

# Lu Than do Cordlebane

NAME

# Phil Maitland

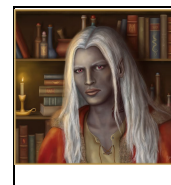
PLAYERNAME

None

DEITY

Neutral Good

ALIGNMENT



Wiz10 Clr Myt6

120000

Elf (Drow)

Medium

4' 6"

94 lbs.

Darkvision (120 ft.)

CLASS

EXPERIENCE

RACE

SIZE

HEIGHT

WEIGHT

VISION

16

136000

127

Male

Lt. Blue-voilet

White, Shoulder

0

Character Level

NEXT LEVEL

AGE

GENDER

EYES

HAIR

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	8	-1	8	-1	8	-1
<b>DEX</b> Dexterity	16	+3	20	+5	20	+5
<b>CON</b> Constitution	9	-1	13	+1	13	+1
<b>INT</b> Intelligence	25	+7	29	+9	29	+9
<b>WIS</b> Wisdom	18	+4	18	+4	18	+4
<b>CHA</b> Charisma	17	+3	17	+3	17	+3

WOUNDS/CURRENT HP														SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED						
HP hit points		70														Walk 30 ft.												
AC armor class		39	:	34	:	23	=	10	+	12	+	0	+	5	+	0	+	4	+	3	+	8						
TOTAL				FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLEC-TION		MISC		MISS CHANCE		0	+0	27

INITIATIVE	modifier	TOTAL
+9	+5	+4
BASE ATTACK	bonus	TOTAL
+8	+3	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+12	+5	+1	+0	+6	+0		
<b>REFLEX</b> (dexterity)	+18	+5	+5	+0	+8	+0		
<b>WILL</b> (wisdom)	+22	+12	+4	+0	+6	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+8	-1	+0	-2	+0	
<b>RANGED</b> attack bonus	+11	+8	+5	+0	-2	+0	
<b>GRAPPLE</b> attack bonus	+5	+8	-1	+0	-2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5/+5	1d8-1	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit
1H-P	+5/+5	1d4-1	2W-P-(OH)	-1/-1	1d4-1	1d4-1
1H-O	+1/+1	1d4-1	2W-P-(OL)	+1/+1	1d4-1	1d4-1
2H	+5/+5	1d4-1	2W-OH	-3	1d4-1	1d4-1
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+11/+11	+9/+9	+7/+7	+5/+5	+3/+3	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	

*Sword, Bastard		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit
2H	+9/+9	1d10+2	2W-OH	N/A	N/A	N/A
Special Properties	(Sword (Bastard/Bonded/+1 (Enhancement to Weapon or Ammunition)/Masterwork)), (Sword AC Bonus (Deflection) (+5) (Bastard/ENHANCEMENT/Bonded/+1)), (Sword AC Bonus (Deflection) (+3) (Bastard/ENHANCEMENT/Bonded/+1)), Deflection bonus to armor class of +3, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					

\*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Belt, Monk's		+5		+0	0
*Bracers of Armor +2		+2		+0	0
*Sword, Bastard		+3		+0	0
(Sword (Bastard/Bonded/+1 (Enhancement to Weapon or Ammunition)/Masterwork)), (Sword AC Bonus (Deflection) (+5) (Bastard/ENHANCEMENT/Bonded/+1)), (Sword AC Bonus (Deflection) (+3) (Bastard/ENHANCEMENT/Bonded/+1)), Deflection bonus to armor class of +3, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
*Lu's Outfit		+8		+0	0
(Outfit (Artisan's/ACCESSORIES, ARCANE, CLOTHING, CUSTOM, ENHANCEMENT, GENERAL, INDIVIDUAL, NATURAL, UNIVERSAL, MASTERWORK)), (Outfit Natural Armor Bonus (Enhancement) (+4) (Artisan's/CLOTHING, ENHANCEMENT, MASTERWORK, NATURAL, ROBE)), Natural Armor bonus to armor class of +4					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5
✓ Acrobatics	DEX	5	= 5	+	+
✓ Appraise	INT	9	= 9	+	+
✓ Athletics	STR	-1	= -1	+	+
Craft (Alchemy)	INT	18	= 9	+	9.0
Craft (Metalworking)	INT	11	= 9	+	2.0
Craft (Painting)	INT	10	= 9	+	1.0
✓ Craft (Untrained)	INT	9	= 9	+	+
✓ Deception	CHA	13	= 3	+	10.0
✓ Endurance	CON	20	= 1	+	19.0
✓ Gather Information	CHA	3	= 3	+	+
✓ Heal	WIS	4	= 4	+	+
Knowledge (Arcana)	INT	39	= 9	+	19.0
Knowledge (Architecture and Engineering)	INT	10	= 9	+	1.0
Knowledge (Dragons)	INT	13	= 9	+	3.0
Knowledge (History)	INT	11	= 9	+	2.0
Knowledge (Psychic)	INT	10	= 9	+	1.0
Knowledge (Religion)	INT	17	= 9	+	8.0
Knowledge (The Planes)	INT	16	= 9	+	7.0
✓ Perception	WIS	21	= 4	+	17.0
Perform (Act)	CHA	4	= 3	+	1.0
Perform (Dance)	CHA	5	= 3	+	2.0
Perform (Sing)	CHA	6	= 3	+	3.0
Perform (String Instruments)	CHA	6	= 3	+	3.0
Perform (Weapon Drill)	CHA	5	= 3	+	2.0
✓ Persuasion	CHA	18	= 3	+	15.0
✓ X Psychic (Empathy)	WIS	5	= 4	+	1.0
X Psychic (Enhance Senses)	WIS	5	= 4	+	1.0
✓ X Psychic (Mental Contact)	CHA	4	= 3	+	1.0
X Psychic (Psychic Healing)	WIS	5	= 4	+	1.0
✓ Ride	DEX	5	= 5	+	+
✓ Sense Motive	WIS	4	= 4	+	+
Spellcraft	INT	33	= 9	+	19.0
✓ X Spellcraft (True Sorcery)	INT	52	= 9	+	19.0
✓ Stealth	DEX	5	= 5	+	+
✓ Survival	WIS	4	= 4	+	+
Survival (Find or follow tracks)	WIS	6	= 4	+	1.0
Survival (The Planes)	WIS	6	= 4	+	1.0
✓ Thievery	DEX	5	= 5	+	+
✓ Use Rope	DEX	5	= 5	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask)	Handy	2	1.0	20.0
<input type="checkbox"/>	Haversack		(2.0)	(40.0)
<b>Amulet CON +4</b>	Equipped	1	0.0	16000.0
Enhancement bonus to ability CON +4				
Bedroll	Handy	1	5.0	0.1
	Haversack			
<b>Belt, Monk's</b>	Equipped	1	1.0	13000.0
<b>Bracers of Armor +2</b>	Equipped	1	1.0	4000.0
Caltrops	Handy	1	2.0	1.0
	Haversack			
<b>Cape of the Mountebank</b>	Equipped	1	1.0	10080.0
Chalk (1 piece)	Handy	1	0.0	0.01
	Haversack			
Dagger	Carried	1	1.0	2.0
Dwarven Blessed Book	Handy	1	1.0	12500.0
(Blessed Book)				
<b>Gloves of Dexterity +4</b>	Equipped	1	0.0	16000.0
<b>Handy Haversack</b>	Equipped	1	5.0	2000.0
23.19 lbs., 2 Alchemist's Fire (Flask), 4 Rations (Trail/Per Day), 1 Spellbook (Wizard's/Blank), 1 Waterskin (Filled), 104 Coin (Gold), 1 Dwarven Blessed Book, 5 Coin (Silver), 1 Scroll (Protection from Energy), 1 Bedroll, 1 Caltrops, 1 Chalk (1 piece), 1 Lu's Spellbook #2, 2 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds				
<b>Helmet INT +4</b>	Equipped	1	0.0	32000.0
Enhancement bonus to ability INT +4				
<b>Sword, Bastard</b>	Equipped	1	6.0	40635.0
(Sword (Bastard/Bonded/+1 (Enhancement to Weapon or Ammunition)/Masterwork)), (Sword AC Bonus (Deflection) (+5) (Bastard/ENHANCEMENT/Bonded/+1)), (Sword AC Bonus (Deflection) (+3) (Bastard/ENHANCEMENT/Bonded/+1)), Deflection bonus to armor class of +3, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				
<b>Lu's Outfit</b>	Equipped	1	4.0	64001.0
(Outfit (Artisan's/ACCESSORIES, ARCAN, CLOTHING, CUSTOM, ENHANCEMENT, GENERAL, INDIVIDUAL, NATURAL, UNIVERSAL, MASTERWORK)), (Outfit Natural Armor Bonus (Enhancement) (+4) (Artisan's/CLOTHING, ENHANCEMENT, MASTERWORK, NATURAL, ROBE)), Natural Armor bonus to armor class of +4				
<b>Lu's Skillful Ring</b>	Equipped	1	0.0	0.0
<b>Lu's Spellbook #2</b>	Handy	1	0.0	0.0
(Spellbook (Wizard's/Blank))				
<b>Potion of Cure Light Wounds</b>	Handy	2	0.0	50.0
	Haversack		(0.0)	(100.0)
<input type="checkbox"/>				
<b>Potion of Cure Moderate Wounds</b>	Handy	1	0.0	300.0
	Haversack			
<input type="checkbox"/>				
<b>Pouch (Belt)</b>	Equipped	1	0.5	1.0
0 lbs.				
<b>Rations (Trail/Per Day)</b>	Handy	4	1.0	0.5 (2.0)
	Haversack		(4.0)	
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<b>Ring of Mind Shielding</b>	Equipped	1	0.0	8000.0
Spell Component Pouch	Equipped	1	2.0	5.0
Spellbook (Wizard's/Blank)	Handy	1	3.0	15.0
	Haversack			
<b>The Tome of Dragon Lore</b>	Equipped	1	0.0	0.0
Waterskin (Filled)	Handy	1	4.0	1.0
	Haversack			
<b>Scroll (Protection from Energy)</b>	Handy	1	0.01	375.0
	Haversack			
<input type="checkbox"/>				
TOTAL WEIGHT CARRIED/VALUE			17.5 lbs.	219058.1 gp

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

MONEY	
Coin (Gold): 104	[Handy Haversack]
Coin (Silver): 5	[Handy Haversack]
+1 to Dragon Lore Checks	
1/4th Brightstone Keep aka Oaktop Keep	
Total = 104.5 gp	

MAGIC	
Handy Haversack	
Amulet of Con +4	
Kiki - Familiar	
Gloves of Dex +4	

MAGIC	
Lu's Spell Books (3)	
Scroll of Resist Energy (cold)	
Potion Cure Light (2)	
Potion Cure Moderate	
MoonDancer(+1) Protection +3	
Lu Outfit (Natural Armor +4	
Bracers Armor +2	
Monk's Belt	
Helm of Int +4	
Stone of Anything	

OTHER COMPANIONS	
Bekah - Belle   Jason - Turk   Nick - Fox   Dan - Gian   Donnamaria - Desire	

SPECIAL ABILITIES	
You gain Lightning Reflexes as a bonus feat.	

SPECIAL QUALITIES	
<b>Distinct Voice (Su)</b>	[MP AE]
Whenever you wish, anyone within 100 feet can hear you, regardless of noise around you, even when whispering.	
<b>Disenchant Magic Item</b>	[Is This It]
LV 6 ~ Time 1 hour ~ Cost 25gp ~ KS=Arcana (no check) ~ When you finish performing this ritual, you touch a magic item and destroy it, turning it into a quantity of residuum valued at one-fifth of the item's price. The item must be your level or lower and must be something that can be created using the Enchant Magic Item ritual.	
<b>Dodge Auto</b>	[Is This It]
<b>+2 racial bonus on Will saves against spells and spell-like abilities</b>	[MM]
<b>Immunity to magic sleep effects</b>	[PHB, p.16]
<b>+2 racial saving throw bonus against enchantment spells or effects</b>	[PHB, p.16]
<b>Elven Wizard Lv 1</b>	[Is This It]
Generalist Wizard - Cannot specialize, but may learn one additional spell per level and can cast one additional spell of the highest available.	
<b>Elven Wizard Lv 3</b>	[Is This It]
Gain Natural Link with familiar (Bonus increases)	
<b>Enchant Magic Item</b>	[Is This It]
LV 4 ~ Time 1 hour ~ Cost Special ~ Duration Permanent ~ KS=Arcana (No Check) ~ You touch a normal item and turn it into a magic item of your level or lower. The ritual's component cost is equal to the price of the magic item you create. You can also use this ritual to resize magic armor (for example, shrink a fire giant's magic armor to fit a halfling). There is no component cost for this use.	
<b>Familiarity with Magic (Ex)</b>	[MP AE]
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.	
<b>Lesser Aspect of Power (Su)</b>	[MP AE]
<b>Lesser Mind Over Matter (Ex)</b>	[MP AE]
In situations requiring a Strength check, you can make an Intelligence check instead. This ability never affects attack or damage rolls, except that, when making an opposed grapple check to avoid being grappled, you can use your Intelligence modifier rather than his Strength modifier.	
<b>Light Blindness</b>	[MM]
<b>Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it</b>	[PHB, p.16]
<b>Summon Familiar</b>	[PHB, ClassesII.rtf]
<b>True Sorcery</b>	[Is This It]
Third Magnitude - 4 spell energy points - +16 insight bonus to Spellcraft (True Sorcery)	
<b>Dodge Virtual</b>	[Is This It]

FEATS	
<b>Brandish Magical Might</b>	[Is This It]
Add ability score bonus to spell resistance checks	
<b>Daylight Adaptation</b>	[Misc]
Removes -1 penalty from daylight sensitivity	
<b>Energy Substitution (Sonic, Acid)</b>	[RSRD, DivineAbilitiesandFeats.rtf]
See Text, You choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use your chosen type of energy instead.	
<b>Improved Initiative</b>	[PHB, p.95]
+4 bonus on initiative checks.	
<b>Maximize Spell</b>	[PHB, p.97]
All variable, numeric effects of a spell modified by this feat are maximized.	
<b>Sculpt Spell</b>	[cmparc, p.83]
You can modify an area spell by changing the areas shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.	
<b>Searing Spell</b>	[FrstBrn, Sandstorm]
Your fire spells deal damage to fire-resistant creatures	
<b>Skill Focus (Concentration, Knowledge (Arcana), Spellcraft)</b>	[PHB, p.100]
+3 bonus on all checks involving chosen skill.	
<b>Spellcasting Prodigy</b>	[cmpadv, Tome & Blood]
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]	
<b>Spell Focus (Evocation)</b>	[PHB, p.100]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
<b>Wild Talent (Psychic (Empathy), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing))</b>	[PsyHb]
You have the potential to learn the selected psychic skills.	
<b>Dodge Virtual Vfeat</b>	[Is This It]
<b>Lightning Reflexes</b>	[PHB, p.97]
+2 bonus on Reflex saving throws.	
<b>Scribe Scroll</b>	[PHB, p.99]
Create a scroll of any spell that you know.	
<b>Weapon Focus (Sword (Bastard))</b>	[PHB, p.102]
+1 bonus on all attack rolls with selected weapon.	
<b>Dodge Virtual Vfeat</b>	[Is This It]
<b>Lightning Reflexes</b>	[PHB, p.97]
+2 bonus on Reflex saving throws.	
<b>Modify Spell ~ Double Area or Targets</b>	[Is This It]
[Lv+3] Touch spells cannot be affected.	
<b>Modify Spell ~ Double Duration</b>	[Is This It]
[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.	
<b>Modify Spell ~ Double Range</b>	[Is This It]
[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.	
<b>Modify Spell ~ Increase Power</b>	[Is This It]
[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.	
<b>Modify Spell ~ No Somatic Components</b>	[Is This It]
[Lv+1] Spell can be cast without gestures or movements.	
<b>Modify Spell ~ No Verbal Component</b>	[Is This It]
[Lv+1] Spell can be cast with no verbal components.	

DOMAINS	
War	Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.
Drow	You gain Lightning Reflexes as a bonus feat.

PROFICIENCIES	
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Quarterstaff, Rapier, Spells(Ray), Sword (Bastard), Sword (Short), Unarmed Strike	

LANGUAGES	
Abyssal, Common, Draconic, Drow Sign Language, Elven, Gnome, Goblin, Undercommon	

TEMPLATES	
Bonus Domain 1	
Domain Choice	
Truename	
1-True Sorcery	
1-True Sorcery (Spell Caster)	



## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Dancing Lights		None	1 standard action	1 minute/level [D]	Medium (260 ft.)	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> Creates torches or other lights.						Target: Up to four lights, all within a 10- ft.-radius area			Caster Level: 16	
☐	Darkness		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.						Target: Object touched			Caster Level: 16	
☐	Faerie Fire		None	1 standard action	1 minute/level [D]	Long (1040 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: p.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.						Target: Creatures and objects within a 5-ft.-radius burst			Caster Level: 16	
* =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	7	7	6	6	6	5	4	3	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (65 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 16	PHB: p.196
<b>Arcane Mark</b> <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 16	PHB: p.201
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (260 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 16	PHB: p.216
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	20	Will negates	1 standard action	1 round	Close (65 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 16	PHB: p.217
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 16	PHB: p.219
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (65 ft.)	V,S	No	Divination <i>Caster Level:</i> 16	PHB: p.219
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (65 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 16	PHB: p.223
<b>Electric Jolt</b> <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (65 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 16	SC: p.78
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	21	Fortitude negates	1 standard action	Instantaneous	Close (65 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 16	PHB: p.232
<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	20	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (65 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level:</i> 16	PHB: p.235
<b>Launch Bolt</b> <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 16	SC: p.130
<b>Light</b> <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 16	PHB: p.248
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (65 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 16	PHB: p.249
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	20	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 16	PHB: p.253
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (260 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 16	PHB: p.253
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	20	Will negates (object)	1 standard action	Instantaneous	Close (65 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 16	PHB: p.258
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	20	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 16	PHB: p.264
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (65 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 16	PHB: p.269
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 16	PHB: p.269
<b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 16	SC: p.173
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	20	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 16	PHB: p.272
<b>Silent Portal</b> <i>Effect:</i> Negates the sound of opening/closing any portal [door>window,etc.].	20	Will negates [object]	1 standard action	1 minute/level [D]	Close (65 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 16	SC: p.190
<b>Stick</b> <i>Effect:</i> Sticks one object to another; see text.	20	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation <i>Caster Level:</i> 16	SC: p.206
<b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	20	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy <i>Caster Level:</i> 16	PHB: p.294

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Alarm</b> <i>Effect:</i> Wards an area for 2 hours/level.		None	1 standard action	2 hours/level [D]	Close (65 ft.)	V,S,F/DF	No	Abjuration <i>Caster Level:</i> 16	PHB: p.197
<b>Animate Rope</b> <i>Effect:</i> Makes a rope move at your command.		None	1 standard action	1 round/level	Medium (260 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 16	PHB: p.199

\* =Domain/Speciality Spell

# Wizard Spells

Benign Transposition		None	1 standard Instantaneous action		Medium (260 ft.)	V	No	Conjuration (Teleportation)	SC: p.27
Effect: Two target creatures instantly swap positions.					Target: Two willing creatures of up to Large size			Caster Level: 16	
☐☐☐☐☐ Burning Hands	22	Reflex half	1 standard Instantaneous action		15 ft.	V,S	Yes	Evocation [Fire]	PHB: p.207
Effect: 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst			Caster Level: 16	
☐☐☐☐☐ Charm Person	21	Will negates	1 standard 1 hour/level action		Close (65 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.209
Effect: Makes one person your friend.					Target: One humanoid creature			Caster Level: 16	
☐☐☐☐☐ Comprehend Languages		None	1 standard 10 minutes/level action		Personal	V,S,M/DF	No	Divination	PHB: p.212
Effect: You understand all spoken and written languages.					Target: You			Caster Level: 16	
☐☐☐☐☐ Distract Assailant	21	Will negates	1 swift action	1 round	Close (65 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.69
Effect: Target is flatfooted till next turn.					Target: One creature			Caster Level: 16	
☐☐☐☐☐ Enlarge Person	21	Fortitude negates	1 round	1 minute/level [D]	Close (65 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
Effect: Creatures size increases to next category					Target: One humanoid creature			Caster Level: 16	
☐☐☐☐☐ Erase	21	See text	1 standard Instantaneous action		Close (65 ft.)	V,S	No	Transmutation	PHB: p.227
Effect: Mundane or magical writing vanishes.					Target: One scroll or two pages			Caster Level: 16	
☐☐☐☐☐ Expeditious Retreat		None	1 standard 1 minute/level [D] action		Personal	V,S	No	Transmutation	PHB: p.228
Effect: Your speed increases by 30 ft.					Target: You			Caster Level: 16	
☐☐☐☐☐ Familiar Pocket		None	1 standard 1 hour/level [D] action		Touch	V,S,M	No	Universal	SC: p.88
Effect: Creates an extra-dimensional safe haven for a Tiny or smaller familiar.					Target: One container or garment with a pocket touched			Caster Level: 16	
☐☐☐☐☐ Feather Fall	21	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (65 ft.)	V	Yes (object)	Transmutation	PHB: p.229
Effect: Objects or creatures fall slowly.					Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart			Caster Level: 16	
☐☐☐☐☐ Guided Shot	21	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: p.108
Effect: No range increment penalties and target denied AC bonus for anything less than total cover.					Target: You			Caster Level: 16	
☐☐☐☐☐ Identify		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
Effect: Determines properties of magic item.					Target: One touched object			Caster Level: 16	
☐☐☐☐☐ Instant Search	21	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: p.124
Effect: You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.					Target: You			Caster Level: 16	
☐☐☐☐☐ Mage Armor	21	Will negates (harmless)	1 standard 1 hour/level [D] action		Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
Effect: Gives subject +4 armor bonus.					Target: Creature touched			Caster Level: 16	
☐☐☐☐☐ Magic Missile		None	1 standard Instantaneous action		Medium (260 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each.					Target: Up to five creatures, no two of which can be more than 15 ft. apart			Caster Level: 16	
☐☐☐☐☐ Mount		None	1 round	2 hours/level [D]	Close (65 ft.)	V,S,M	No	Conjuration (Summoning)	PHB: p.256
Effect: Summons riding horse for 2 hours/level.					Target: One mount			Caster Level: 16	
☐☐☐☐☐ Orb of Acid, Lesser		None	1 standard Instantaneous action		Close (65 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: p.150
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage.					Target: One orb of acid			Caster Level: 16	
☐☐☐☐☐ Orb of Cold, Lesser		None	1 standard Instantaneous action		Close (65 ft.)	V,S	No	Conjuration (Creation) [Cold]	SC: p.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of cold damage.					Target: One orb of cold			Caster Level: 16	
☐☐☐☐☐ Orb of Electricity, Lesser		None	1 standard Instantaneous action		Close (65 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SC: p.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.					Target: One orb of electricity			Caster Level: 16	
☐☐☐☐☐ Orb of Fire, Lesser		None	1 standard Instantaneous action		Close (65 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: p.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: 16	
☐☐☐☐☐ Orb of Sound, Lesser		None	1 standard Instantaneous action		Close (65 ft.)	V,S	No	Conjuration (Creation) [Sonic]	SC: p.151
Effect: Ranged Touch attack deals 1d6/two caster level [max 10d6] points of sonic damage.					Target: One orb of sonic			Caster Level: 16	
☐☐☐☐☐ Protection from Evil	21	Will negates (harmless)	1 standard 1 minute/level [D] action		Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.266
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched			Caster Level: 16	
☐☐☐☐☐ Scholar's Touch		None	1 standard Concentration, up to 16 rounds action		Personal	V,S,M,F	No	Divination	Race Des: p.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: 16	
☐☐☐☐☐ Shield		None	1 standard 1 minute/level [D] action		Personal	V,S	No	Abjuration [Force]	PHB: p.278
Effect: Invisible disc gives +4 to AC, blocks magic missiles.					Target: You			Caster Level: 16	
☐☐☐☐☐ Shocking Grasp		None	1 standard Instantaneous action		Touch	V,S	Yes	Evocation [Electricity]	PHB: p.279
Effect: Touch delivers 1d6/level [max 5d6] electricity damage.					Target: Creature or object touched			Caster Level: 16	
☐☐☐☐☐ Sleep	21	Will negates	1 round	1 minute/level	Medium (260 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.280
Effect: Puts 4 HD of creatures into magical slumber.					Target: One or more living creatures within a 10-ft.-radius burst			Caster Level: 16	
☐☐☐☐☐ Summon Monster I		None	1 round	1 round/level [D]	Close (65 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
Effect: Calls extraplanar creature to fight for you.					Target: One summoned creature			Caster Level: 16	
☐☐☐☐☐ Tenser's Floating Disk		None	1 standard 1 hour/level action		Close (65 ft.)	V,S,M	No	Evocation [Force]	PHB: p.294
Effect: Creates 3-ft.-diameter horizontal disk that holds 100lbs/level.					Target: 3-ft.-diameter disk of force			Caster Level: 16	

\* =Domain/Speciality Spell

# Wizard Spells

True Strike	None	1 standard	See text action	Personal	V, F	No	Divination	PHB: p.296
<i>Effect:</i> +20 on your next attack roll.				<i>Target:</i> You		<i>Caster Level:</i> 16		
Unseen Servant	None	1 standard	1 hour/level action	Close (65 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.297
<i>Effect:</i> Invisible force obeys your commands.				<i>Target:</i> One invisible, mindless, shapeless servant		<i>Caster Level:</i> 16		
Weapon Shift	21	Fortitude negates [object]	1 standard 1 minute/level action	Touch	V,S,M	Yes [object]	Transmutation	SC: p.237
<i>Effect:</i> Transforms one non-magic weapon into a different melee weapon of the same size or smaller.				<i>Target:</i> One melee weapon of up to 15 lb.		<i>Caster Level:</i> 16		

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Arcane Lock		None	1 standard	Permanent action	Touch	V,S,M	No	Abjuration	PHB: p.200
<i>Effect:</i> Magically locks a portal or chest.					<i>Target:</i> The door, chest, or portal touched, up to 30 sq. ft/level in size <i>Caster Level:</i> 16				
☐☐☐☐ Baleful Transposition	22	Will negates	1 standard	Instantaneous action	Medium (260 ft.)	V	Yes	Conjuration (Teleportation)	SC: p.23
<i>Effect:</i> Two target creatures instantly swap positions; Creatures must be touching the same surface; see text.					<i>Target:</i> Two creatures of up to Large size <i>Caster Level:</i> 16				
☐☐☐☐ Balor Nimbus	22	N/A	1 standard	1 round/level action	Personal	V,S,M/DF	N/A	Transmutation	SC: p.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You <i>Caster Level:</i> 16				
☐☐☐☐ Bear's Endurance	22	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched <i>Caster Level:</i> 16				
☐☐☐☐ Blur	22	Will negates (harmless)	1 standard	1 minute/level [D] action	Touch	V	Yes (harmless)	Illusion (Glamer)	PHB: p.206
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched <i>Caster Level:</i> 16				
☐☐☐☐ Cat's Grace	22	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched <i>Caster Level:</i> 16				
☐☐☐☐ Darkness		None	1 standard	10 minutes/level [D] action	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched <i>Caster Level:</i> 16				
☐☐☐☐ False Life		None	1 standard	1 hour/level or until discharged; see text action	Personal	V,S,M	No	Necromancy	PHB: p.229
<i>Effect:</i> Gain 1d10 +1/level [max +10] temporary hp					<i>Target:</i> You <i>Caster Level:</i> 16				
☐☐☐☐ Invisibility	22	Will negates (harmless) or Will negates (harmless, object)	1 standard	1 minute/level [D] action	Personal or touch	V,S,M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: p.245
<i>Effect:</i> Subject is invisible for 1 minutes/level or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lbs/level <i>Caster Level:</i> 16				
☐☐☐☐ Knock		None	1 standard	Instantaneous; see text action	Medium (260 ft.)	V	No	Transmutation	PHB: p.246
<i>Effect:</i> Opens locked or magically sealed door.					<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level <i>Caster Level:</i> 16				
☐☐☐☐ Levitate		None	1 standard	1 minute/level [D] action	Personal or close	V,S,F	No	Transmutation	PHB: p.248
<i>Effect:</i> Subject moves up and down at your direction.					<i>Target:</i> You or one willing creature or one object, total weight up to 100 lbs/level <i>Caster Level:</i> 16				
☐☐☐☐ Mirror Image		None	1 standard	1 minute/level [D] action	Personal; see text	V,S	No	Illusion (Figment)	PHB: p.254
<i>Effect:</i> Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					<i>Target:</i> You <i>Caster Level:</i> 16				
☐☐☐☐ Obscure Object	22	Will negates (object)	1 standard	8 hours [D] action	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: p.258
<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 100 lbs/level <i>Caster Level:</i> 16				
☐☐☐☐ Resist Energy	22	Fortitude negates (harmless)	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched <i>Caster Level:</i> 16				
☐☐☐☐ Rope Trick		None	1 standard	1 hour/level [D] action	Touch	V,S,M	No	Transmutation	PHB: p.273
<i>Effect:</i> As many as eight creatures hide in extradimensional space.					<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long <i>Caster Level:</i> 16				
☐☐☐☐ Scorch	23	Reflex half	1 standard	Instantaneous action	30 ft.	V,S,F	Yes	Evocation [Fire]	SC: p.181
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] to all in the area of affect.					<i>Target:</i> 30-ft. line <i>Caster Level:</i> 16				
☐☐☐☐ Scorching Ray		None	1 standard	Instantaneous action	Close (65 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<i>Effect:</i> 3 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text] <i>Caster Level:</i> 16				
☐☐☐☐ See Invisibility		None	1 standard	10 minutes/level [D] action	Personal	V,S,M	No	Divination	PHB: p.275
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> You <i>Caster Level:</i> 16				
☐☐☐☐ Spider Climb	22	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched <i>Caster Level:</i> 16				
☐☐☐☐ Web	22	Reflex negates; see text	1 standard	10 minutes/level [D] action	Medium (260 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.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> 16				
☐☐☐☐ Whirling Blade		None	1 standard	Instantaneous action	60 ft.	V,S,F	No	Transmutation	SC: p.238
<i>Effect:</i> Ranged Touch attack deals weapon damage to all targets on the path can use Intelligence or Charisma for your modifier.					<i>Target:</i> 60-ft. line <i>Caster Level:</i> 16				
☐☐☐☐ Wraithstrike	22	N/A	1 swift	1 round action	Personal	V,S	N/A	Transmutation	SC: p.243
<i>Effect:</i> Makes your melee attacks become touch attacks.					<i>Target:</i> You <i>Caster Level:</i> 16				
☐☐☐☐ Zone of Glacial Cold	22	Fort half	1 standard	16 rounds action	Medium (260 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius <i>Caster Level:</i> 16				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☞☞☞☞Arcane Sight		None	1 standard	1 minute/level [D] action	Personal	V,S	No	Divination	PHB: p.201
<i>Effect:</i> Magical auras become visible to you.					<i>Target:</i> You		<i>Caster Level:</i> 16		

\* =Domain/Specialty Spell



# Wizard Spells

<div>□□□□□Blink</div>		None	1 standard 1 round/level [D] action	Personal	V,S	No	Transmutation	PHB: p.206
<div>Effect:</div> <div>You randomly vanish and reappear for 1 round/level.</div>				<div>Target:</div> <div>You</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Dispel Magic</div>		None	1 standard Instantaneous action	Medium (260 ft.)	V,S	No	Abjuration	PHB: p.223
<div>Effect:</div> <div>Cancels magical spells and effects.</div>				<div>Target:</div> <div>One spellcaster, creature, or object; or 20-ft.-radius burst</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Displacement</div>	23	Will negates (harmless)	1 standard 1 round/level [D] action	Touch	V, M	Yes (harmless)	Illusion (Glamour)	PHB: p.223
<div>Effect:</div> <div>Attacks miss subject 50%.</div>				<div>Target:</div> <div>Creature touched</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Dragonskin</div>	23	N/A	1 standard 10 minutes/level action	Personal	S,M	N/A	Transmutation	SC: p.73
<div>Effect:</div> <div>Gain armor enhancement bonus of +1/2 levels (max +5) and energy resistance 10 [20 after 10th level] to one energy type.</div>				<div>Target:</div> <div>You</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Fireball</div>	24	Reflex half	1 standard Instantaneous action	Long (1040 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
<div>Effect:</div> <div>1d6/level [max 10d6] fire damage, 20-ft. radius.</div>				<div>Target:</div> <div>20-ft.-radius spread</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Fly</div>	23	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,F/DF	Yes (harmless)	Transmutation	PHB: p.232
<div>Effect:</div> <div>Subject flies at speed of 60 ft.</div>				<div>Target:</div> <div>Creature touched</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Force Lightning</div>	24	Fort partial	1 standard 8 action	Close (65 ft.)	V,S,M	Yes	Evocation [Electricity]	Custom: Custom
<div>Effect:</div> <div>Ranged touch attack deals 1d4+15. Successful Fort save imposes a -1 to attack and AC for one round, failed save indicates paralyzation for 1 round.</div>				<div>Target:</div> <div>Ray</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Hailstones</div>		None	1 standard Instantaneous action	Medium (260 ft.)	V,S,M	Yes	Conjuration [Cold]	SC: p.109
<div>Effect:</div> <div>Hailstone deals 5d6 cold damage each.</div>				<div>Target:</div> <div>One frigid globe/5 levels</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Lance of Disruption</div>	24	Fortitude half	1 standard Instantaneous action	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
<div>Effect:</div> <div>Beam of force causes 5d4+32 to all in the area of effect</div>				<div>Target:</div> <div>From caster 5ft wide beam out to 60ft length</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Lightning Bolt</div>	24	Reflex half	1 standard Instantaneous action	120 ft.	V,S,M	Yes	Evocation [Electricity]	PHB: p.248
<div>Effect:</div> <div>Electricity deals 1d6/level [max 10d6].</div>				<div>Target:</div> <div>120-ft. line</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Mage Armor, Greater</div>	23	Will negates [harmless]	1 standard 1 hour/level [D] action	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SC: p.136
<div>Effect:</div> <div>As mage armor, except gain +6 armor bonus.</div>				<div>Target:</div> <div>Creature touched</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Nondetection</div>	23	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S,M	Yes (harmless, object)	Abjuration	PHB: p.257
<div>Effect:</div> <div>Hides subject from divination, scrying.</div>				<div>Target:</div> <div>Creature or object touched</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Scintillating Sphere</div>	24	Reflex half	1 standard Instantaneous action	Long (1040 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.181
<div>Effect:</div> <div>As fireball, 1d6/caster level [max 10d6] of electrical damage.</div>				<div>Target:</div> <div>20-ft.-radius burst</div>		<div>Caster Level:</div> <div>16</div>		
<div>□□□□□Weapon of Energy</div>	23	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
<div>Effect:</div> <div>Adds additional damage; see text.</div>				<div>Target:</div> <div>One weapon</div>		<div>Caster Level:</div> <div>16</div>		

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Arcane Eye		None	10 minutes	1 minute/level [D]	Unlimited	V,S,M	No	Divination (Scrying)	PHB: p.200
<i>Effect:</i> Invisible floating eye moves 30 ft./round.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 16	
■■■■■Assay Spell Resistance	24	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: p.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You			<i>Caster Level:</i> 16	
■■■■■Blast of Flame	24	Reflex half	1 standard action	Instantaneous	60 ft.	V,S,M	No	Conjuration (Creation) [Fire]	SC: p.31
<i>Effect:</i> Deal 1d6/level [max 10d6] to all creatures in the area.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 16	
■■■■■Detect Scrying		None	1 standard action	24 hours	40 ft.	V,S,M	No	Divination	PHB: p.219
<i>Effect:</i> Alerts you of magical eavesdropping.					<i>Target:</i> 40-ft.-radius emanation centered on you			<i>Caster Level:</i> 16	
■■■■■Dimension Door	24	None and Will negates (object)	1 standard action	Instantaneous	Long (1040 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	PHB: p.221
<i>Effect:</i> Teleports you short distance.					<i>Target:</i> You and touched objects or other touched willing creatures			<i>Caster Level:</i> 16	
■■■■■Dragonbreath	25	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SC: p.72
<i>Effect:</i> Gain a true dragons breath weapon attack; see text					<i>Target:</i> You			<i>Caster Level:</i> 16	
■■■■■Force Missiles		None	1 standard action	Instantaneous	Medium (260 ft.)	V,S	Yes	Evocation [Force]	SC: p.98
<i>Effect:</i> Each missile deals 2d6 to target and half to any adjacent creature.					<i>Target:</i> Up to four creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 16	
■■■■■Ice Storm		None	1 standard action	1 full round	Long (1040 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: p.243
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.					<i>Target:</i> Cylinder 20			<i>Caster Level:</i> 16	
■■■■■Ice Web	24	Reflex negates; see text	1 standard action	160 minutes [D]	Medium (260 ft.)	V,S,Coldfire	No	Conjuration (Creation) [Cold]	Custom: Frostburn Pg.100
<i>Effect:</i> Creatures caught in effect are entangled. Any movement through effect causes 1d6 damage per round.					<i>Target:</i> Webs of coldfire in a 20-ft.-radius spread			<i>Caster Level:</i> 16	
■■■■■Orb of Acid	24	Fortitude partial; see text	1 standard action	Instantaneous	Close (65 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: p.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> 16	
■■■■■Orb of Fire	24	Fortitude partial	1 standard action	Instantaneous	Close (65 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: p.151
<i>Effect:</i> Ranged Touch attack deals 1d6/caster level [max 15d6] points of fire damage. Fort save to avoid becoming dazed for 1 round.					<i>Target:</i> One orb of fire			<i>Caster Level:</i> 16	
■■■■■Polymorph		None	1 standard action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: p.263
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 16	
■■■■■Remove Curse	24	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.270
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched			<i>Caster Level:</i> 16	
■■■■■Stoneskin	24	Will negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.285
<i>Effect:</i> Ignore 10 points of damage per attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	

\* =Domain/Speciality Spell

# Wizard Spells

Thunderlance	None	1 standard	1 round/level [D]	0 ft.	V,S,M	No	Evocation [Force]	SC: p.220
<i>Effect:</i> Create a retractable spear or quarterstaff of force from 1 foot to 20 feet. Damage is 3d6 [Crit3]. Also may dispels force effect of 3rd or lower level.								
				<i>Target:</i> A spearlike beam			<i>Caster Level:</i> 16	

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Baleful Polymorph	25	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (65 ft.)	V,S	Yes	Transmutation	PHB: p.202
<i>Effect:</i> Transforms subject into harmless animal.					<i>Target:</i> One creature			<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> Dancing Flame Blade	26	Fort half	1 standard action	16	Personal	V,S,M	Yes	Evocation [Fire]	Custom: Custom
<i>Effect:</i> Deal an additional 1d8 per successful hit with a weapon, at the caster's discretion the caster can have the flames engulf the target with a successful touch attack for one round dealing 16d8 minus 1d8 for each round of duration. Fort save & SR against engulf maneuver. Takes half damage.					<i>Target:</i> Caster's weapon			<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> Draconic Might	25	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.72
<i>Effect:</i> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> Ironguard, Lesser	25	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.125
<i>Effect:</i> Non-magical metal passes right through you.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> Major Creation		None	10 minutes	See text	Close (65 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.252
<i>Effect:</i> As minor creation, plus stone and metal.					<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level			<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> Mordenkainen's Faithful Hound		None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (65 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.255
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog			<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> Spell Matrix, Lesser	25	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F	N/A	Transmutation	SC: p.199
<i>Effect:</i> Allows you to store and cast 1 spell as a free action; see text					<i>Target:</i> Matrix that holds one of your spells			<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> Telekinesis	25	Will negates (object) or None; see text	1 standard action	Concentration of up to 1 round/level or instantaneous; see text	Long (1040 ft.)	V,S	Yes (object); see text	Transmutation	PHB: p.292
<i>Effect:</i> Moves object, attacks creature, or hurls object or creature.					<i>Target:</i> See text			<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> Teleport	25	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	PHB: p.292
<i>Effect:</i> Instantly transports you as far as 100 miles/level.					<i>Target:</i> You and touched objects or other touched willing creatures			<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> Vulnerability	25	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SC: p.232
<i>Effect:</i> Lowers subject's damage reduction by 5 [to a minimum 5].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Bite of the Weretiger	26	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.					<i>Target:</i> You			<i>Caster Level:</i> 16	
☐☐☐☐☐ Chain Lightning	27	Reflex half	1 standard	Instantaneous action	Long (1040 ft.)	V,S,F	Yes	Evocation [Electricity]	PHB: p.208
<i>Effect:</i> 1d6/level [max 20d6] damage; one secondary bolt/level [max 20] each deal half damage.					<i>Target:</i> One primary target, plus one secondary target/level [each of which must be within 30 ft. of the primary target]			<i>Caster Level:</i> 16	
☐☐☐☐☐ Contingency		None	At least 10	1 day/level [D] or until discharged minutes; see text	Personal	V,S,M,F	No	Evocation	PHB: p.213
<i>Effect:</i> Sets trigger condition for another spell.					<i>Target:</i> You			<i>Caster Level:</i> 16	
☐☐☐☐☐ Disintegrate	26	Fortitude partial (object)	1 standard	Instantaneous action	Medium (260 ft.)	V,S,M/DF	Yes	Transmutation	PHB: p.222
<i>Effect:</i> Makes one creature or object vanish.					<i>Target:</i> Ray			<i>Caster Level:</i> 16	
☐☐☐☐☐ Dispel Magic, Greater		None	1 standard	Instantaneous action	Medium (260 ft.)	V,S	No	Abjuration	PHB: p.223
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 16	
☐☐☐☐☐ Heroism, Greater	26	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S	Yes (harmless)	Enchantment (Compulsion)	PHB: p.240
<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	
☐☐☐☐☐ Resistance, Superior	26	Will negates [harmless]	1 standard	24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	
☐☐☐☐☐ Seal Portal		None	1 standard	Permanent [D] action	Close (65 ft.)	V,S,M	No	Abjuration	SC: p.181
<i>Effect:</i> Permanently seal an interplanar portal.					<i>Target:</i> One interplanar gate or portal			<i>Caster Level:</i> 16	
☐☐☐☐☐ Stone Body	26	N/A	1 standard	1 minute/level [D] action	Personal	V,S,M	N/A	Transmutation	SC: p.207
<i>Effect:</i> Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text					<i>Target:</i> You			<i>Caster Level:</i> 16	
☐☐☐☐☐ True Seeing	26	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S,M	Yes (harmless)	Divination	PHB: p.296
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Avasculate	27	Fortitude partial	1 standard	Instantaneous action	Close (65 ft.)	V,S	Yes	Necromancy [Death, Evil]	SC: p.19
<i>Effect:</i> Target reduced to half it's current HP on successful ranged touch attack and on failed Fort save is stunned for one round.					<i>Target:</i> Ray		<i>Caster Level:</i> 16		
☐☐☐☐☐Banishment	27	Will negates	1 standard	Instantaneous action	Close (65 ft.)	V,S,F	Yes	Abjuration	PHB: p.203
<i>Effect:</i> Banishes 2 HD/level of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 16		
☐☐☐☐☐Bite of the Werebear	27	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.					<i>Target:</i> You		<i>Caster Level:</i> 16		
☐☐☐☐☐Delayed Blast Fireball	28	Reflex half	1 standard	5 rounds or less; see text action	Long (1040 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.217
<i>Effect:</i> Deals 1d6 [max 20d6] fire damage; you can postpone blast for 5 rounds.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 16		

\* =Domain/Speciality Spell

# Wizard Spells

Dragon Ally	None	10 minutes	Instantaneous	Close (65 ft.)	V,XP	No	Conjuration (Calling)	SC: p.72
<i>Effect:</i> Functions like lesser dragon ally, except you call dragon up to 18 HD.				<i>Target:</i> One called dragon of 18 HD or less				<i>Caster Level:</i> 16
Emerald Flame Fist	28	See text	1 standard 1 round/level; see text action	Touch	V,S	Yes	Evocation [Fire]	SC: p.79
<i>Effect:</i> Flaming fist you deal 3d6 +1/caster level [Max +20] damage.				<i>Target:</i> Creatures or objects touched				<i>Caster Level:</i> 16
Ethereal Jaunt	None		1 standard 1 round/level [D] action	Personal	V,S	No	Transmutation	PHB: p.227
<i>Effect:</i> You become ethereal for 1 round/level.				<i>Target:</i> You				<i>Caster Level:</i> 16
Ironguard	27	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,M,F	Yes [harmless]	Abjuration	SC: p.125
<i>Effect:</i> You or creature touched becomes immune to magic metal.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 16
Plane Shift	27	Will negates	1 standard Instantaneous action	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: p.262
<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				<i>Caster Level:</i> 16
Radiant Assault	28	Will partial	1 standard Instantaneous action	Long (1040 ft.)	V,S,F	Yes	Evocation [Light]	SC: p.164
<i>Effect:</i> Deals 1d6 damage per caster level [max 15d6] and dazes creatures.				<i>Target:</i> 20-ft.-radius burst				<i>Caster Level:</i> 16
Reverse Gravity	27	None; see text	1 standard 1 round/level [D] action	Medium (260 ft.)	V,S,M/DF	No	Transmutation	PHB: p.273
<i>Effect:</i> Objects and creatures fall upward.				<i>Target:</i> Up to 1 10-ft. cube/2 levels [S]				<i>Caster Level:</i> 16
Spell Matrix	27	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,F	N/A	Transmutation	SC: p.199
<i>Effect:</i> Same as lesser spell matrix except it allows you to store and cast 2 spells as a free action; see text				<i>Target:</i> Matrix that holds two of your spells				<i>Caster Level:</i> 16
Teleport, Greater	27	None and Will negates (object)	1 standard Instantaneous action	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	PHB: p.293
<i>Effect:</i> As teleport, but no range limit and no off-target arrival.				<i>Target:</i> You and touched objects or other touched willing creatures				<i>Caster Level:</i> 16

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Iron Body		None	1 standard 1 minute/level [D] action		Personal	V,S,M/DF	No	Transmutation	PHB: p.245
<i>Effect:</i> Your body becomes living iron.				<i>Target:</i> You				<i>Caster Level:</i> 16	
Otiluke's Telekinetic Sphere	29	Reflex negates (object)	1 standard 1 minute/level [D] action		Close (65 ft.)	V,S,M	Yes (object)	Evocation [Force]	PHB: p.259
<i>Effect:</i> As resilient sphere, but you move sphere telekinetically.				<i>Target:</i> 1 ft./level diameter sphere, centered around creatures or objects				<i>Caster Level:</i> 16	
Polymorph Any Object	28	Fortitude negates (object); see text	1 standard See text action		Close (65 ft.)	V,S,M/DF	Yes (object)	Transmutation	PHB: p.263
<i>Effect:</i> Changes any subject into anything else.				<i>Target:</i> One creature, or one nonmagical object of up to 100 cu. ft./level				<i>Caster Level:</i> 16	
Temporal Stasis	28	Fortitude negates	1 standard Permanent action		Touch	V,S,M	Yes	Transmutation	PHB: p.293
<i>Effect:</i> Puts subject into suspended animation.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 16	
Wrathful Castigation	28	See text	1 standard 1 round/level [D] action		Close (65 ft.)	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.243
<i>Effect:</i> Creature must make Fortitude save or die, make Will to avoid further or become dazed and a -4 penalty on saving throws for duration of the spell; see text.				<i>Target:</i> One living creature				<i>Caster Level:</i> 16	

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Gate		None	1 standard Instantaneous or concentration 0; see action text		Medium (260 ft.)	V,S, XP; see text	No	Conjuration (Creation, Calling)	PHB: p.234
<i>Effect:</i> Connects two planes for travel or summoning.				<i>Target:</i> See text				<i>Caster Level:</i> 16	
Heavenly Host		None	10 minutes	10 minutes/level	Medium (260 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SC: p.113
<i>Effect:</i> Summons multiple creatures; see text				<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 16	
Shapechange		None	1 standard 10 minutes/level [D] action		Personal	V,S,F	No	Transmutation	PHB: p.277
<i>Effect:</i> Transforms you into any creature, and change forms once per round.				<i>Target:</i> You				<i>Caster Level:</i> 16	
Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (260 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: p.214
<i>Effect:</i> Summon monolith to do your bidding.				<i>Target:</i> One summoned elemental monolith				<i>Caster Level:</i> 16	

\* =Domain/Specialty Spell

# Cleric 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	5	5+1	4+1	3+1	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	15	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation	SC: p.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 6	
□□□□□Create Water		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 6	
□□□□□Cure Minor Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Detect Magic		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Detect Poison		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 6	
□□□□□Guidance	15	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Inflict Minor Wounds	15	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Light		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 6	
□□□□□Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 6	
□□□□□Purify Food and Drink	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 6	
□□□□□Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 6	
□□□□□Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Virtue	15	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Bane	16	Will negates	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: p.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 6	
□□□□□Bless		None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 6	
□□□□□Bless Water	16	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: p.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 6	
□□□□□Cause Fear	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	V,S	Yes	Necromancy [Fear, Mind-Affecting]	PHB: p.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 6	
□□□□□Command	16	Will negates	1 standard action	1 round	Close (40 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 6	
□□□□□Comprehend Languages		None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 6	
□□□□□Conviction	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Detect Chaos		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Detect Evil		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Detect Good		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Detect Law		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	

\* =Domain/Speciality Spell

## Cleric Spells

☐☐☐☐☐ Detect Undead	None	1 standard	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: p.220
<i>Effect:</i> Reveals undead within 60 ft.								
☐☐☐☐☐ Divine Favor	None	1 standard	1 minute action	Personal	V,S, DF	No	Evocation	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]								
☐☐☐☐☐ Doom	16	Will negates	1 standard 1 minute/level action	Medium (160 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: p.225 Mind-Affecting]	PHB: p.225
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.								
☐☐☐☐☐ Endure Elements	16	Will negates [harmless]	1 standard 24 hours action	Touch	V,S	Yes [harmless]	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.								
☐☐☐☐☐ Entropic Shield	None	1 standard	1 minute/level [D] action	Personal	V,S	No	Abjuration	PHB: p.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.								
☐☐☐☐☐ Faith Healing	16	Will negates [harmless]	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.								
☐☐☐☐☐ Healthful Rest	16	Will negates [harmless]	10 minutes 24 hours	Close (40 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.								
☐☐☐☐☐ Hide from Undead	16	Will negates (harmless); see text	1 standard 10 minutes/level [D] action	Touch	V,S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Undead can't perceive 1 subject/level.								
☐☐☐☐☐ Inflict Light Wounds	16	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.								
☐☐☐☐☐ Light of Lunia	None	1 standard	10 minutes/level [D] action	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text								
☐☐☐☐☐ Magic Stone	16	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								
☐☐☐☐☐ Magic Weapon	16	Will negates (harmless, object)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.								
☐☐☐☐☐ Nimbus of Light	17	N/A	1 standard 1 minute/level or until discharged [D] action	Personal	V,S,DF	N/A	Evocation [Light]	SC: p.148
<i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].								
☐☐☐☐☐ Obscuring Mist	None	1 standard	1 minute/level action	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.								
☐☐☐☐☐ Protection from Chaos	16	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Protection from Evil	16	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Protection from Law	16	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Remove Fear	16	Will negates (harmless)	1 standard 10 minutes; see text action	Close (40 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.								
☐☐☐☐☐ Sanctuary	16	Will negates	1 standard 1 round/level action	Touch	V,S, DF	No	Abjuration	PHB: p.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.								
☐☐☐☐☐ Scholar's Touch	None	1 standard	Concentration, up to 6 rounds action	Personal	V,S,M,F	No	Divination	Race Des: p.167
<i>Effect:</i> 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.								
☐☐☐☐☐ Shield of Faith	16	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> Aura grants +3 deflection bonus.								
☐☐☐☐☐ Sign	16	N/A	1 standard 10 minutes/level or until discharged action	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: p.189
<i>Effect:</i> +4 bonus on your next initiative check.								
☐☐☐☐☐ Summon Monster I	None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.								
☐☐☐☐☐ Vigor, Lesser	16	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 15] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.								

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Aid		None	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	PHB: p.196
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					Target: Living creature touched				
☐☐☐☐☐Align Weapon	17	Will negates (harmless, object)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.197
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] Caster Level: 6				
☐☐☐☐☐Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: p.202
Effect: Learns whether an action will be good or bad.					Target: You Caster Level: 6				
☐☐☐☐☐Bear's Endurance	17	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
Effect: Subject gains +4 to Con for 1 minutes/level.					Target: Creature touched Caster Level: 6				

\* =Domain/Speciality Spell

# Cleric Spells

■■■■■Bull's Strength	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Calm Emotions	17	Will negates	1 standard Concentration, up to 1 round/level [D] action	Medium (160 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms creatures, negating emotion effects.				<i>Target:</i> Creatures in a 20-ft.-radius spread		<i>Caster Level:</i> 6		
■■■■■Close Wounds	17	Will half [harmless]; see text	1 immediate Instantaneous action	Close (40 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: p.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].				<i>Target:</i> One creature		<i>Caster Level:</i> 6		
■■■■■Consecrate		None	1 standard 2 hours/level action	Close (40 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: p.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 6		
■■■■■Cure Moderate Wounds	17	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Darkness		None	1 standard 10 minutes/level [D] action	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched		<i>Caster Level:</i> 6		
■■■■■Deific Vegeance	17	Will half	1 standard Instantaneous action	Close (40 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: p.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].				<i>Target:</i> One creature		<i>Caster Level:</i> 6		
■■■■■Delay Poison	17	Fortitude negates (harmless)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Eagle's Splendor	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Enthrall	17	Will negates; see text	1 round 1 hour or less	Medium (160 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level				<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 6		
■■■■■Find Traps		None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: p.230
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You		<i>Caster Level:</i> 6		
■■■■■Gentle Repose	17	Will negates (object)	1 standard 1 day/level action	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: p.235
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched		<i>Caster Level:</i> 6		
■■■■■Hold Person	17	Will negates; see text	1 standard 1 round/level [D]; see text action	Medium (160 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.				<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 6		
■■■■■Inflict Moderate Wounds	17	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Light of Mercuria		None	1 standard 10 minutes/level [D] action	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.				<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 6		
■■■■■Make Whole	17	Will negates (harmless, object)	1 standard Instantaneous action	Close (40 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: p.252
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 10 cu. ft./level		<i>Caster Level:</i> 6		
■■■■■Owl's Wisdom	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Remove Paralysis	17	Will negates (harmless)	1 standard Instantaneous action	Close (40 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 6		
■■■■■Resist Energy	17	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Restoration, Lesser	17	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard Instantaneous action	Close (40 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: p.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 6		
■■■■■Shield Other	17	Will negates (harmless)	1 standard 1 hour/level [D] action	Close (40 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature		<i>Caster Level:</i> 6		
■■■■■Silence	17	Will negates; see text or none (object)	1 standard 1 minute/level [D] action	Long (640 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
<i>Effect:</i> Negates sound in 15-ft. radius.				<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 6		
■■■■■Sound Burst	18	Fortitude partial	1 standard Instantaneous action	Close (40 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.				<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 6		
■■■■■Spiritual Weapon		None	1 standard 1 round/level [D] action	Medium (160 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 6		
■■■■■Status	17	Will negates (harmless)	1 standard 1 hour/level action	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 6		
■■■■■Summon Monster II		None	1 round 1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 6		
■■■■■Undetectable Alignment	17	Will negates (object)	1 standard 24 hours action	Close (40 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object		<i>Caster Level:</i> 6		
■■■■■Zone of Truth	17	Will negates	1 standard 1 minute/level action	Close (40 ft.)	V,S, DF	Yes	Enchantment (Compulsion)	PHB: p.303

\* =Domain/Speciality Spell

# Cleric Spells

**Effect:**  
Subjects within range cannot lie.

**Target:** 20-ft.-radius emanation

[Mind-Affecting]  
**Caster Level:** 6

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	PHB: p.203
<b>Effect:</b> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<b>Target:</b> Creature touched		<b>Caster Level:</b> 6		
Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (160 ft.)	V	Yes	Necromancy	PHB: p.206
<b>Effect:</b> Makes subject blinded or deafened.					<b>Target:</b> One living creature		<b>Caster Level:</b> 6		
Continual Flame		None	1 standard action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213
<b>Effect:</b> Makes a permanent, heatless torch.					<b>Target:</b> Object touched Magical, heatless flame		<b>Caster Level:</b> 6		
Create Food and Water		None	10 minutes	24 hours; see text	Close (40 ft.)	V,S	No	Conjuration (Creation)	PHB: p.214
<b>Effect:</b> Feeds 3 humans or 1 horses/level.					<b>Target:</b> Food and water to sustain 3 humans/level or one horse/level for 24 hours		<b>Caster Level:</b> 6		
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<b>Effect:</b> Cures 3d8 +1/level [max +15] damage.					<b>Target:</b> Creature touched		<b>Caster Level:</b> 6		
Daylight		None	1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
<b>Effect:</b> 60-ft. radius of bright light.					<b>Target:</b> Object touched		<b>Caster Level:</b> 6		
Deeper Darkness		None	1 standard action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.217
<b>Effect:</b> Object sheds supernatural shadow in 60-ft. radius.					<b>Target:</b> Object touched		<b>Caster Level:</b> 6		
Dispel Magic		None	1 standard action	Instantaneous	Medium (160 ft.)	V,S	No	Abjuration	PHB: p.223
<b>Effect:</b> Cancels magical spells and effects.					<b>Target:</b> One spellcaster, creature, or object; or 20-ft.-radius burst		<b>Caster Level:</b> 6		
Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.236
<b>Effect:</b> Inscription harms those who pass it.					<b>Target:</b> Object touched or up to 5 sq. ft/level		<b>Caster Level:</b> 6		
Grace	18	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: p.107
<b>Effect:</b> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					<b>Target:</b> You		<b>Caster Level:</b> 6		
Helping Hand		None	1 standard action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: p.239
<b>Effect:</b> Ghostly hand leads subject to you.					<b>Target:</b> Ghostly hand		<b>Caster Level:</b> 6		
Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<b>Effect:</b> Touch attack, 3d8 +1/level [max +15] damage.					<b>Target:</b> Creature touched		<b>Caster Level:</b> 6		
Interplanar Message	19	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: p.124
<b>Effect:</b> Send 25 words or less to the targeted creature; see text.					<b>Target:</b> One creature		<b>Caster Level:</b> 6		
Invisibility Purge		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: p.245
<b>Effect:</b> Dispels invisibility within 5 ft./level					<b>Target:</b> You		<b>Caster Level:</b> 6		
Light of Venya		None	1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<b>Effect:</b> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					<b>Target:</b> You and up to two rays; see text		<b>Caster Level:</b> 6		
Locate Object		None	1 standard action	1 minute/level	Long (640 ft.)	V,S,F/DF	No	Divination	PHB: p.249
<b>Effect:</b> Senses direction toward object [specific or type].					<b>Target:</b> Circle, centered on you, with a radius of 400 + 40 ft. per level		<b>Caster Level:</b> 6		
Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: p.249
<b>Effect:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<b>Target:</b> 10-ft.-radius emanation from touched creature		<b>Caster Level:</b> 6		
Magic Circle against Evil	18	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
<b>Effect:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<b>Target:</b> 10-ft.-radius emanation from touched creature		<b>Caster Level:</b> 6		
Magic Circle against Law	18	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: p.250
<b>Effect:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<b>Target:</b> 10-ft.-radius emanation from touched creature		<b>Caster Level:</b> 6		
Magic Vestment	18	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<b>Effect:</b> Armor or shield gains +1/4 levels [max +5] enhancement					<b>Target:</b> Armor or shield touched		<b>Caster Level:</b> 6		
Meld into Stone		None	1 standard action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
<b>Effect:</b> You and your gear merge with stone.					<b>Target:</b> You		<b>Caster Level:</b> 6		
Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: p.258
<b>Effect:</b> Masks object against scrying.					<b>Target:</b> One object touched of up to 100 lbs/level		<b>Caster Level:</b> 6		
Prayer		None	1 standard action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.264
<b>Effect:</b> Allies +1 bonus on most rolls, enemies -1 penalty.					<b>Target:</b> All allies and foes within a 40-ft.-radius burst centered on you		<b>Caster Level:</b> 6		
Protection from Energy	18	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
<b>Effect:</b> Absorb 12 points of damage/level [max 120] from one kind of energy.					<b>Target:</b> Creature touched		<b>Caster Level:</b> 6		
Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.270
<b>Effect:</b> Cures normal or magical conditions.					<b>Target:</b> Creature touched		<b>Caster Level:</b> 6		
Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.270
<b>Effect:</b> Frees object or person from curse.					<b>Target:</b> Creature or item touched		<b>Caster Level:</b> 6		
Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<b>Effect:</b> Cures all diseases affecting subject.					<b>Target:</b> Creature touched		<b>Caster Level:</b> 6		

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐ Searing Light	None	1 standard action	Instantaneous	Medium (160 ft.)	V,S	Yes	Evocation	PHB: p.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 6 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage.				<i>Target:</i> Ray			<i>Caster Level:</i> 6	
☐☐☐☐☐ Speak with Dead	18	Will negates; see text	10 minutes 1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Dependent]	PHB: p.281
<i>Effect:</i> Corpse answers one question/2 levels.				<i>Target:</i> One dead creature			<i>Caster Level:</i> 6	
☐☐☐☐☐ Stone Shape	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level			<i>Caster Level:</i> 6	
☐☐☐☐☐ Summon Monster III	None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 6	
☐☐☐☐☐ Vigor	18	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.				<i>Target:</i> Living creature touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ Water Breathing	18	Will negates (harmless)	1 standard 2 hours/level; see text action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ Water Walk	18	Will negates (harmless)	1 standard 10 minutes/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> One touched creature/level			<i>Caster Level:</i> 6	
☐☐☐☐☐ Wind Wall	19	None; see text	1 standard 1 round/level action	Medium (160 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]			<i>Caster Level:</i> 6	

\* =Domain/Speciality Spell



## Innate

- ☐ Dancing Lights (DC:)
- ☐ Darkness (DC:)
- ☐ Faerie Fire (DC:)

### Spellbook: Lu's Spellbook #2 Wizard

#### Level 5

- ☐ Baleful Polymorph (DC:25)
- ☐ Dancing Flame Blade (DC:26)
- ☐ Dragonbreath (DC:26)
- ☐ Ironguard, Lesser (DC:25)
- ☐ Telekinesis (DC:25)
- ☐ Teleport (DC:25)

#### Level 3

- ☐ Displacement (DC:23)
- ☐ Fireball (DC:24)
- ☐ Fly (DC:23)
- ☐ Force Lightning (DC:24)
- ☐ Lance of Disruption (DC:24)
- ☐ Lightning Bolt (DC:24)
- ☐ Mage Armor, Greater (DC:23)
- ☐ Nondetection (DC:23)
- ☐ Scintillating Sphere (DC:24)

#### Level 4

- ☐ Blast of Flame (DC:24)
- ☐ Detect Scrying (DC:)
- ☐ Dimension Door (DC:24)
- ☐ Ice Web (DC:24)
- ☐ Polymorph (DC:)
- ☐ Stoneskin (DC:24)
- ☐ Thunderlance (DC:)

### Spellbook: Dwarven Blessed Book Wizard

#### Level 1

- ☐ Familiar Pocket (DC:)
- ☐ Weapon Shift (DC:21)

#### Level 2

- ☐ Arcane Lock (DC:)
- ☐ Balor Nimbus (DC:22)
- ☐ Obscure Object (DC:22)
- ☐ Scorch (DC:23)
- ☐ Whirling Blade (DC:)

#### Level 3

- ☐ Arcane Sight (DC:)
- ☐ Dragonskin (DC:23)
- ☐ Hailstones (DC:)
- ☐ Weapon of Energy (DC:23)

#### Level 4

- ☐ Arcane Eye (DC:)
- ☐ Force Missiles (DC:)
- ☐ Ice Storm (DC:)
- ☐ Orb of Fire (DC:24)
- ☐ Remove Curse (DC:24)

#### Level 5

- ☐ Dimension Door, Greater (DC:25)
- ☐ Draconic Might (DC:25)
- ☐ Major Creation (DC:)
- ☐ Mordenkainen's Faithful Hound (DC:)
- ☐ Spell Matrix, Lesser (DC:25)

#### Level 6

- ☐ Bite of the Weretiger (DC:26)
- ☐ Chain Lightning (DC:27)
- ☐ Contingency (DC:)
- ☐ Disintegrate (DC:26)
- ☐ Dispel Magic, Greater (DC:)
- ☐ Heroism, Greater (DC:26)
- ☐ Stone Body (DC:26)

#### Level 7

- ☐ Bite of the Werebear (DC:27)
- ☐ Delayed Blast Fireball (DC:28)
- ☐ Dragon Ally (DC:)
- ☐ Emerald Flame Fist (DC:28)
- ☐ Spell Matrix (DC:27)

#### Level 8

- ☐ Invisibility, Superior (DC:28)
- ☐ Iron Body (DC:)
- ☐ Change to Otiluke's Telekinetic Sphere (DC:29)
- ☐ Temporal Stasis (DC:28)

#### Level 9

- ☐ Gate (DC:)
- ☐ Heavenly Host (DC:)
- ☐ Shapechange (DC:)
- ☐ Summon Elemental Monolith (DC:)

## Lu Than do Cordlebane



Elf (Drow)

RACE

127

AGE

Male

GENDER

Darkvision (120 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

4' 6"

HEIGHT

94 lbs.

WEIGHT

Lt. Blue-violet

EYE COLOUR

Black

SKIN COLOUR

White, Shoulder

HAIR

Spiders - Minor Aversion

PHOBIAS

PERSONALITY TRAITS

Knowledge

INTERESTS

Accent, "If you don't understand, it must be intuitively obvious."

SPOKEN STYLE

Far, far away

RESIDENCE

Wandering

LOCATION

None

REGION

### Description:

### Biography:

- 2006-03-25: ON the spiritual path of mysticism - A blend of psychic, divine power
- Sunless Citadel - Befriended Kobolds after aiding them in defeating goblins and returning their pet dragon.
- Have respect from Calcryx, White Wyrmling
- Brightstone keep - Have fought against winter wolf, trolls and orcs.

## Notes:

### Character Sheet Notes:

Spell Book 1  
Spell Book 2  
Spell Book (Dwarf)  
Creation Points :35,500 USED:?  
Gold 5,224.50  
MANA: 233 - 39 = 194 Faith Cleric:36  
7 Sword  
5 False Life  
14 Mage Armor  
13 Superior Resistance  
Used Mana: Used Faith:

### NPC's:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship.  
Enemy is self explanatory - Unfriendly intentions at time of meeting  
Duke Borba Drefus - Employer/Friend - Gave Brightstone keep to party.  
-Small Noble Title conferred by the Duke  
Tom - Friend - Messenger from Duke Borba Drefus  
The Hunter - ENEMY - An agent of the drow to retrieve property of wealthy drow house. - (DEAD)  
Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.  
SUNLESS CITADEL Contacts:  
Yesdryl - Friend - Kobold Sorceress and Leader of Sunless Citadel Tribe  
Calcryx - Friend - White Wyrmling

### Quests:

In-progress:  
Defeat the four cults of the Elemental Eye  
Stop Tharizdun from returning

Completed:  
Clear Brightstone Keep  
Figure out dream (Eye behind gate)  
Avoid or defeat "The Hunter"  
Find a quiet place to call your own (Brightstone Keep has potential)  
Defeat Belak the Druid and stop the gulthias tree  
Recover Wyrmling for Kobolds - Acquired key to Dragon Priest Tomb  
Find Siblings in Sunless Citadel - Monetary Reward

### Feats:

Brandish Magical Might [Ceremonial] After a ceremony held with you and at least six other spellcasters, you can use your magical power in new ways.

Prerequisites: Spellcaster level 3rd, truename, one of the following: Charisma 17, Intelligence 17, or Wisdom 17

Benefit: A character may use her knowledge of magic and the power inherent within her to accomplish tasks with a caster power check, such as force open a sealed door (see the spell description in Chapter Nine) or counter a spell. To counter a spell, the character must ready an action. When someone else casts a spell within sight, the character makes an opposed caster power check. (In a caster power check, a character gets to add her spellcasting ability score modifier to the roll, as well as her level.) If she succeeds, she counters the spell, ruining it, and the countered caster loses the spell slot. If the character fails the power check, resolve the spell normally. A character cannot counter a complex spell of a level at which she only has access to simple spells. She cannot counter an exotic spell unless she knows the same exotic

spell. (A Spellcraft check [DC 15 + spell level] allows her to identify the spell ahead of time.) Countering a spell does not cost the character any spell slots of her own. Once per day per two caster levels, the character can try to overcome a creature's spell resistance by making a caster power check rather than the normal caster level check.

Modify Spell [General] You can change aspects of a spell by using more of your personal energy.

Prerequisite: Spellcaster level 1st

Benefit: A character casting a laden spell (using two spell slots of the spell's level rather than just one) can change some of the spell's parameters. She must choose one (and only one) modification when casting the laden spell: Double Range: One cannot increase the range of a spell whose range is not defined by distance. If the spell's range determines its area or effect, the dimensions of its area or effect increase proportionally. Double Duration: Spells with durations of Concentration, Instantaneous, or Permanent are not affected by this feat. Double Area or Number of Targets: The caster can make the spell's area larger or double the number of targets it affects (touch spells cannot be affected). No Verbal Components: The character can cast the spell silently. No Somatic Components: The character can cast the spell without gestures or movements. Increase Power: All the spell's variable, numeric effects increase by one-half. Such a spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as caster power checks) are not affected. Spells without random variables are not affected.

### skills:

Diplomacy (Cha)

Use this skill to ask the local baron for assistance, to convince a band of thugs not to attack you, or to talk your way into someplace you aren't supposed to be.

Check: You can propose a trade or agreement to another creature with your words; a Diplomacy check can then persuade them that accepting it is a good idea. Either side of the deal may involve physical goods, money, services, promises, or abstract concepts like "satisfaction." The DC for the Diplomacy check is based on three factors: who the target is, the relationship between the target and the character making the check, and the risk vs. reward factor of the deal proposed.

The Target: The base DC for any Diplomacy check is equal to the 15 + level of the highest-level character in the group that you are trying to influence + the Wisdom modifier of the character in the group with the highest Wisdom. High-level characters are more committed to their views and are less likely to be swayed; high Wisdom characters are more likely to perceive the speaker's real motives and aims. By applying the highest modifiers in any group, a powerful king (for example) might gain benefit from a very wise advisor who listens in court and counsels him accordingly. For this purpose, a number of characters is only a "group" if they are committed to all following the same course of action. Either one NPC is in charge, or they agree to act by consensus. If each member is going to make up their mind on their own, roll separate Diplomacy checks against each.

The Relationship: Whether they love, hate, or have never met each other, the relationship between two people always influences any request.

-10 Intimate: Someone who with whom you have an implicit trust. Example: A lover or spouse.

-7 Friend: Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.

-5 Ally: Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a

knight serving the same king.

-2 Acquaintance (Positive): Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.

+0 Just Met: No relationship whatsoever. Example: A guard at a castle or a traveler on a road.

+2 Acquaintance (Negative): Someone you have met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.

+5 Enemy: Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.

+7 Personal Foe: Someone with whom you have a regularly antagonistic personal relationship. Example: An evil warlord whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.

+10 Nemesis: Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.

Risk vs. Reward Judgement: The amount of personal benefit must always be weighed against the potential risks for any deal proposed. It is important to remember to consider this adjustment from the point of view of the NPC themselves and what they might value; while 10 gp might be chump change to an adventurer, it may represent several months' earnings for a poor farmer. Likewise, a heroic paladin is unlikely to be persuaded from his tenets for any amount of gold, though he might be convinced that a greater good is served by the proposed deal. When dealing with multiple people at once, always consider the benefits to the person who is in clear command, if any hierarchy exists within the group.

-10 Fantastic: The reward for accepting the deal is very worthwhile, and the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay a lot of gold for something of no value to the subject, such as information that is not a secret.

-5 Favorable: The reward is good, and the risk is tolerable. If all goes according to plan, the deal will end up benefiting the subject. Example: A request to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.

+0 Even: The reward and risk are more or less even, or the deal involves neither reward nor risk. Example: A request for directions to someplace that is not a secret.

+5 Unfavorable: The reward is not enough compared to the risk involved; even if all goes according to plan, chances are it will end up badly for the subject. Example: A request to free a prisoner the subject is guarding (for which he or she will probably be fired) in return for a small amount of money.

+10 Horrible: There is no conceivable way the proposed plan could end up with the subject ahead, or the worst-case scenario is guaranteed to occur. Example: A offer to trade a bit of dirty string for a castle.

Success or Failure: If the Diplomacy check beats the DC, the subject accepts the proposal, with no changes or with minor (mostly idiosyncratic) changes. If the check fails by 5 or less, the subject does not accept the deal but may, at the DM's option, present a counter-offer that would push the deal up one place on the risk-vs.-reward list. For example, a counter-offer might make an Even deal Favorable for the subject. The character who made the Diplomacy check can simply accept the counter-offer, if they choose; no further check will be required. If the check fails by 10 or more, the Diplomacy is over; the subject will entertain no further deals, and may become hostile or take other steps to end the conversation.

Action: Making a request or proposing a deal generally requires at least 1 full minute. In many situations, this time requirement may greatly increase.

Try Again: If you alter the parameters of the deal you are proposing, you may try to convince the subject that this new deal is even better than the last one. This is essentially how people

haggle. As long as you never roll 10 or less than the DC on your Diplomacy check, you can continue to offer deals.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus to Diplomacy. No other skill provides a synergy bonus to Diplomacy.