

Pryad

NAME
Wiz8
CLASS
8
Character Level
28000
EXPERIENCE
36000
NEXT LEVEL

Jason

PLAYERNAME
Elf, Fire
RACE
132
AGE
Medium
SIZE
Male
GENDER

Amaunator

DEITY
5' 9"
HEIGHT
120 lbs.
WEIGHT
Violet - lt red
EYES
Flame Orange,
HAIR

Lawful Neutral

ALIGNMENT
Low-light
VISION
-1
POINTS

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 13 | +1 | 13 | +1 | 13 | +1 |
| DEX Dexterity | 16 | +3 | 16 | +3 | 16 | +3 |
| CON Constitution | 14 | +2 | 14 | +2 | 14 | +2 |
| INT Intelligence | 21 | +5 | 23 | +6 | 23 | +6 |
| WIS Wisdom | 12 | +1 | 12 | +1 | 12 | +1 |
| CHA Charisma | 13 | +1 | 13 | +1 | 13 | +1 |

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------|----|-------------------|----|--------------|----------------|---------------|----|---------------------------|----|------------------|---|--------------|----------------------|------|---|------|---|---------|---|------|--|-------------|---|----------------------|----|---------------------|---|--------------|---|
| VP Vitality | 44 | WOUNDS/CURRENT HP | | | SUBDUAL DAMAGE | | | WP Wound Points | 14 | DAMAGE REDUCTION | | | SPEED Walk 40 ft. | | | | | | | | | | | | | | | | |
| AC armor class | 20 | TOTAL | 17 | FLAT | 15 | TOUCH | 10 | BASE | 3 | ARMOR BONUS | 0 | SHIELD BONUS | 3 | STAT | 0 | SIZE | 2 | NATURAL | 2 | MISC | | MISS CHANCE | 0 | ARCANE SPELL FAILURE | +0 | ARMOR CHECK PENALTY | 0 | SPELL RESIST | 0 |
| INITIATIVE modifier | +7 | TOTAL | +3 | DEX MODIFIER | +4 | MISC MODIFIER | | | | | | | | | | | | | | | | | | | | | | | |
| BASE ATTACK bonus | +4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|------------------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE (constitution) | +6 | = +2 | +2 | +2 | +0 | +0 | | |
| REFLEX (dexterity) | +7 | = +2 | +3 | +2 | +0 | +0 | | |
| WILL (wisdom) | +9 | = +6 | +1 | +2 | +0 | +0 | | |

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------|-------------------|------|------|------|------|------|
| MELEE attack bonus | +5 | = +4 | +1 | +0 | +0 | +0 | |
| RANGED attack bonus | +7 | = +4 | +3 | +0 | +0 | +0 | |
| GRAPPLE attack bonus | +5 | = +4 | +1 | +0 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
| | +5 | 1d3+1 | 20/x2 | 5 ft. |

| Quarterstaff | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|------|------|----------|-------|
| | Carried | B/B | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | DAMAGE | | | | |
| +5 | 1d6+1 | | | | |
| Special Properties | | | | | |

| *Rapier +2 | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|--------|-----------|----------|-------|
| | Primary | P | M | 18-20/x2 | 5 ft. |
| To Hit | Dam | To Hit | Dam | | |
| 1H-P | +7 | 1d6+3 | 2W-P-(OH) | +1 | 1d6+3 |
| 1H-O | +3 | 1d6+2 | 2W-P-(OL) | +3 | 1d6+3 |
| 2H | +7 | 1d6+3 | 2W-OH | -3 | 1d6+2 |
| Special Properties | | | | | |

| Shortbow +3 (Unholy) | HAND | TYPE | SIZE | CRITICAL | REACH |
|----------------------|---------|---------|---------|----------|-------|
| | Carried | P | M | 20/x3 | 5 ft. |
| 30 ft. | 60 ft. | 120 ft. | 180 ft. | 240 ft. | |
| TH | +10 | +10 | +8 | +6 | +4 |
| Dam | 1d6+3 | 1d6+3 | 1d6+3 | 1d6+3 | 1d6+3 |
| Special Properties | | | | | |

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

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|-----------------------------|------|----|--------|-------|---------------|
| *Amulet of Natural Armor +2 | | +2 | +0 | 0 | |
| *Bracers of Armor +3 | | +3 | +0 | 0 | |
| *Ring of Protection +2 | | +2 | +0 | 0 | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 11/5.5 | MISC MODIFIER |
|---|-------------|----------------|------------------|-----------|--------|---------------|
| ✓ Appraise | INT | 6 | = 6 | + | + | |
| ✓ Balance | DEX | 3 | = 3 | + | + | |
| ✓ Bluff | CHA | 1 | = 1 | + | + | |
| ✓ Climb | STR | 1 | = 1 | + | + | |
| ✓ Concentration | CON | 13 | = 2 | + | 11.0 | + |
| ✓ Craft (Alchemy) | INT | 9 | = 6 | + | 3.0 | + |
| ✓ Craft (Untrained) | INT | 6 | = 6 | + | + | |
| ✓ Diplomacy | CHA | 1 | = 1 | + | + | |
| ✓ Disguise | CHA | 1 | = 1 | + | + | |
| ✓ Escape Artist | DEX | 3 | = 3 | + | + | |
| ✓ Forgery | INT | 6 | = 6 | + | + | |
| ✓ Gather Information | CHA | 1 | = 1 | + | + | |
| ✓ Heal | WIS | 1 | = 1 | + | + | |
| ✓ Hide | DEX | 3 | = 3 | + | + | |
| ✓ Intimidate | CHA | 1 | = 1 | + | + | |
| ✓ Jump | STR | 5 | = 1 | + | + | 4 |
| Knowledge (Arcana) | INT | 19 | = 6 | + | 11.0 | 2 |
| Knowledge (Architecture and Engineering) | INT | 11 | = 6 | + | 5.0 | + |
| Knowledge (Dungeoneering) | INT | 9 | = 6 | + | 3.0 | + |
| Knowledge (Nature) | INT | 9 | = 6 | + | 3.0 | + |
| Knowledge (Religion) | INT | 20 | = 6 | + | 11.0 | 3 |
| Knowledge (The Planes) | INT | 12 | = 6 | + | 6.0 | + |
| ✓ Listen | WIS | 3 | = 1 | + | + | 2 |
| ✓ Move Silently | DEX | 3 | = 3 | + | + | |
| ✓ Ride | DEX | 3 | = 3 | + | + | |
| ✓ Search | INT | 12 | = 6 | + | 4.0 | 2 |
| Search (Secret doors and hidden compartments) | INT | 14 | = 6 | + | 4.0 | 4 |
| ✓ Sense Motive | WIS | 1 | = 1 | + | + | |
| ✓ Spellcraft | INT | 18 | = 6 | + | 10.0 | 2 |
| ✓ Spot | WIS | 3 | = 1 | + | + | 2 |
| ✓ Survival | WIS | 1 | = 1 | + | + | |
| ✓ Swim | STR | 1 | = 1 | + | + | |
| ✓ Tumble | DEX | 7 | = 3 | + | 4.0 | + |
| ✓ Use Rope | DEX | 3 | = 3 | + | + | |
| | | | = | + | + | |
| | | | = | + | + | |

✓: can be used untrained. X: exclusive skills

| EQUIPMENT | | | | |
|--|----------|-----|---------------|---------------------|
| ITEM | LOCATION | QTY | WT | COST |
| Amulet of Natural Armor +2 | Equipped | 1 | 0.0 | 8000.0 |
| Headband of Intellect +2 | Equipped | 1 | 0.0 | 4000.0 |
| Arrows + of Flaming (Arrows +1 (20/Flaming)), +1d6 fire damage | Equipped | 8 | 3.0 (24.0) | 3321.0 (26568.0) |
| Bracers of Armor +3 | Equipped | 1 | 1.0 | 9000.0 |
| Cloak of Resistance +2 | Equipped | 1 | 1.0 | 4000.0 |
| Scholar's Outfit | Equipped | 1 | 6.0 | 0.0 |
| Quarterstaff | Carried | 1 | 4.0 | 0.0 |
| Rapier +2 | Equipped | 1 | 2.0 | 8320.0 |
| Ring of Elemental Command (Fire) | Equipped | 1 | 0.0 | 200000.0 |
| Ring of Protection +2 | Equipped | 1 | 0.0 | 8000.0 |
| Shortbow +3 (Unholy) 0 lbs. 10hp/linch and 5 hardness, evil-aligned,+2d6 unholy damage vs. good bestowd on ammunition;egative level bestowed to good wielder | Carried | 1 | 1.0 | 50350.0 |
| Spell Component Pouch | Equipped | 1 | 2.0 | 5.0 |
| Spellbook (Wizard's/Blank) | Equipped | 1 | 3.0 | 15.0 |
| Wand (Detect Magic/Wizard/1st) | Equipped | 1 | 0.0 | 315.0 |
| Wand (Fear/Wizard/7th) | Equipped | 1 | 0.0 | 11340.0 |
| Wand (Invisibility/Wizard/3rd) | Equipped | 1 | 0.0 | 1530.0 |
| Wand (Levitate/Wizard/3rd) | Equipped | 1 | 0.0 | 3780.0 |
| Wand (Magic Missile/Wizard/3rd) | Equipped | 2 | 0.0 (0.0) | 900.0 (1800.0) |
| Wand (Wall of Ice (Ice Plane)/Wizard/7th) | Equipped | 1 | 0.0 | 2100.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 38 lbs. | 339123.0 gp |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|-----|
| Light | 50 | Medium | 100 | Heavy | 150 |
| Lift over head | 150 | Lift off ground | 300 | Push / Drag | 750 |

| SPECIAL ABILITIES |
|--|
| +1 Racial Bonus on attacks against creatures of the Water Subtype |
| +2 racial saving throw bonus against enchantment spells or effects. |
| -2 Penalty on all Saves against Spells, Spell-like, or Supernatural Abilities with the Water or Cold Subtype or used by creatures of the Water or Cold Subtype |
| An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. |
| Cold Vulnerability (Ex): Take 50% more damage from cold based attacks |
| Curse: May RAGE under stress. |
| Elf Racial Level 1, Generalist Wizard: Cannot specialize, but may learn one additional spell per level and can cast one additional spell of the highest available. |
| Fire Resistance 15 |
| FireBurst (Su): 3/day (recharge 1d4 rounds); Rage may trigger this effect |
| Flame Aura (Su): At will your aura glows as if on fire allowing you to move faster and jump farther. (+10 to Movement and Jump Skill, -10 to Hide/Sneak Skill and outlines invisiblity and other similar magics) |
| Flame Touched (Ex): Movement increased |
| Immunity to magic sleep effects. |
| Literacy: Character is able to read & write in any language he can speak. |
| Overcast: May cast a spell normally above your limit that is written in your spellbook. Simple DC is 25 + 2 x spell level, Ritual DC is 20 + 2 x spell level. AEG Magic, pg.152. |
| Spontaneous Freeform Casting: May Cast up to your max level any spell within the guidelines - Simple DC 35 + 2 x Spell level or Ritual DC 30 + Spell level. AEG Magic, pg.154. |
| Summon Familiar |
| Warm to the touch (Ex): You radiate warmth |

| FEATS | |
|------------------------------------|---|
| Brandish Magical Might | Add ability score bonus to spell resistance checks |
| Collegiate Wizard | Begin play with six 1st level plus 1 per point of INT modifier. Each wizard level you may add four spells to your spellbook. |
| Modify Spell | Laden spell has additional power |
| Sculpt Spell | Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. or 120-ft.-line. Use slot one level higher. |
| Skill Focus (Knowledge (Religion)) | You get a +3 bonus on all checks involving that skill. |
| Spellcasting Prodigy | Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond] |
| Scribe Scroll | You can create a scroll of any spell that you know. |
| Dodge | During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. |
| Fleet of Foot | +10 feet bonus to ground speed |
| Improved Initiative | You get a +4 bonus on initiative checks. |

| PROFICIENCIES |
|---------------|
|---------------|

| LANGUAGES |
|---|
| Common, Draconic, Elven, Gnoll, Gnome, Goblin, Sylvan |

| TEMPLATES |
|-----------------|
| Elf Wizard Lv:1 |
| Truename |

Innate Racial Spells

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|-----------|----|--------------|------------|---------------|--|-------|------------------|------------------------|-----------|
| ☐☐☐ | Fireburst | 19 | Reflex half | 1 standard | Instantaneous | 10 ft. | V,S,M | Yes | Evocation [Fire] | SC: Pg.93 |
| <i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage. | | | | | | <i>Target:</i> Burst of fire extending 10 ft | | | <i>Caster Level:</i> 8 | |
| * =Domain/Speciality Spell | | | | | | | | | | |

Wizard Spells

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

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|-------------------------------------|-------------------|--|------------------|----------|------------------------|---|-----------------|
| Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage. | 17 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Conjuration (Creation) [Acid] <i>Caster Level:</i> 8 | RttEToE: pg.196 |
| Amanuesis <i>Effect:</i> Copies 250 words per minute. | 17 | Will negates [object] | 1 standard action | 10 minute/level | Close (45 ft.) | V,S | Yes [object] | Transmutation <i>Caster Level:</i> 8 | SC: Pg.9 |
| Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible]. | 17 | None | 1 standard action | Permanent | 0 ft. | V,S | No | Universal <i>Caster Level:</i> 8 | RttEToE: pg.201 |
| Caltrops <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half. | 17 | None | 1 standard action | 1 round/level | Close (45 ft.) | V,S | No | Conjuration (Creation) <i>Caster Level:</i> 8 | SC: Pg.42 |
| Dancing Lights <i>Effect:</i> Creates torches or other lights. | 17 | None | 1 standard action | 1 minute/level [D] | Medium (180 ft.) | V,S | No | Evocation [Light] <i>Caster Level:</i> 8 | RttEToE: pg.216 |
| Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action. | 17 | Will negates | 1 standard action | 1 round | Close (45 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 8 | RttEToE: pg.217 |
| Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. | 17 | None | 1 standard action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S | No | Divination <i>Caster Level:</i> 8 | RttEToE: pg.219 |
| Detect Poison <i>Effect:</i> Detects poison in one creature or small object. | 17 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Divination <i>Caster Level:</i> 8 | RttEToE: pg.219 |
| Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. | 17 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Necromancy <i>Caster Level:</i> 8 | RttEToE: pg.223 |
| Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage. | 17 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Evocation [Electricity] <i>Caster Level:</i> 8 | SC: Pg.78 |
| Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | 17 | Fortitude negates | 1 standard action | Instantaneous | Close (45 ft.) | V | Yes | Evocation [Light] <i>Caster Level:</i> 8 | RttEToE: pg.232 |
| Ghost Sound <i>Effect:</i> Fgment sounds. | 17 | Will disbelief (if interacted with) | 1 standard action | 1 round/level [D] | Close (45 ft.) | V,S,M | No | Illusion (Fgment) <i>Caster Level:</i> 8 | RttEToE: pg.235 |
| Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. | 17 | None | 1 standard action | Instantaneous | Touch | V,S,M | No | Transmutation <i>Caster Level:</i> 8 | SC: Pg.130 |
| Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact. | 17 | None | 1 standard action | Instantaneous | Touch | S | No | Transmutation <i>Caster Level:</i> 8 | SC: Pg.130 |
| Light <i>Effect:</i> Object shines like a torch. | 17 | None | 1 standard action | 10 minutes/level [D] | Touch | V, M/DF | No | Evocation [Light] <i>Caster Level:</i> 8 | RttEToE: pg.248 |
| Mage Hand <i>Effect:</i> 5-pound telekinesis. | 17 | None | 1 standard action | Concentration | Close (45 ft.) | V,S | No | Transmutation <i>Caster Level:</i> 8 | RttEToE: pg.249 |
| Mending <i>Effect:</i> Makes minor repairs on an object. | 17 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V,S | Yes (harmless, object) | Transmutation <i>Caster Level:</i> 8 | RttEToE: pg.253 |
| Message <i>Effect:</i> Whispered conversation at distance. | 17 | None | 1 standard action | 10 minutes/level | Medium (180 ft.) | V,S,F | No | Transmutation [Language-Dependent] <i>Caster Level:</i> 8 | RttEToE: pg.253 |
| Open/Close <i>Effect:</i> Opens or closes small or light things. | 17 | Will negates (object) | 1 standard action | Instantaneous | Close (45 ft.) | V,S,F | Yes (object) | Transmutation <i>Caster Level:</i> 8 | RttEToE: pg.258 |
| Prestidigitation <i>Effect:</i> Performs minor tricks. | 17 | See text | 1 standard action | 1 hour | 10 ft. | V,S | No | Universal <i>Caster Level:</i> 8 | RttEToE: pg.264 |
| Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. | 17 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Evocation [Cold] <i>Caster Level:</i> 8 | RttEToE: pg.269 |
| Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 17 | None | 1 standard action | 10 minutes/level | Personal | V,S,F | No | Divination <i>Caster Level:</i> 8 | RttEToE: pg.269 |
| Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage. | 17 | None | 1 standard action | Instantaneous | Touch | V,S | No | Transmutation <i>Caster Level:</i> 8 | SC: Pg.173 |
| Resistance <i>Effect:</i> Subject gains +1 on saving throws. | 17 | Will negates (harmless) | 1 standard action | 1 minute | Touch | V,S,M/DF | Yes (harmless) | Abjuration <i>Caster Level:</i> 8 | RttEToE: pg.272 |
| Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.]. | 17 | Will negates [object] | 1 standard action | 1 minute/level [D] | Close (45 ft.) | S | Yes [object] | Illusion (Glamer) <i>Caster Level:</i> 8 | SC: Pg.190 |
| Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round. | 17 | Will partial | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Evocation [Sonic] <i>Caster Level:</i> 8 | SC: Pg.195 |

* =Domain/Specialty Spell

Wizard Spells

| | | | | | | | | | |
|---|----|-----------------------|-------------------|---------------|-------|-------|---------------------------------|--|------------------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div> | 17 | Will negates [object] | 1 standard action | Instantaneous | Touch | V,S,M | Yes [object] | Transmutation | SC: Pg.206 |
| Effect: Sticks one object to another; see text. | | | | | | | | Target: Nonmagical, unattended object weighing up to 5lbs | Caster Level: 8 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div> | 17 | Fortitude negates | 1 standard action | 1 round/level | Touch | V,S,M | Yes | Necromancy | RttEToE: pg.294 |
| Effect: Touch attack fatigues target. | | | | | | | Target: Creature touched | Caster Level: 8 | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|-------------------------------------|--------------------|-------------------------------|------------------|----------|---|---|-----------------------------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Benign Transposition</div> </div> | 18 | None | 1 standard action | Instantaneous | Medium (180 ft.) | V | No | Conjuration (Teleportation) | SC: Pg.27 |
| Effect: Two target creatures instantly swap positions. | | | | | | | Target: Two willing creatures of up to Large size | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Burning Hands</div> </div> | 18 | Reflex half | 1 standard action | Instantaneous | 15 ft. | V,S | Yes | Evocation [Fire] | RttEToE: pg.207 |
| Effect: 1d4/level [max 5d4] fire damage | | | | | | | Target: Cone-shaped burst | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Color Spray</div> </div> | 18 | Will negates | 1 standard action | Instantaneous; see text | 15 ft. | V,S,M | Yes | Illusion (Pattern) [Mind-Affecting] | RttEToE: pg.210 |
| Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures. | | | | | | | Target: Cone-shaped burst | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Comprehend Languages</div> </div> | 18 | None | 1 standard action | 10 minutes/level | Personal | V,S,M/DF | No | Divination | RttEToE: pg.212 |
| Effect: You understand all spoken and written languages. | | | | | | | Target: You | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Deep Breath</div> </div> | 18 | N/A | 1 immediate action | 1 round/level | Personal | V | N/A | Conjuration (Creation) [Air] | SC: Pg.61 |
| Effect: Your lungs are constantly filled with air for the duration of the spell. | | | | | | | Target: You | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Distract Assailant</div> </div> | 18 | Will negates | 1 swift action | 1 round | Close (45 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] | SC: Pg.69 |
| Effect: Target is flatfooted till next turn. | | | | | | | Target: One creature | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enlarge Person</div> </div> | 18 | Fortitude negates | 1 round | 1 minute/level [D] | Close (45 ft.) | V,S,M | Yes | Transmutation | RttEToE: pg.226 |
| Effect: Creatures size increases to next category | | | | | | | Target: One humanoid creature | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Expeditious Retreat</div> </div> | 18 | None | 1 standard action | 1 minute/level [D] | Personal | V,S | No | Transmutation | RttEToE: pg.228 |
| Effect: Your speed increases by 30 ft. | | | | | | | Target: You | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Grease</div> </div> | 18 | See text | 1 standard action | 1 round/level [D] | Close (45 ft.) | V,S,M | No | Conjuration (Creation) | RttEToE: pg.237 |
| Effect: Makes 10-ft. square or one object slippery. | | | | | | | Target: One object or a 10-ft. square | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Fire, Lesser</div> </div> | 18 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Conjuration (Creation) [Fire] | SC: Pg.151 |
| Effect: Ranged Touch attack deals 1d8 points per two caster levels [3.5,etc max 5d8] points of fire damage. | | | | | | | Target: One orb of fire | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ray of Clumsiness</div> </div> | 18 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Abjuration | SC: Pg.166 |
| Effect: Interferes with magical animation dealing 1d6 per caster level [max 15d6]. | | | | | | | Target: Ray and One construct | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scholar's Touch</div> </div> | 18 | None | 1 standard action | Concentration, up to 8 rounds | Personal | V,S,M,F | No | Divination | Is This : Races of Destiny Pg.167 |
| Effect: Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language. | | | | | | | Target: One book/round | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Silent Image</div> </div> | 18 | Will disbelief (if interacted with) | 1 standard action | Concentration | Long (720 ft.) | V,S,F | No | Illusion (Figment) | RttEToE: pg.279 |
| Effect: Creates minor illusion of your design. | | | | | | | Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S] | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tenser's Floating Disk</div> </div> | 18 | None | 1 standard action | 1 hour/level | Close (45 ft.) | V,S,M | No | Evocation [Force] | RttEToE: pg.294 |
| Effect: Creates 3-ft.-diameter horizontal disk that holds 800 lbs | | | | | | | Target: 3-ft.-diameter disk of force | Caster Level: 8 | |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--|-------------------|---|--------------------|----------|---|---|-----------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Belker Claws</div> </div> | 19 | None | 1 standard action | Instantaneous [1 round/3 levels max 4 rounds] | Touch | V,S,M | Yes | Transmutation [Air] | SC: Pg.26 |
| Effect: Successful touch attack deals 2d12 points of damage. | | | | | | | Target: Living creature | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>False Life</div> </div> | 19 | None | 1 standard action | 1 hour/level or until discharged; see text | Personal | V,S,M | No | Necromancy | RttEToE: pg.229 |
| Effect: Gain 1d10 +1/level [max +10] temporary hp | | | | | | | Target: You | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Force Ladder</div> </div> | 19 | None | 1 standard action | 1 minute/level | Close (45 ft.) | V,S,F | No | Evocation [Force] | SC: Pg.97 |
| Effect: Creates a ladder from 10 to 60 ft. long by 2 ft. wide. | | | | | | | Target: One ladder of force 2 ft. wide and anywhere from 10 to 60 ft. long | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Glitterdust</div> </div> | 19 | Will negates (blinding only) | 1 standard action | 1 round/level | Medium (180 ft.) | V,S,M | No | Conjuration (Creation) | RttEToE: pg.236 |
| Effect: Blinds creatures, outlines invisible creatures. | | | | | | | Target: Creatures and objects within 10-ft.-radius spread | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Knock</div> </div> | 19 | None | 1 standard action | Instantaneous; see text | Medium (180 ft.) | V | No | Transmutation | RttEToE: pg.246 |
| Effect: Opens locked or magically sealed door. | | | | | | | Target: One door, box, or chest with an area of up to 10 sq. ft./level | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mechanus Mind</div> </div> | 19 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S | Yes [harmless] | Enchantment (Compulsion) [Mind-Affecting] | SC: Pg.140 |
| Effect: Subject +4 resistance bonus on Will saves; see text | | | | | | | Target: Creature touched | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mirror Image</div> </div> | 19 | None | 1 standard action | 1 minute/level [D] | Personal; see text | V,S | No | Illusion (Figment) | RttEToE: pg.254 |
| Effect: Creates decoy duplicates of you [1d4 +1/3 levels, max +8]. | | | | | | | Target: You | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Protection from Arrows</div> </div> | 19 | Will negates (harmless) | 1 standard action | 1 hour/level or until discharged | Touch | V,S,F | Yes (harmless) | Abjuration | RttEToE: pg.266 |
| Effect: Subject immune to most ranged attacks. | | | | | | | Target: Creature touched | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> | 19 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Evocation [Fire] | RttEToE: pg.274 |
| Effect: 2 rays, ranged touch attack deals 4d6 fire damage. | | | | | | | Target: 1 ray + 1 ray/4 levels [see text] | Caster Level: 8 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shatter</div> </div> | 19 | Will negates (object); Will negates (object) or Fortitude half; see text | 1 standard action | Instantaneous | Close (45 ft.) | V,S,M/DF | Yes (object) | Evocation [Sonic] | RttEToE: pg.278 |
| Effect: Sonic vibration damages objects or crystalline creatures. | | | | | | | Target: 5-ft.-radius spread; or one solid object or one crystalline creature | Caster Level: 8 | |

* =Domain/Specialty Spell

Wizard Spells

| | | | | | | | | | |
|---|----|--------------------------|-------------------|----------------------|---|-------|-----|------------------------|-----------------|
| ☐☐☐☐☐ Shroud of Undeath | 19 | N/A | 1 standard action | 10 minutes/level [D] | Personal | V,S,M | N/A | Necromancy | SC: Pg.189 |
| <i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Slide, Greater | 19 | Will negates | 1 standard action | Instantaneous | Medium (180 ft.) | V | Yes | Transmutation | SC: Pg.192 |
| <i>Effect:</i> Slide the subject 20 feet in any direction; does not provoke attack of opportunity. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Spectral Hand | 19 | None | 1 standard action | 1 minute/level [D] | Medium (180 ft.) | V,S | No | Necromancy | RttEToE: pg.282 |
| <i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks. | | | | | <i>Target:</i> One spectral hand | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Web | 19 | Reflex negates; see text | 1 standard action | 10 minutes/level [D] | Medium (180 ft.) | V,S,M | No | Conjuration (Creation) | RttEToE: pg.301 |
| <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs. | | | | | <i>Target:</i> Webs in a 20-ft.-radius spread | | | <i>Caster Level:</i> 8 | |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|------------------------------|--------------------|---|---|----------|------------------|--------------------------------|-----------------|
| ☐☐☐☐☐ Alter Fortune | 20 | None | 1 immediate action | Instantaneous | Close (45 ft.) | V,X | No | Divination | PHB II: pg.101 |
| <i>Effect:</i> Target must reroll any die roll it just made taking the second roll. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Chain Missile | 20 | None | 1 standard action | Instantaneous | Long (720 ft.) | V,S | Yes | Evocation [Force] | SC: Pg.44 |
| <i>Effect:</i> Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+10] each to the primary target, each secondary target takes only 1d4+1 from one within 30 ft. of the primary target | | | | | <i>Target:</i> One creature, + one/2 levels which must be within 30 ft. of the primary target | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Corpse Candle | 20 | None | 1 standard action | 1 minute/level [D]; see text | Close (45 ft.) | S,M | No | Conjuration (Creation) | SC: Pg.53 |
| <i>Effect:</i> Create ghostly hand and candle that sheds 5 ft. of light, you can direct it to move 50 ft a round. Reveals hidden, ethereal, and invisible beings and items. | | | | | <i>Target:</i> Ghostly hand and candle | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Dispel Magic | 20 | None | 1 standard action | Instantaneous | Medium (180 ft.) | V,S | No | Abjuration | RttEToE: pg.223 |
| <i>Effect:</i> Cancels magical spells and effects. | | | | | <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Dragonskin | 20 | N/A | 1 standard action | 10 minutes/level | Personal | S,M | N/A | Transmutation | SC: Pg.73 |
| <i>Effect:</i> Gain armor enhancement bonus of +1/2 levels [max +5] and energy resistance 10 [20 after 10th level] to one energy type. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Haste | 20 | Fortitude negates (harmless) | 1 standard action | 1 round/level | Close (45 ft.) | V,S,M | Yes (harmless) | Transmutation | RttEToE: pg.239 |
| <i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves. | | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Mage Armor, Greater | 20 | Will negates [harmless] | 1 standard action | 1 hour/level [D] | Touch | V,S | Yes [harmless] | Conjuration (Creation) [Force] | SC: Pg.136 |
| <i>Effect:</i> As mage armor, except gain +6 armor bonus. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Magic Circle against Evil | 20 | Will negates (harmless) | 1 standard action | 10 minutes/level | Touch | V,S,M/DF | No; see text | Abjuration [Good] | RttEToE: pg.249 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level. | | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Scintillating Sphere | 20 | Reflex half | 1 standard action | Instantaneous | Long (720 ft.) | V,S,M | Yes | Evocation [Electricity] | SC: Pg.181 |
| <i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage. | | | | | <i>Target:</i> 20-ft.-radius burst | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Shrink Item | 20 | Will negates (object) | 1 standard action | 1 day/level; see text | Touch | V,S | Yes (object) | Transmutation | RttEToE: pg.279 |
| <i>Effect:</i> Object shrinks to one-sixteenth size. | | | | | <i>Target:</i> One touched object of up to 2 cu. ft./level | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Spell Vulnerability | 20 | Fortitude negates | 1 round | 1 minute/level | Close (45 ft.) | V,S | No | Transmutation | SC: Pg.200 |
| <i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Suspended Silence | 20 | None [object] | 1 standard action | 24 hours or until discharged, then 6 rounds; see text | Touch | V,S,M | No [object] | Illusion (Glamour) | SC: Pg.216 |
| <i>Effect:</i> Imbue object with held silence spell until command word is used. | | | | | <i>Target:</i> One object | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Tongues | 20 | Will negates (harmless) | 1 standard action | 10 minutes/level | Touch | V, M/DF | No | Divination | RttEToE: pg.294 |
| <i>Effect:</i> Speak any language. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Tremorsense | 20 | N/A | 1 standard action | 10 minutes/level [D] | Personal | V,S,F/DF | N/A | Transmutation | SC: Pg.224 |
| <i>Effect:</i> You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Vampiric Touch | 20 | None | 1 standard action | Instantaneous/1 hour; see text | Touch | V,S | Yes | Necromancy | RttEToE: pg.298 |
| <i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp. | | | | | <i>Target:</i> Living creature touched | | | <i>Caster Level:</i> 8 | |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-----------------------------|--------------------|--------------------|--|-------|--|-------------------------------|-----------------|
| ☐☐☐☐☐ Celerity | 21 | | 1 immediate action | Instantaneous | Personal | V | | Transmutation | PHB II: pg.105 |
| <i>Effect:</i> Can immediately take a standard action as if you had readied an action. You are dazed until the end of your next turn. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Evard's Black Tentacles | 21 | None | 1 standard action | 1 round/level [D] | Medium (180 ft.) | V,S,M | No | Conjuration (Creation) | RttEToE: pg.228 |
| <i>Effect:</i> Tentacles grapple all within 15 ft. spread. | | | | | <i>Target:</i> 20-ft.-radius spread | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Forceward | 21 | Will negates; see text | 1 round | 1 minute/level | 15 ft. | V,S | Yes | Abjuration [Force] | SC: Pg.98 |
| <i>Effect:</i> Create an unmoving, transparent sphere of force centered on you; see text | | | | | <i>Target:</i> 15-ft.-radius sphere centered on you | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Invisibility, Greater | 21 | Will negates (harmless) | 1 standard action | 1 round/level [D] | Personal or touch | V,S | Yes (harmless) or Yes (harmless, object) | Illusion (Glamour) | RttEToE: pg.245 |
| <i>Effect:</i> As invisibility, but subject can attack and stay invisible. | | | | | <i>Target:</i> You or creature touched | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Know Vulnerabilities | 21 | Will negates | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Divination | SC: Pg.129 |
| <i>Effect:</i> Learn any vulnerabilities and resistances the target has. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Orb of Acid | 21 | Fortitude partial; see text | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Conjuration (Creation) [Acid] | SC: Pg.150 |
| <i>Effect:</i> Ranged Touch attack deals 1d6 points of acid damage per caster level [max 15d6]. Fort save to avoid becoming sick for 1 round. | | | | | <i>Target:</i> One orb of acid | | | <i>Caster Level:</i> 8 | |
| ☐☐☐☐☐ Otiluke's Resilient Sphere | 21 | Reflex negates | 1 standard action | 1 minute/level [D] | Close (45 ft.) | V,S,M | Yes | Evocation [Force] | RttEToE: pg.258 |
| <i>Effect:</i> Force globe protects but traps one subject. | | | | | <i>Target:</i> 1 ft./level diameter sphere, centered around a creature | | | <i>Caster Level:</i> 8 | |

* =Domain/Specialty Spell

Wizard Spells

| | | | | | | | | | |
|---|----|------|-------------------|-------------------------------|------------------|----------|-----|-------------------|-----------------|
| Polymorph | 21 | None | 1 standard action | 1 minute/level [D] | Touch | V,S,M | No | Transmutation | RttEToE: pg.263 |
| <i>Effect:</i> Gives one willing subject a new form. | | | | | | | | | |
| Vortex of Teeth | 21 | None | 1 standard action | 1 round/level [D] | Medium (180 ft.) | V,S,M | Yes | Evocation [Force] | SC: Pg.232 |
| <i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures. | | | | | | | | | |
| Wall of Fire | 21 | None | 1 standard action | Concentration + 1 round/level | Medium (180 ft.) | V,S,M/DF | Yes | Evocation [Fire] | RttEToE: pg.298 |
| <i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage | | | | | | | | | |
| <i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high | | | | | | | | | |

LEVEL 5

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--------------|-------------------|--|----------------|-------|------------------|-------------------------|-----------------|
| Leomund's Secret Chest | 22 | None | 10 minutes | Sixty days or until discharged | See text | V,S,F | No | Conjuration (Summoning) | RttEToE: pg.247 |
| <i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will. | | | | | | | | | |
| Mordenkainen's Faithful Hound | 22 | None | 1 standard action | 1 hour/level or until discharged, then 1 round/level; see text | Close (45 ft.) | V,S,M | No | Conjuration (Creation) | RttEToE: pg.255 |
| <i>Effect:</i> Phantom dog can guard, attack. | | | | | | | | | |
| <i>Target:</i> One chest and up to 1 cu. ft./level. of goods | | | | | | | | | |
| <i>Target:</i> Phantom watchdog | | | | | | | | | |

LEVEL 6

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--------------|----------|----------|----------|---------|------------------|------------|-----------------|
| Legend Lore | 23 | None | See text | See text | Personal | V,S,M,F | No | Divination | RttEToE: pg.246 |
| <i>Effect:</i> Lets you learn tales about a person, place, or thing. | | | | | | | | | |
| <i>Target:</i> You | | | | | | | | | |
| <i>Caster Level:</i> 8 | | | | | | | | | |

LEVEL 7

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--------------|-------------------|-------------------|----------------|-------|------------------|-------------------|-----------------|
| Forcecage | 24 | None | 1 standard action | 2 hours/level [D] | Close (45 ft.) | V,S,M | No | Evocation [Force] | RttEToE: pg.233 |
| <i>Effect:</i> Cube or cage of force imprisons all inside. | | | | | | | | | |
| <i>Target:</i> Barred cage 20 or windowless cell 10 | | | | | | | | | |
| <i>Caster Level:</i> 8 | | | | | | | | | |

LEVEL 8

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--------------|-------------------|---------------|----------------|---------|------------------|---------------|-----------------|
| Discern Location | 25 | None | 10 minutes | Instantaneous | Unlimited | V,S, DF | No | Divination | RttEToE: pg.222 |
| <i>Effect:</i> Reveals exact location of creature or object. | | | | | | | | | |
| Excavate | 25 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S,M | No | Transmutation | SC: Pg.85 |
| <i>Effect:</i> As with passwall, create tunnel/passage through wooden, plaster or stone walls, but not through metal or harder material. | | | | | | | | | |
| <i>Target:</i> One 5-ft.-by 8 ft. opening, 1 ft. deep/level | | | | | | | | | |
| <i>Caster Level:</i> 8 | | | | | | | | | |

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: