w	Caster Level: 16	
□□□□□Faen Motes	17	Will negates (blinding		1 round/level	Medium (260 ft.)	No (see text)	Conjuration	Is This : null
		effect only)	action				(Creation) [Faen, Light]	
Effect: Creatures in 10-foot-radius spread are outlined with ligh	t and po	ssibly blinded.			Target: Creatures and object spread	ts within 10-foot-radius	Caster Level: 16	
Grad Song	17	Will negates (see text	Standard action	Concentration, to a maximum of one minute/level	Close (65 ft.)	Yes	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic, Sonic]	Is This : null
Effect: 2d6 HD of animals and magical beasts are fascinated.					Target: Animals or magical or 2	peasts with Intelligence 1		
Gentle Repose	17	Will negates (object)	Standard	One day/level	Touch	Yes (object)	Necromancy	AE: Arcana Evolved
Effect: Keeps corpse from decaying and extends time limit on h	now long	it can be dead before b	action		Target: Corpse touched		Caster Level: 16	
Glowglobe, Greater	10119	None	Standard	Permanent	0 feet	No	Evocation [Faen,	AE: Arcana Evolved
Effect:			action		Target: Glowing sphere		Light] Caster Level: 16	
Creates permanent nonmoving globe of light.	17	Fortitude negates	Standard	1 full round	Medium (260 ft.)	Yes	Evocation [Air]	AE: Arcana Evolved
Effect:			action					
Wind puts out flames, knocks creatures down, and inflic	ts 2d6 d				Target: Gust of wind [10 fee emanating out from you to the	ne extreme of the range	Caster Level: 16	
□□□□□Helm of Warding		None	Standard action	One minute/level [D]	Touch	No	Abjuration	Is This : null
Effect: Subject gains +5 bonus to saves against mind-affecting	effects				Target: One creature		Caster Level: 16	
Honeyed Words	circota.		Standard action	One minute/level [D]	Personal		Enchantment [Mind-Affecting, Psionic]	Is This : null
Effect: Grants a +4 competence bonus to Bluff, Diplomacy cher	cks invo	lving speaking.			Target: You		Caster Level: 16	
□□□□ Hunter's Boon			Standard action	One minute/level	Personal		Divination [Sibeccai]	Is This : null
Effect: Grants a bonus on Search checks.					Target: You		Caster Level: 16	
Icebolt		None	Standard action	Instantaneous	Medium (260 ft.)	Yes	Evocation [Cold]	AE: Arcana Evolved
			action		Target: One creature		Caster Level: 16	
Effect:					•			
Ranged attack inflicts 2d6 points of damage + 1d6 point	s of cold	d damage + 1 point/cast		10 minutes/level [D]	Personal or Close	No	Transmutation [Ai	r]AE: Arcana Evolved
Ranged attack inflicts 2d6 points of damage + 1d6 point  Levitate	s of cold			10 minutes/level [D]	Personal or Close		-	r]AE: Arcana Evolved
Ranged attack inflicts 2d6 points of damage + 1d6 point		None	Standard	10 minutes/level [D]  * =Domain/Speciality Spell			Transmutation [Ai	r]AE: Arcana Evolved

			Λ	Mage Blade Spells	3			
□□□□ Mist Bank		None	Standard	10 minutes/level	Medium (260 ft.)	No	Conjuration (Creation) [Air]	Is This : null
Effect: 20-foot cloud obscures vision.			dollori		Target: Fog spreads in 20-foot	radius, 20 feet high	Caster Level: 16	
Effect:	17	Will negates	Standard action	Concentration + 2 rounds	Close (65 ft.)  Target: Colorful lights in a 10-fc	Yes	Illusion (Figment) [Dragon, Mind-Affecting, Psionic] Caster Level: 16	Is This : null
Your gaze fascinates creatures in a 10-foot-radius spread.		None	Standard	1 round/level	Medium (260 ft.)	No	Transmutation	AE: Arcana Evolved
Effect:			action	Troundrever	Target: One 10-foot square/leve		[Earth, Water] Caster Level: 16	AL. Alcana Evolved
Changes earth to mud, reducing movement through area to Nimbus of Health	y half i	and requiring balance o		One hour/level [but see text]	Personal  Target: You		Necromancy [Positive Energy, Psionic] Caster Level: 16	Is This : null
Gain 1d10 temporary hp +1/level 10.  Peace  Effect:	17	Will negates	Standard action	Concentration, up to 1 round/level [D]	Medium (260 ft.)  Target: 1d6 living creatures/lev	Yes	Enchantment (Compulsion) [Giant, Mind-Affecting, Psionic, Sonic] Caster Level: 16	Is This : null
Up to 1dc creatures stop fighting.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	Standard action	Permanent [D]	within 30 feet of each other Touch  Target: Object touched	No	Illusion (Glamer) [Mind-Affecting, Psionic] Caster Level: 16	Is This : null
Creates a false trap that befuddles thieves.  Plunge Deep to the Core		None		One hour/level [D]	Touch	No	Transmutation	Is This : null
Effect: Weapon bypasses +1 damage reduction/5 levels.			action		Target: One weapon		Caster Level: 16	
Power Craft  Effect:		None	Standard action	10 minutes/level	Touch  Target: See text	No	Transmutation  Caster Level: 16	Is This : null
Provides source of locomotion to cart, wagon, boat, or ship		Will negates	Standard action	1 round/level	Close (65 ft.)	Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved
Effect: One creature/level will not attack caster.  □□□□□□ Remove Fear		Will negates (harmless)	Standard action	10 minutes [see text]	Target: Up to one creature/leve no two of which may bemore th Close (65 ft.)	[of your general type], an 30 feet apart Yes (harmless)		Is This : null
Effect: Suppresses fear or gives a +4 bonus on saves against fea	r for on	e subject +1/4 levels.			Target: One creature plus one a four levels, no two of which can apart	additional creature per be more than 30 feet	Caster Level: 16	
Sealed Door, Lesser		None	Standard action	Permanent [D]	Close (65 ft.)	No	Abjuration [Dragon]	AE: Arcana Evolved
Effect: Makes door very difficult to open.					Target: One door, no larger tha feet			
Secret of Flame		Will negates or Fortitude negates (see text)	Standard action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud [see text]	Long (1040 ft.)  Target: One fire source, up to a	Yes or No (see text)	Transmutation [Fire] Caster Level: 16	Is This : null
Target fire explodes in fireworks or smoke.		None	Ctandard	10 minutes/level [D]	Medium (260 ft.)	No No	Divination	AE: Arcana Evolved
Effect: Caster can see invisible creatures and objects.		None	action	To minute shever [D]	Target: Cone	110	Caster Level: 16	AL. Alcana Evolved
Shatter		Will negates (object); Will negates (object) or Fortitude half (see text)	Standard action	Instantaneous	Close (65 ft.)	Yes (object)	Evocation [Sonic]	Is This : null
Effect: Sonic attack bursts brittle objects.					Target: 5-foot-radius spread; or crystalline creature	one solid object or one	e Caster Level: 16	
Shieldbreaker  Effect:		None	action	One hour/level or until triggered	Touch  Target: One weapon	No	Transmutation  Caster Level: 16	Is This : null
Allows one weapon to ignore or break shields, dispels a shapped of the shields of the shiel	17	Fortitude negates(harmless)		One minute/level or until used	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Athame has storied within it a touch attack spell, which it in Startling Touch		rith one strike. Will negates	Standard	Instantaneous	Target: Your athame Touch	Yes	Caster Level: 16 Enchantment	AE: Arcana Evolved
Effect:			action	, inclaiment code	Target: One creature		[Mind-Affecting, Psionic] Caster Level: 16	7.E. 7.10a.na E10.170a
Touch attack inflicts 1 point of Wisdom damage and stuns  Status		will negates (harmless)	Standard action	One hour/level	Touch	Yes (harmless)	Divination [Positive Energy, Truename]	els This : null
Effect: You keep track of the conditions affecting your comrades.					Target: One living creature tout	hed/three levels	Caster Level: 16	
Subtle Steps  Effect:			Standard action	One hour/level	Personal  Target: You		Transmutation [Litorian] Caster Level: 16	AE: Arcana Evolved
Caster gains +5 competence bonus to Sneak checks.		None	Standard action	One minute/level	Personal	No	Abjuration	Is This : null
Effect: Hide and Move Silently checks are made at a #10 penalty.					Target: 50-foot-diameter sphere		Caster Level: 16	
Undaunted Fixture		None	Standard action	Permanent	Touch  Target: Two objects [see below	No I	Transmutation  Caster Level: 16	Is This : null
Affix two objects together.		None		Instantaneous	Medium 0	Yes	Evocation [Force]	Is This : null
Effect:	ook	fall prope	action		Target: One creature/level, all of	f which are within 20	Caster Level: 16	
One creature/level is shaken and must make a Balance ch		fall prone. None	Standard action	Instantaneous	feet of each other Medium (260 ft.)	Yes	Conjuration [Plant]	AE: Arcana Evolved
Effect: Thorn inflicts 1d6 points of damage + 1/caster level for 1 rd Woodbane		caster levels. Will negates (object)		Instantaneous	Target: One creature Close (65 ft.)	Yes (object)	Caster Level: 16 Transmutation	Is This : null
Effect:			action		Target: One Small wooden obje	ct/level, all within a	[Curse, Plant] Caster Level: 16	
Wooden objects warp and become useless.  Zone of Truth	17	Will negates	Standard action	One minute/level	20-foot radius burst Close (65 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting,	Is This : null
Effect: Creatures in a 20-foot radius are compelled to tell the truth					Target: 20-foot-radius emanation	n	Psionic] Caster Level: 16	

<sup>\* =</sup>Domain/Speciality Spell

# Mage Blade Spells LEVEL 3

				LEVEL 3				
Name Arcane Sight (Lesser)	DC	Saving Throw	Time Standard	Duration One minute/level [D]	Range Comp. Personal	Spell Resistance	School Divination	Source Is This : null
Effect:			action		Target: You		Caster Level: 16	
Continual detect magic effect.						.,		
Compelling Question, Greater	18	Will negates	action	Instantaneous	Close (65 ft.)	Yes	Enchantment [Language-Dependent	AE: Arcana Evolved dent,
Effect:					Target: One creature		Mind-Affecting] Caster Level: 16	
Target must answer a question.		None	10 minutes	s Instantaneous	Close (65 ft.)	No	Conjuration	AE: Arcana Evolved
Effect:			10 1111110100	, motaniano de	Target: Food and water to sust		Caster Level: 16	712. 711 dania Evolvoa
Creates food and water for three humans/level for one da	y. 18	Fortitude negates	Standard	Instantaneous	one horse/level for one day Touch	Yes	Necromancy	Is This : null
Contagion	10	1 Ortifude Negates	action	instantaneous			•	is IIIis . IIuii
Effect: Touched target contracts disease.					Target: Living creature touched		Caster Level: 16	
Creation, Lesser		None	One minute	One hour/level	0 feet	No	Conjuration [Giant	AE: Arcana Evolved
Effect: Creates nonmagical object of vegetable matter.					Target: Unattended, nonmagical plant matter, up to 1 cubic foot/		Caster Level: 16	
□□□□□ Day's Light		None	Standard action	10 minutes/level [D]	Touch	No	Evocation [Light]	Is This : null
Effect:			action		Target: Object touched		Caster Level: 16	
Bright light fills 60-foot-radius area.  Deprivation	18	Fortitude negates		Permanent [D]	Medium (260 ft.)	Yes	Necromancy	Is This : null
			action				[Curse, Negative Energy, Psionic,	
Effect:					Target: One living creature		Truename] Caster Level: 16	
Target creature is blinded or deafened.	40	NACH	0	Politica of a selection of a selection		V (11)		1. This
Dream Learning	18	Will negates (harmless)	One standard	Eight hours [or until creature awakens]	Touch	Yes (harmless)	Divination [Mind-Affecting,	Is This : null
Effect:			action		Target: One sleeping creature		Psionic] Caster Level: 16	
Sleeping creature you touch studies a subject of your cho	ice whi 18	le asleep. Fortitude negates	Standard	Instantaneous	Touch	Yes		AE: Arcana Evolved
Effect:	-		action		Target: One creature	-	Caster Level: 16	
Stone hands reach up and grasp at touched foe.		5.4	•	0 1 1 1/0		.,		
===== Earthbond	18	Reflex partial	Standard action	One hour/level [D]	Medium (260 ft.)	Yes	Transmutation [Earth, Plant]	Is This : null
Effect: Creatures in area take damage while moving, may be slo	wed.				Target: One 20-foot square/lev	el	Caster Level: 16	
□□□□□ Enhance Witchery	18	Will negates (harmless)	Standard action	10 minutes/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect:			action		Target: One creature with witch	ery powers	Caster Level: 16	
Witch gains additional use[s] or increased level for witche Geyser	ry powe 18	er. Reflex negates	Standard	1 round/level	Medium (260 ft.)	Yes	Conjuration	Is This : null
333300)00.			action				(Summoning) [Earth, Water]	
Effect: Geyser inflicts 3d8 points of damage and knocks down fo	20				Target: A cylinder 30 feet high	with a 5-foot radius	Caster Level: 16	
Giant's Curse	18	Will negates		Permanent	Medium (260 ft.)	Yes	Enchantment	Is This : null
			action				(Compulsion) [Curse,	
							Mind-Affecting, Truename]	
Effect: Foe suffers a #4 penalty to attack smaller creatures and a	#4 per	nalty on Spot checks to	notice them	1.	Target: One creature		Caster Level: 16	
□□□□□ Hand of Battle	18	Fortitude half		Instantaneous	Touch	Yes	Evocation [Force]	AE: Arcana Evolved
Effect:	.15	40.10	action		Target: One creature or object		Caster Level: 16	
Touch attack inflicts 1d6 points of force damage/caster le	/ei [ma 18	Will disbelief (if		One minute/level [D]	Long (1040 ft.)	No	Illusion	AE: Arcana Evolved
Effect:		interacted with)	action		Target: Visual figment that can	not extend beyond four	Caster Level: 16	
Creates illusion of an object with sound, smell, texture, ar	d temp 18	erature. Will negates	Standard	Instantaneous	10-foot cubes + one 10-foot cul Close (65 ft.)		Conjuration	Is This : null
Infusion of Will	10	(harmless)	action	instantaneous			[Psionic]	is IIIis.IIuii
Effect: Up to four creatures are freed from paralysis.					Target: Up to four creatures, no more than 30 feet apart	two of which can be	Caster Level: 16	
□□□□□ Lethality Denied	18	Will negates	Standard action	One minute/level or until triggered	Close (65 ft.)	Yes	Enchantment (Compulsion)	Is This : null
Effect:					Target: One creature		[Mind-Affecting] Caster Level: 16	
Target inflicts subdual damage rather than normal damage	e on kil		Ctart	One have level 1		N-		In This "
□□□□ Master's Summons		None	Standard action	One hour/level [see text]	Five miles	No	Evocation [Giant]	is this : null
Effect: Ghostly hand can lead a nearby creature back to you.					Target: Ghostly hand		Caster Level: 16	
□□□□ Meld Into Stone			Standard action	10 minutes/level	Personal		Transmutation [Earth]	Is This : null
Effect:			201011		Target: You		Caster Level: 16	
You and your gear merge with stone.  DDDDDDMelee Arcana		None		1 round/level	40 feet	Yes	Enchantment	Is This : null
			action				(Compulsion) [Dragon,	
							Mind-Affecting, Psionic]	
Effect: You and your allies get a +1 bonus on most rolls; enemie	e den s	#1 nenalty			Target: All allies and foes within centered on you	a 40-foot-radius burst		
Protection From Elements	- you a	None		10 minutes/level or untildischarged	Touch	Yes	Abjuration [See	AE: Arcana Evolved
Effect:			action		Target: Creature touched		Text] Caster Level: 16	
Protects target against 12 points/level of specified elementary Quench	tal type	e. None or Will negates	Standard	Instantaneous	Medium (260 ft.)	No or Yes (object)	Transmutation	Is This : null
Effect:		(object)	action		Target: One 20-foot cube/level		[Water]	
Extinguishes nonmagical fires, can dispel magical fire, da			Cton	Instantaneous	item			AE: Argent Foot of
Repair, Greater	18	Will negates (harmless, object)	Standard action	Instantaneous	10 feet	Yes (harmless, object		AE: Arcana Evolved
Effect: Repairs one shattered object and repairs 1d6 points of da	mage/o	caster level to damaged	object.		Target: One object		Caster Level: 16	
Slow ~ MP	18	Will negates		1 round/level [D]	Close (65 ft.)	Yes	Transmutation	AE: Arcana Evolved
Effect:					Target: One creature/level, no t	wo of which can be	Caster Level: 16	
One creature/caster level can take only limited actions an Spirit of Prowess	d suffer	rs a -2 penalty to AC, at		age, and Reflex saves. 10 minutes/level or when used	more than 30 feet apart Personal		Transmutation	AE: Arcana Evolved
Effect:			action		Target: You		[Sibeccai] Caster Level: 16	
Caster gains +4 competence bonus on one attack + one a	attack/5		4.7."	14 10 15				A.F. A
Summon Minor Elemental, Lesser		None	1 full round	d 1 round/level [D]	Close (65 ft.)	No	Conjuration [See Text]	AE: Arcana Evolved
Effect:					Target: One summoned creature	re .	Caster Level: 16	
Small elemental appears and attacks caster's foes.				* =Domain/Speciality Spell				
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□□□□□ Sweet Honey			Standard action	10 minutes/level [D]	Personal		Transmutation [Language-dependence]	Is This : null dent]
Effect: You gain a +30 bonus on Bluff checks.					Target: You		Caster Level: 16	
Unbridled Rage	18	Will negates (harmless)	Standard action	Concentration + 1 round/level [D]	Medium (260 ft.)	Yes (harmless)	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic]	Is This : null
Effect: One creature/3 levels gains +2 bonus to Strength and	Constituti	on, +1 on Will saves, #	2 Armor Cla	ss penalty.	Target: One willing living creat of which may be more than 30		Caster Level: 16	
□□□□ Warrior's Edge	18	Will negates (harmless, object)	Standard action	10 minutes/level	Close (65 ft.)	Yes (harmless, object	Transmutation [Litorian]	Is This : null
Effect: Threat range of target weapon improves.					Target: One weapon or 50 pro must be in contact with each of casting		Caster Level: 16	
□□□□ Water Breathing	18	Will negates (harmless)	Standard action	Two hours/level [see text]	Touch	Yes (harmless)	Transmutation [Water]	AE: Arcana Evolved
Effect: Allows air-breathers to breathe water.					Target: Living creatures touch	ed	Caster Level: 16	
□□□□□ Weary Touch	18	Fortitude partial	Standard action	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
Effect: Touch attack makes target exhausted.					Target: One creature		Caster Level: 16	
Whisper of Madness	18	Will negates	Standard action	Instantaneous	Close (65 ft.)	Yes	Evocation [Air, Mind-Affecting, Sonic]	AE: Arcana Evolved
Effect: Target suffers 1d8 points of damage +2 points of Wisc	dom dama	ge + 1 point of Wisdom	/5 levels.		Target: One creature		Caster Level: 16	
				LEVEL 4				

LEVEL 4								
Name	DC		Time	Duration	Range Comp		School	Source
Animate the Dead, Lesser		None	One minute	Instantaneous [self-sustaining magic]	Touch  Target: The corpse of one	No creature with fewer Hit Dice	Necromancy e Caster Level: 16	AE: Arcana Evolved
Creates one undead creature.  DDDDDBestow Curse	19	Will negates	Standard action	Permanent	than you Touch	Yes	Necromancy [Curse, Negative	Is This : null
Effect: Touched creature is cursed [#6 penalty to an ability, #4 p	onalty	to attacke savos ability		skill chacks	Target: Creature touched		Energy] Caster Level: 16	
□□□□ Binding Pact	19	See text		Instantaneous	Close (65 ft.)	See text	Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting]	Is This : null
ffect: Compels caster and another to keep a pact or suffer 2 pe	oints of	damage to all ability sco	res per day		Target: You and one other	target	Caster Level: 16	
Black Mulching  Effect:		None	Standard action	1 round/level	Medium (260 ft.)  Target: 20-foot-diameter s	Yes	Necromancy [Plant] Caster Level: 16	Is This : null
Plants 3 HD or less die; others take 1d10 points of dama	ige 19	Fortitude	Stondard	1 round/level	Touch	Yes (object, harmless		AE: Arcana Evolved
Blooded Athame	19	negates(object, harmless)	action	Troundriever		res (object, narmiess	,	AE: Arcana Evolved
Effect: An athame becomes a wounding weapon.					Target: Your athame		Caster Level: 16	
□□□□□ Bone Tattoo	19	Will negates (harmless)	One minute	One minute/level	Touch  Target: One living creature	Yes	Necromancy [Runic] Caster Level: 16	Is This : null
Gives SR 10 + level against shapechange, cold, and mir	nd-affect	ting attacks. Will negates	Ctondord	Permanent	Medium (260 ft.)	Yes	Enchantment	Is This : null
⊒□□□□ Bully's Curse	19	wiii negates	action	remanent	medium (200 it.)	res	(Compulsion) [Curse, Mind-Affecting, Truename]	is mis.nuii
Effect: Foe suffers #4 penalty to attacks and #2 penalty to Armo	r Class	against creatures of fev	ver Hit Dice.		Target: One creature		Caster Level: 16	
Burning Rain	19	Reflex half		d 1 round/level	Long (1040 ft.)	Yes	Conjuration (Summoning) [Fire, Water]	Is This : null
iffect: Targets suffer 2d6 points of fire damage/ round.					Target: A cylinder up to 10	0 feet high with a 20-foot	Caster Level: 16	
Targets surer 206 points or life darriage/ round.	19	Will negates	Standard action	1 round/level	radius Medium (260 ft.)	Yes	Enchantment (Compulsion) [Faen, Mind-Affecting, Psionic]	Is This : null
Effect: Creatures in a 15-foot-radius burst behave erratically.					Target: All creatures in a 1	5-foot-radius burst	Caster Level: 16	
Conjure Weapon, Greater		None	Standard action	One minute/level [D]	0  Target: One weapon	No	Conjuration [See Text] Caster Level: 16	AE: Arcana Evolved
Creates +1 or better weapon.	19	Will negates	1 full round	d Permanent	Medium (260 ft.)	Yes	Evacation (Curso	AE: Arcana Evolved
☐☐☐☐☐ Curse of Vengeance  ###################################					Target: One creature	res	Truename] Caster Level: 16	AE. Alcana Evolveu
Curtain of Flame	ilecks &	None		Concentration + 1 round/level	Medium (260 ft.)	Yes	Evocation [Dragon, Fire]	Is This : null
Effect: Opaque sheet or ring of flame deals damage to those clo	se by o	or passing through it.				ame up to 20 feet long/leve us of up to 5 feet/two levels;		
Dancing Rune	19	Fortitude negates(harmless)	Standard action	10 minutes/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
ffect: Touch-trigger rune animates and attacks.					Target: One password-pro	tected rune	Caster Level: 16	
Death Ward	19	Will negates (harmless)	Standard action	One minute/level	Touch	Yes (harmless)	Necromancy [Positive Energy]	Is This : null
Effect: Touched creature is immune to death and negative energians.					Target: Living creature tou		Caster Level: 16	
Gaze of Terror  Getect:	19	Will negates	Standard action	1 round/two levels [D]	Close (65 ft.)  Target: A globe with a rad	Yes us of 25 feet + 5 feet/two	Enchantment [Fear] Caster Level: 16	AE: Arcana Evolved
Gaze attack panics targets, making them flee.	10	Will pogatos	Standard	Concentration up to 4 round/lovel	levels		Divination	Is This : null
Gaze of the Sibeccai	19	Will negates	action	Concentration, up to 1 round/level	Close (65 ft.)  Target: One creature/leve	No , no two of which can be	[Language-depen Psionic, Sibeccai] Caster Level: 16	dent,
Your gaze reveals whether subjects are lying.	19	Will negates	Standard	Five minutes/level	more than 30 feet apart Touch	Yes (harmless)	Enchantment	Is This : null
⊒□□□□ Heroism	19	(harmless)	action	· · · · · · · · · · · · · · · · · · ·		res (namiess)	(Compulsion) [Litorian, Mind-Affecting, Psionic, Truename]	io mio mui
Effect: Target gains +3 bonus on attacks, saves, and skill check	ks, +4 b	onus on saves against	fear, and ter	mporary hit points equal to one-half caste	Target: Creature touched er		Caster Level: 16	

Effect: Target: Creature touched Target gains +3 bonus on attacks, saves, and skill checks, +4 bonus on saves against fear, and temporary hit points equal to one-half caster level.

\* =Domain/Speciality Spell

Mage Diade Opens										
Living Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved		
Effect: Athame becomes a dancing weapon.					Target: Your athame		Caster Level: 16			
Oathbind (Lesser)	19	Will negates	1 full roun	d One day/level or until discharged [D]	Close (65 ft.)  Target: One living creature with	Yes h 7 HD or less	Enchantment (Compulsion) [Language-dependented Mind-Affecting, Psionic, Truename] Caster Level: 16	Is This : null dent,		
Compels target to perform a directive you give it.  Precognitive Flashes			Standard action	One minute/level	Personal		Divination [Psionic	]ls This : null		
Effect: You gain +1 insight bonus to attack rolls, Armor Class,	and Refl	ex saving throws.			Target: You		Caster Level: 16			
Remove Curse	19	Will negates (harmless)	Standard action	Instantaneous	Touch  Target: Creature or item touch	Yes (harmless)	Abjuration [Truename] Caster Level: 16	AE: Arcana Evolved		
Removes one curse from target.		None	Ctandard	10 minutes/level	Touch	No	Transmutation	AE: Arcana Evolved		
Stamina to Defense  Effect: Caster suffers 2 points of Constitution damage but gain	sa+4 lı		action	To minutes/level	Target: One armor or shield	INU	[Sibeccai] Caster Level: 16	AE. Arcana Evolved		
Strength to Strike		None	Standard action	1 round/level	Touch  Target: One weapon	No	Transmutation [Sibeccai] Caster Level: 16	AE: Arcana Evolved		
Caster suffers 2 points of Strength damage but gains a  Caster suffers 2 points of Strength damage but gains a	+2d6 da 19	Image bonus for weapo Will negates (harmless)		1 round/level	One mile/level	Yes (harmless)	Divination [Language-Depen Mind-Affecting,	AE: Arcana Evolved dent,		
Effect: Caster and creature communicate mentally.					Target: You and one familiar of	creature	Psionic] Caster Level: 16			
□□□□□ Tongues		None	Standard action	10 minutes/level	Touch	No		AE: Arcana Evolved		
Effect: Target speaks and understands languages.					Target: Creature touched		Caster Level: 16			
Touch of the Tempest	19	Fortitude half	Standard action	Instantaneous	Touch	Yes	Evocation [Air, Water]	AE: Arcana Evolved		
Effect: Touch attack inflicts 1d8 points of damage/caster level a	and daze	es foe for 1 round/4 cas	ter levels.		Target: One creature		Caster Level: 16			
Transfer Wounds, Greater	19	Will half (harmless)		d Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved		
Effect: Heals 4d10 points of damage + 1 point/level; caster suff	fers half	that amount in subdual	damage.		Target: Creature touched		Caster Level: 16			
UUUUWWAll of Ice	19	See text	Standard action	One minute/level	Medium (260 ft.)	Yes	Evocation [Cold]	AE: Arcana Evolved		
Effect: Creates barrier or hemisphere of ice.			22.311		Target: Anchored plane of ice, square/level, or hemisphere of to 3 feet +1foot/level		Caster Level: 16			

# LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animal Evolution	20	Fortitude negates (ser text)	e Standard action	One minute/level	Medium (260 ft.)		Yes	Transmutation [Dragon]	Is This : null
ffect: Enlarges one animal/2 levels.					can be more than 3			Caster Level: 16	
⊒⊒⊒⊒ Aura of Trust	20	Will negates	Standard action	10 minutes/level	Personal		Yes	Enchantment (Charm) [Faen, Mind-Affecting, Psionic]	Is This : null
Trect: Charm creatures within 25 feet + 5 feet/ 2 levels.					Target: You			Caster Level: 16	
DDDBattle Healing, Greater	20	Will half (harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Energy]	eAE: Arcana Evolved
ffect: Target is healed of 1d6 points of damage/caster level [r	maximun	15d6].			Target: Creature to	ouched		Caster Level: 16	
Commune With Nature			10 minute	s Instantaneous	Personal			Divination [Earth, Giant, Plant]	Is This : null
ffect: Gain knowledge of the surrounding area within one mile	e/level.				Target: You			Caster Level: 16	
Control Water		None	Standard action	10 minutes/level [D]	Long (1040 ft.)		No	Transmutation [Water]	Is This : null
ffect: Raise or lower water to affect ships and creatures in the	e area.				Target: Water in a feet/level # 2 feet/le			Caster Level: 16	
Creation, Greater		None	One minute	Instantaneous	0 feet		No		] AE: Arcana Evolved
fect: Creates nonmagical object of any material.					Target: Unattended matter, up to 1 cub		al object of nonliving	Caster Level: 16	
□□□□ Discordant Chord	20	Will negates	Standard action	1 round/level	Medium (260 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic]	Is This : null
ffect: Music you create causes creatures to attack each other	r.				Target: Creatures	within a 20-fo	oot-radius spread	Caster Level: 16	
Dominate, Lesser	20	Will negates	Standard action	One hour/level	Medium (260 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
ffect: Caster controls actions of any Medium [or smaller] hum	nanoid.				Target: One human	noid of Medi	um or smaller size	Caster Level: 16	
□□□□ Earth's Embrace			Standard action	1 round/level [D]	Personal			Evocation	Is This : null
fect: Gives caster DR 5/adamantine [or 10/+1] and creates a	nrotecti	ve shell that wards caste	er from all a	ttacks	Target: You			Caster Level: 16	
☐☐☐☐ Earthtrick	20	See text		Permanent	Medium (260 ft.)		No	Transmutation [Earth]	Is This : null
ffect: Transform mud to rock or vice versa.			action		Target: Up to two 1	10-foot cube:	s/level [S]	Caster Level: 16	
Enfeebled Mind	20	Will negates (see text	) Standard action	Permanent	Medium (260 ft.)		Yes	Enchantment [Curse, Faen, Mind-Affecting, Psionic,	AE: Arcana Evolved
ffect: Target's Intelligence drops to 1.					Target: One creatu	ıre		Truename] Caster Level: 16	
Ghost Weapon		None	Standard action	1 round/level	Touch		Yes (harmless)	Transmutation [Force]	AE: Arcana Evolved
ffect: Weapon ignores armor and natural armor.					Target: One melee	weapon		Caster Level: 16	
Weapon ignores armor and natural armor.		None	Standard action	Instantaneous	Medium (260 ft.)		Yes	Evocation [Earth, Light, Positive	Is This : null
iffect: Light shines up through cracks in the ground, inflicting	1d8 poin	s of damage/2 levels to	undead.		Target: 30-foot-rad	dius spread o	on the ground	Energy] Caster Level: 16	

<sup>\* =</sup>Domain/Speciality Spell

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Open Door		None	Standard action	Instantaneous	Touch	No	Transmutation	AE: Arcana Evolved
Effect: Opens one door, no matter how sealed, barred, or locked.					Target: One door or similar clo	sure	Caster Level: 16	
Revivification	20	None (see text)	Standard action	One minute/level [D]	Touch	Yes (harmless)	Transmutation [Positive Energy]	AE: Arcana Evolved
Effect: Restores temporary life to a dead creature.					Target: One dead creature		Caster Level: 16	
□□□□□ Sending		None	10 minutes	s 1 round [see text]	See text	No	Evocation [Language-dependation]	Is This : null dent,
Effect: You and another creature exchange messages across any	/ dista	nce.			Target: One creature		Caster Level: 16	
Spell Resistance	20	Will negates (harmless)	Standard action	One minute/level	Touch	Yes (harmless)	Abjuration	AE: Arcana Evolved
Effect: Target gains SR 12 + caster level.					Target: Creature touched		Caster Level: 16	
□□□□□ Summon Minor Elemental, Greater		None	1 full roun	d 1 round/level [D]	Close (65 ft.)	No	Conjuration [See Text]	AE: Arcana Evolved
Effect: Medium elemental appears and attacks caster's foes.					Target: One or more summone which can be more than 30 fee		Caster Level: 16	
□□□□□ Touch of Dire Doom	20	Fortitude partial	Standard action	Instantaneous	Touch	Yes	Evocation	AE: Arcana Evolved
Effect: Touch attack inflicts 1d3 points of ability score damage to a	all sco	ores.			Target: One creature touched		Caster Level: 16	
□□□□□Wall of Stone	20	See text	Standard action	Instantaneous	Medium (260 ft.)	No	Conjuration [Earth	AE: Arcana Evolved
Effect: Creates barrier of stone.					Target: Stone wall whose area square/level [S]	is up toone 5-foot	Caster Level: 16	
				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	[Sibeccai]	AE: Arcana Evolved
Target gets +8 enhancement bonus to highest ability sco	re.				Target: One creature	€		Caster Level: 16	
□□□□□ Beastskin, Greater		None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved
Effect: Target gains +6 [or greater] natural armor bonus to AC.					Target: Living creatu	ire touche	d	Caster Level: 16	
□□□□ Blindsight	21	Fortitude negates(harmless)	Standard action	One minute/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Target gains blindsight.		. ,			Target: One creature	Э		Caster Level: 16	
Call Guardian, Lesser	21	None (see text)	One minute	Instantaneous	Close (65 ft.)		No (see text)	Conjuration	AE: Arcana Evolved
Effect: Calls monster to serve caster.					Target: One creature	Э		Caster Level: 16	
□□□□ Coma	21	Fortitude negates	Standard action	One hour/level [D]	Close (65 ft.)		Yes	Enchantment [Mind-Affecting]	AE: Arcana Evolved
Effect: Target is comatose for one hour/caster level.					Target: One living cr	eature		Caster Level: 16	
□□□□□ Cursed Locale		None	One minute	Permanent	Long (1040 ft.)		No	Evocation [Curse]	AE: Arcana Evolved
Effect: All attacks, saves, and checks made in the affected area	suffer	a -2 morale penalty.			Target: Ten 10-foot	cubes/leve	el	Caster Level: 16	
Learn Truename	21	Will negates	12 hours	Instantaneous	Unlimited		Yes	Divination	AE: Arcana Evolved
Effect: Caster learns one creature's truename.					Target: One creature	Э		Caster Level: 16	
□□□□□ Protect Soul			One hour	One day/level	Personal			Abjuration	AE: Arcana Evolved
Effect: Protects caster from soul-affecting spells and truename e	effects.				Target: You			Caster Level: 16	
□□□□□ Wall of Sound	21	See text	Standard action	Two minutes/level [D]	Medium (260 ft.)		No	Evocation [Sonic]	AE: Arcana Evolved
Effect: Creates barrier of shrieking, solid sound that inflicts dama	age an	d hinders Listen checks.			Target: Sonic wall w square/level [S]	hose area	is up to one 5-foot	Caster Level: 16	

				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 (260 ft.)	Yes	Transmutation [Curse, Faen, Truename]	AE: Arcana Evolved
Effect: Randomly lowers target's Intelligence, Wisdom, and Ch	arisma t	o 1.			Target: One creature		Caster Level: 16	
□□□□□ Finger of Destruction	22	Fortitude partial	Standard action	Instantaneous	Close (65 ft.)	Yes	Necromancy [Negative Energy]	AE: Arcana Evolved
Effect: Target suffers 5 points of damage/caster level.					Target: One living creature		Caster Level: 16	
Gaze of the Basilisk	22	Fortitude negates	Standard action	1 round/two levels [D]	Close (65 ft.)	Yes	Transmutation [Earth]	AE: Arcana Evolved
Effect: Gaze attack turns victims to stone.					Target: A globe with a radius levels	s of 25 feet + 5 feet/two	Caster Level: 16	
Immunity, Lesser)			Standard action	10 minutes/level [D]	Personal		Abjuration	AE: Arcana Evolved
Effect: Target is immune to one dangerous type of spell, elements.	ent, ener				Target: You		Caster Level: 16	
□□□□ Mental Protection		None	Standard action	One hour/level	Touch	Yes	Abjuration [Mind-Affecting, Psionic]	AE: Arcana Evolved
Effect: Caster makes caster power check to negate mental atta	acks on t	arget.			Target: One living creature		Caster Level: 16	
Rock's Hand		None	Standard action	1 round/level [D]	Medium (260 ft.)  Target: 10-foot-wide hand	No	Evocation [Earth, Giant] Caster Level: 16	AE: Arcana Evolved
Hand of stone rises from the ground and grapples foe.								
Song of Paralysis	22	Fortitude negates	One action	n 1 round/level	Medium (260 ft.)	Yes	Necromancy [Sonic]	AE: Arcana Evolved
Effect: One creature/level is paralyzed.					Target: One creature/level, r more than 30 feet apart		Caster Level: 16	
Spell's Edge, Greater	22	Fortitude negates(harmless)	Standard action	1 round/two levels	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Athame has touch-attack spell stored within it, inflicting	the spel	I with each strike.			Target: Your athame		Caster Level: 16	
Spirit of War			Two minutes	24 hours	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Caster gains +4 to Strength, Constitution, and Dexterity	, and +1	to attack rolls/2 caster	evels, but c	annot cast spells.	Target: You		Caster Level: 16	
Stabilize Soul	22	Will negates (harmless)	One minute	Instantaneous	Touch	Yes (harmless)	Transmutation [Truename]	AE: Arcana Evolved
Effect: Revivified creature remains alive.					Target: One creature or one	corpse	Caster Level: 16	
Summon Major Elemental,		None	1 full roun	d 1 round/level [D]	Close (65 ft.)	No	Conjuration [See Text]	AE: Arcana Evolved
Lesser Effect:					Target: One or more summo		Caster Level: 16	
Huge elemental appears and attacks caster's foes.				* =Domain/Speciality Spell	which can be more than 30 for	eet apart		

Maga Plada Spalls

			I۱	/lage Blade Spell	S				
Transfer Wounds, Total	22	Will half (harmless)	1 full round	d Instantaneous	Touch		Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
Effect: Heals all damage; caster suffers half that amount in sub-	odual da	mage.			Target: Creature tou	uched		Caster Level: 16	
				L E) /EL 0					
				LEVEL 8					
Name	DC	Saving Throw	Time	Duration		Comp.	Spell Resistance	School	Source
Curse of Languishing Death	23	Fortitude partial	Standard action	Permanent	Medium (260 ft.)		Yes	Transmutation [Curse, Negative Energy, Truename]	AE: Arcana Evolved
Effect: Victim suffers 1d6 points of Constitution damage/day.					Target: One creature	е		Caster Level: 16	
Dominate, Greater	23	Will negates	Standard action	One day/level	Medium (260 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
Effect: Caster controls actions of one creature.					Target: One living co	reature wit	h fewer Hit Dice than	Caster Level: 16	
□□□□□ Primal Release	23	Will negates	Standard action	10 minutes/level	Close (65 ft.)		Yes	Transmutation [Litorian]	AE: Arcana Evolved
Effect:					Target: One living or	reature [no	t you]	Caster Level: 16	
Target gains +10 to Strength and Constitution, +2 to De	exterity, -	6 to Intelligence and Ch			01 (0=4)				
Roar of Courage			1 full round	d 10 minutes/level	Close (65 ft.)			Litorian]	, AE: Arcana Evolved
Effect: Grants allies fear immunity and morale bonus.					Target: All allies with	hin range		Caster Level: 16	
□□□□□ Unstoppable Strikes			Standard action	1 round/level	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
Effect:					Target: You			Caster Level: 16	
Caster makes sneak attacks with every strike, inflicting									
□□□□□ Wave of Death	23	Fortitude negates	Standard	Instantaneous	Close (65 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved

Target: Cone

Close (65 ft.)

Target: Cone Long (1040 ft.)

Target: Cyclone 10 feet wide at base,30 feet wide at Caster Level: 16 top, and 30 feet tall

Standard Instantaneous action

Effect:
Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.
Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.
Standard Instantaneous action

Effect:
Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.

| Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.

| Reflex negates (see text) | Standard action | 1 round/level [D]

Effect:
Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about.

Necromancy AE: Arcana Evolved [Negative Energy]

Caster Level: 16

Evocation [PositiveAE: Arcana Evolved Energy]

Caster Level: 16

Evocation [Air] AE: Arcana Evolved

<sup>\* =</sup>Domain/Speciality Spell

Notes:	
Character Sheet Notes:	