

Neutral Good

ALIGNMENT
Darkvision (120')
VISION
0
POINTS



ABILITY NAME		BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																			
STR Strength		8	-1	8	-1	8	-1	66							Walk 30 ft.																				
DEX Dexterity		16	+3	20	+5	20	+5	32	27	:	22	=	10	+	6	+	0	+	5	+	0	+	4	+	7		0	+0	26						
CON Constitution		9	-1	13	+1	13	+1	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	
INT Intelligence		24	+7	28	+9	28	+9	INITIATIVE modifier	+9	=	+5	+	+4	SKILLS																					
WIS Wisdom		17	+3	17	+3	17	+3	TOTAL		DEX MODIFIER		MISC MODIFIER		SKILL NAME		KEY ABILITY		SKILL MODIFIER		ABILITY MODIFIER		MAX RANKS		18/9											
CHA Charisma		17	+3	17	+3	17	+3	BASE ATTACK bonus	+7/+2						✓ Appraise	INT	9	=	9	+	+														
														✓ Balance	DEX	5	=	5	+	+															
														✓ Bluff	CHA	5	=	3	+	2.0	+														
														✓ Climb	STR	1	=	1	+																

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	= +4	+ +1	+ +0	+ +6	+ +0	+	
REFLEX (dexterity)	+19	= +4	+ +5	+ +0	+ +10	+ +0	+	
WILL (wisdom)	+20	= +11	+ +3	+ +0	+ +6	+ +0	+	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+6/+1	=	+7/+2	+	-1	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+12/+7	=	+7/+2	+	+5	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus	+6/+1	=	+7/+2	+	-1	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+1	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
1H-P	+6/+1	1d4-1	2W-P-(OH)	+0/-5				1d4-1
1H-O	+2/-3	1d4-1	2W-P-(OL)	+2/-3				1d4-1
2H	+6/+1	1d4-1	2W-OH	-2				1d4-1
	10 ft.	20 ft.	30 ft.	40 ft.				50 ft.
TH	+12/+7	+10/+5	+8/+3	+6/+1				+4/-1
Dam	1d4-1	1d4-1	1d4-1	1d4-1				1d4-1
Special Properties								

*Sword, Bastard				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
2H	+10/+5	1d10+2	2W-OH	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		+4		+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		Skills					Max Ranks		18/9
		Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier			
✓	Appraise	INT	9	= 9	+	+			
✓	Balance	DEX	5	= 5	+	+			
✓	Bluff	CHA	5	= 3	+	2.0	+		
✓	Climb	STR	-1	= -1	+	+			
✓	Concentration	CON	30	= 1	+	18.0	+ 11		
	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	+	+			
✓	Diplomacy	CHA	9	= 3	+	6.0	+		
✓	Disguise	CHA	3	= 3	+	+			
✓	Escape Artist	DEX	5	= 5	+	+			
✓	Forgery	INT	9	= 9	+	+			
✓	Gather Information	CHA	3	= 3	+	+			
✓	Heal	WIS	3	= 3	+	+			
✓	Hide	DEX	5	= 5	+	+			
✓	Intimidate	CHA	10	= 3	+	7.0	+		
✓	Jump	STR	-1	= -1	+	+			
	Knowledge (Arcana)	INT	38	= 9	+	18.0	+ 11		
	Knowledge (Architecture and Engineering)	INT	10	= 9	+	1.0	+		
	Knowledge (Dragons)	INT	13	= 9	+	3.0	+ 1		
	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	+		
✓	Listen	WIS	6	= 3	+	1.0	+ 2		
✓	Move Silently	DEX	5	= 5	+	+			
	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	+		
✓ X	Psychic (Empathy)	WIS	4	= 3	+	1.0	+		
X	Psychic (Enhance Senses)	WIS	4	= 3	+	1.0	+		
✓ X	Psychic (Mental Contact)	CHA	4	= 3	+	1.0	+		
X	Psychic (Psychic Healing)	WIS	4	= 3	+	1.0	+		
✓	Ride	DEX	5	= 5	+	+			
✓	Search	INT	17	= 9	+	6.0	+ 2		
✓	Sense Motive	WIS	3	= 3	+	+			
	Spellcraft	INT	32	= 9	+	18.0	+ 5		
✓ X	Spellcraft (True Sorcery)	INT	51	= 9	+	18.0	+ 24		
✓	Spot	WIS	10	= 3	+	5.0	+ 2		
✓	Survival	WIS	3	= 3	+	+			
✓	Swim	STR	-1	= -1	+	+			
✓	Use Rope	DEX	5	= 5	+	+			
				=	+	+			
				=	+	+			

✓: can be used untrained, X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask)	Handy	2	1.0	20.0
	Haversack		(2.0)	(40.0)
Amulet CON +4	Equipped	1	0.0	16000.0
Enhancement bonus to ability CON[+4]				
Bedroll	Handy	1	5.0	0.1
	Haversack			
Belt, Monk's	Equipped	1	1.0	13000.0
Bracers of Armor +2	Equipped	1	1.0	4000.0
Caltrops	Handy	1	2.0	1.0
	Haversack			
Cape of the Mountebank	Equipped	1	1.0	10080.0
Chalk (1 piece)	Handy	1	0.0	0.01
	Haversack			
Coin (Gold)	Handy	104	0.02	1.0
	Haversack		(2.08)	(104.0)
Coin (Silver)	Handy	5	0.02	0.1 (0.5)
	Haversack		(0.1)	
Dagger	Carried	1	1.0	2.0
Dwarven Blessed Book	Handy	1	1.0	12500.0
(Blessed Book)				
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Handy Haversack	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				
Helmet INT +4	Equipped	1	0.0	32000.0
Enhancement bonus to ability INT[+4]				
Sword, Bastard	Equipped	1	6.0	38635.0
(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	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				
Lu's Skillful Ring	Equipped	1	0.0	0.0
Lu's Spellbook #2	Handy	1	0.0	0.0
(Spellbook (Wizard's/Blank))				
Potion of Cure Light Wounds	Handy	2	0.0	50.0
	Haversack		(0.0)	(100.0)
Potion of Cure Moderate Wounds	Handy	1	0.0	300.0
	Haversack			
Pouch (Belt)	Equipped	1	0.5	1.0
0 lbs.				
Rations (Trail/Per Day)	Handy	4	1.0	0.5 (2.0)
	Haversack		(4.0)	
Ring of Mind Shielding	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			
The Tome of Dragon Lore	Equipped	1	0.0	0.0
Waterskin (Filled)	Handy	1	4.0	1.0
	Haversack			
Scroll (Protection from Energy)	Handy	1	0.01	375.0
	Haversack			
TOTAL WEIGHT CARRIED/VALUE			17.5 lbs.	217162.6 gp

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

MONEY	
+1 to Dragon Lore Checks	
1/4th Brightstone Keep aka Oaktop Keep	
Total = 0.0 gp	

MAGIC
Handy Haversack
Amulet of Con +4
Kiki - Familiar
Gloves of Dex +4
Lu's Spell Books (3)

MAGIC
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
SPELLCASTER(Cleric)
SPELLCASTER(Wizard)
You gain Lightning Reflexes as a bonus feat.

SPECIAL QUALITIES
Distinct Voice (Su)
Whenever you wish, anyone within 100 feet can hear you, regardless of noise around you, even when whispering.
Disenchant Magic Item
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.
+2 racial bonus on Will saves against spells and spell-like abilities
Immunity to magic sleep effects
+2 racial saving throw bonus against enchantment spells or effects
Elven Wizard Lv 1
Generalist Wizard - Cannot specialize, but may learn one additional spell per level and can cast one additional spell of the highest available.
Elven Wizard Lv 3
Gain Natural Link with familiar (Bonus increases)
Enchant Magic Item
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.
Familiarity with Magic (Ex)
Gain +2 competence bonus to all saving throws against spells and spell-like abilities (including magic items). Further gain a +2 competence bonus to Armor Class against spells requiring attack rolls.
Lesser Aspect of Power (Su)
Lesser Mind Over Matter (Ex)
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.
Light Blindness
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
Summon Familiar
True Sorcery
Third Magnitude - 4 spell energy points - +16 insight bonus to Spellcraft (True Sorcery)

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Daylight Adaptation	Removes -1 penalty from daylight sensitivity
Improved Initiative	You get a +4 bonus on initiative checks.
Maximize Spell	All variable, numeric effects of a spell modified by this feat are maximized.
Sculpt Spell	[Lv+1] Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. cubes, a ball (20-ft.-radius spread) or 120-ft.-line.
Searing Spell	Your fire spells deal damage to fire-resistant creatures
Skill Focus (Concentration, Knowledge (Arcana), Spellcraft)	You get a +3 bonus on all checks involving that skill.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Spell Focus (Evocation)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Wild Talent (Psychic (Empathy), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing))	
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Scribe Scroll	You can create a scroll of any spell that you know.
Weapon Focus (Sword (Bastard))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Modify Spell – Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell – Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell – Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell – Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell – No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell – No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

DOMAINS	
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
Psychic Wild Feat Pool
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 (250 ft.)	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> Creates torches or other lights.						Target: Up to four lights, all within a 10- ft.-radius area			Caster Level: 15	
☐	Darkness		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.						Target: Object touched			Caster Level: 15	
☐	Faerie Fire		None	1 standard action	1 minute/level [D]	Long (1000 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: pg.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: 15	
* =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	5	5	4	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 10	PHB: pg.196
Arcane Mark <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> 10	PHB: pg.201
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (250 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 15	PHB: pg.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	20	Will negates	1 standard action	1 round	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 10	PHB: pg.217
Detect Magic <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> 10	PHB: pg.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Divination <i>Caster Level:</i> 10	PHB: pg.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 10	PHB: pg.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 10	SC: Pg.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	21	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 10	PHB: pg.232
Ghost Sound <i>Effect:</i> Figment sounds.	20	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (50 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level:</i> 10	PHB: pg.235
Launch Bolt <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> 10	SC: Pg.130
Light <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> 10	PHB: pg.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (50 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 10	PHB: pg.249
Mending <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> 10	PHB: pg.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (200 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 10	PHB: pg.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	20	Will negates (object)	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 10	PHB: pg.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	20	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 10	PHB: pg.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 10	PHB: pg.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 10	PHB: pg.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 10	SC: Pg.173
Resistance <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> 10	PHB: pg.272
Silent Portal <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 (50 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 10	SC: Pg.190
Stick <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> 10	SC: Pg.206
Touch of Fatigue <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> 10	PHB: pg.294

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm <i>Effect:</i> Wards an area for 2 hours/level.		None	1 standard action	2 hours/level [D]	Close (50 ft.)	V,S,F/DF	No	Abjuration <i>Caster Level:</i> 10	PHB: pg.197
Animate Rope <i>Effect:</i> Makes a rope move at your command.		None	1 standard action	1 round/level	Medium (200 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 10	PHB: pg.199

* =Domain/Speciality Spell

Wizard Spells

□□□□□ Burning Hands	22	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage									
□□□□□ Change to Tenser's Floating Disk		None	1 standard action	1 hour/level	Close (50 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1000 lbs									
□□□□□ Charm Person	21	Will negates	1 standard action	1 hour/level	Close (50 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.209
<i>Effect:</i> Makes one person your friend.									
□□□□□ Comprehend Languages		None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.									
□□□□□ Distract Assailant	21	Will negates	1 swift action	1 round	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
<i>Effect:</i> Target is flatfooted till next turn.									
□□□□□ Enlarge Person	21	Fortitude negates	1 round	1 minute/level [D]	Close (50 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
<i>Effect:</i> Creatures size increases to next category									
□□□□□ Erase	21	See text	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Transmutation	PHB: pg.227
<i>Effect:</i> Mundane or magical writing vanishes.									
□□□□□ Expeditious Retreat		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
<i>Effect:</i> Your speed increases by 30 ft.									
□□□□□ Familiar Pocket		None	1 standard action	1 hour/level [D]	Touch	V,S,M	No	Universal	SC: Pg.88
<i>Effect:</i> Creates an extra-dimensional safe haven for a Tiny or smaller familiar.									
□□□□□ Feather Fall	21	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (50 ft.)	V	Yes (object)	Transmutation	PHB: pg.229
<i>Effect:</i> Objects or creatures fall slowly.									
□□□□□ Guided Shot	21	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: Pg.108
<i>Effect:</i> No range increment penalties and target denied AC bonus for anything less than total cover.									
□□□□□ Identify		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: pg.243
<i>Effect:</i> Determines properties of magic item.									
□□□□□ Instant Search	21	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: Pg.124
<i>Effect:</i> You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.									
□□□□□ Mage Armor	21	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: pg.249
<i>Effect:</i> Gives subject +4 armor bonus.									
□□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (200 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.									
□□□□□ Mount		None	1 round	2 hours/level [D]	Close (50 ft.)	V,S,M	No	Conjuration (Summoning)	PHB: pg.256
<i>Effect:</i> Summons riding horse for 2 hours/level.									
□□□□□ Orb of Acid, Lesser		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage.									
□□□□□ Orb of Cold, Lesser		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Cold]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of cold damage.									
□□□□□ Orb of Electricity, Lesser		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.									
□□□□□ Orb of Fire, Lesser		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.									
□□□□□ Orb of Sound, Lesser		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Sonic]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d6/two caster level [max 10d6] points of sonic damage.									
□□□□□ Protection from Evil	21	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□ Scholar's Touch		None	1 standard action	Concentration, up to 10 rounds	Personal	V,S,M,F	No	Divination	Race Des: Pg.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		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Abjuration [Force]	PHB: pg.278
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.									
□□□□□ Shocking Grasp		None	1 standard action	Instantaneous	Touch	V,S	Yes	Evocation [Electricity]	PHB: pg.279
<i>Effect:</i> Touch delivers 1d6/level [max 5d6] electricity damage.									
□□□□□ Sleep	21	Will negates	1 round	1 minute/level	Medium (200 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.280
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.									
□□□□□ Summon Monster I		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Calls extraplanar creature to fight for you.									
□□□□□ True Strike		None	1 standard action	See text	Personal	V, F	No	Divination	PHB: pg.296
<i>Effect:</i> +20 on your next attack roll.									

* =Domain/Speciality Spell

Wizard Spells

Unseen Servant	None	1 standard	1 hour/level	action	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.297
<i>Effect:</i> Invisible force obeys your commands.					<i>Target:</i> One invisible, mindless, shapeless servant				
Weapon Shift	21	Fortitude negates (object)	1 standard	1 minute/level	action	Touch	V,S,M	Yes [object]	Transmutation SC: Pg.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> 10				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Arcane Lock		None	1 standard	Permanent	Touch	V,S,M	No	Abjuration	PHB: pg.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				
Balor Nimbus	22	N/A	1 standard	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You				
Bear's Endurance	22	Will negates (harmless)	1 standard	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched				
Blur	22	Will negates (harmless)	1 standard	1 minute/level [D]	Touch	V	Yes (harmless)	Illusion (Glamour)	PHB: pg.206
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched				
Cat's Grace	22	Will negates (harmless)	1 standard	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched				
Darkness		None	1 standard	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched				
False Life		None	1 standard	1 hour/level or until discharged; see text	Personal	V,S,M	No	Necromancy	PHB: pg.229
<i>Effect:</i> Gain 1d10 +1/level [max +10] temporary hp					<i>Target:</i> You				
Invisibility	22	Will negates (harmless) or Will negates (harmless, object)	1 standard	1 minute/level [D]	Personal or touch	V,S,M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	PHB: pg.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				
Knock		None	1 standard	Instantaneous; see text	Medium (200 ft.)	V	No	Transmutation	PHB: pg.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				
Levitate		None	1 standard	1 minute/level [D]	Personal or close	V,S,F	No	Transmutation	PHB: pg.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				
Mirror Image		None	1 standard	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
<i>Effect:</i> Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					<i>Target:</i> You				
Obscure Object	22	Will negates (object)	1 standard	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 100 lbs/level				
Resist Energy	22	Fortitude negates (harmless)	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched				
Rope Trick		None	1 standard	1 hour/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.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				
Scorch	23	Reflex half	1 standard	Instantaneous	30 ft.	V,S,F	Yes	Evocation [Fire]	SC: Pg.181
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] to all in the area of affect.					<i>Target:</i> 30-ft. line				
Scorching Ray		None	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text]				
See Invisibility		None	1 standard	10 minutes/level [D]	Personal	V,S,M	No	Divination	PHB: pg.275
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> You				
Spider Climb	22	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: pg.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched				
Web	22	Reflex negates; see text	1 standard	10 minutes/level [D]	Medium (200 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.301
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.					<i>Target:</i> Webs in a 20-ft.-radius spread				
Whirling Blade		None	1 standard	Instantaneous	60 ft.	V,S,F	No	Transmutation	SC: Pg.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				
Wraithstrike	22	N/A	1 swift	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.243
<i>Effect:</i> Makes your melee attacks become touch attacks.					<i>Target:</i> You				
Zone of Glacial Cold	22	Fort half	1 standard	10 rounds	Medium (200 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				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Arcane Sight		None	1 standard	1 minute/level [D]	Personal	V,S	No	Divination	PHB: pg.201
<i>Effect:</i> Magical auras become visible to you.					<i>Target:</i> You				
Blink		None	1 standard	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: pg.206
<i>Effect:</i> You randomly vanish and reappear for 1 round/level.					<i>Target:</i> You				
Dispel Magic		None	1 standard	Instantaneous	Medium (200 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				

* =Domain/Specialty Spell

Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Displacement</div> </div> <div> <div>23</div> <div>Will negates (harmless)</div> <div>1 standard 1 round/level [D] action</div> </div> <div> <div>Touch</div> <div>V, M</div> <div>Yes (harmless)</div> </div> <div> <div>Illusion [Glamer]</div> <div>PHB: pg.223</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Attacks miss subject 50%.</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dragonskin</div> </div> <div> <div>23</div> <div>N/A</div> <div>1 standard 10 minutes/level action</div> </div> <div> <div>Personal</div> <div>S,M</div> <div>N/A</div> </div> <div> <div>Transmutation</div> <div>SC: Pg.73</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <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> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fireball</div> </div> <div> <div>24</div> <div>Reflex half</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Long (800 ft.)</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Evocation [Fire]</div> <div>PHB: pg.231</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>1d6/level [max 10d6] fire damage, 20-ft. radius.</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fly</div> </div> <div> <div>23</div> <div>Will negates (harmless)</div> <div>1 standard 1 minute/level action</div> </div> <div> <div>Touch</div> <div>V,S,F/DF</div> <div>Yes (harmless)</div> </div> <div> <div>Transmutation</div> <div>PHB: pg.232</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Subject flies at speed of 60 ft.</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Force Lightning</div> </div> <div> <div>24</div> <div>Fort partial</div> <div>1 standard 5 action</div> </div> <div> <div>Close (50 ft.)</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Evocation [Electricity]</div> <div>Custom: Custom</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Ranged touch attack deals 1d4+10. Successful Fort save imposes a -1 to attack and AC for one round, failed save indicates paralyzation for 1 round.</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hailstones</div> </div> <div> <div></div> <div></div> <div>1 standard Instantaneous action</div> </div> <div> <div>Medium (200 ft.)</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Conjuration [Cold]</div> <div>SC: Pg.109</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Hailstone deals 5d6 cold damage each.</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lance of Disruption</div> </div> <div> <div>24</div> <div>Fortitude half</div> <div>1 standard Instantaneous action</div> </div> <div> <div>60 ft</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Evocation [Force, Sonic]</div> <div>Custom: Custom</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Beam of force causes 5d4+20 to all in the area of effect</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lightning Bolt</div> </div> <div> <div>24</div> <div>Reflex half</div> <div>1 standard Instantaneous action</div> </div> <div> <div>120 ft.</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Evocation [Electricity]</div> <div>PHB: pg.248</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Electricity deals 1d6/level [max 10d6].</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Age Armor, Greater</div> </div> <div> <div>23</div> <div>Will negates [harmless]</div> <div>1 standard 1 hour/level [D] action</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes [harmless]</div> </div> <div> <div>Conjuration (Creation) [Force]</div> <div>SC: Pg.136</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>As mage armor, except gain +6 armor bonus.</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nondetection</div> </div> <div> <div>23</div> <div>Will negates (harmless, object)</div> <div>1 standard 1 hour/level action</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes (harmless, object)</div> </div> <div> <div>Abjuration</div> <div>PHB: pg.257</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Hides subject from divination, scrying.</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scintillating Sphere</div> </div> <div> <div>24</div> <div>Reflex half</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Long (800 ft.)</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Evocation [Electricity]</div> <div>SC: Pg.181</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>As fireball, 1d6/caster level [max 10d6] of electrical damage.</div> </div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Weapon of Energy</div> </div> <div> <div>23</div> <div>Fortitude negates [harmless,object]</div> <div>1 standard 1 round/level action</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes [harmless,object]</div> </div> <div> <div>Transmutation [See text]</div> <div>SC: Pg.236</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Adds additional damage; see text.</div> </div>
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LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Arcane Eye</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Invisible floating eye moves 30 ft./round.</div> </div>		None	10 minutes	1 minute/level [D]	Unlimited	V,S,M	No	Divination (Scrying)	PHB: pg.200
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Assay Spell Resistance</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.</div> </div>	24	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: Pg.17
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Blast of Flame</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Deal 1d6/level [max 10d6] to all creatures in the area.</div> </div>	24	Reflex half	1 standard action	Instantaneous	60 ft.	V,S,M	No	Conjuration (Creation) [Fire]	SC: Pg.31
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Scrying</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Alerts you of magical eavesdropping.</div> </div>		None	1 standard action	24 hours	40 ft.	V,S,M	No	Divination	PHB: pg.219
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dimension Door</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Teleports you short distance.</div> </div>	24	None and Will negates (object)	1 standard action	Instantaneous	Long (800 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.221
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dragonbreath</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Gain a true dragons breath weapon attack; see text</div> </div>	25	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SC: Pg.72
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Force Missiles</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Each missile deals 2d6 to target and half to any adjacent creature.</div> </div>		None	1 standard action	Instantaneous	Medium (200 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.98
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ice Storm</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Hail deals 5d6 damage in cylinder 40 ft. across.</div> </div>		None	1 standard action	1 full round	Long (800 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: pg.243
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ice Web</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Creatures caught in effect are entangled. Any movement through effect causes 1d6 damage per round.</div> </div>	24	Reflex negates; see text	1 standard action	100 minutes [D]	Medium (200 ft.)	V,S,Coldfire	No	Conjuration (Creation) [Cold]	Custom: Frostburn Pg.100
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Fire</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Ranged Touch attack deals 1d6/caster level [max 15d6] points of fire damage. Fort save to avoid becoming dazed for 1 round.</div> </div>	24	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Polymorph</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Gives one willing subject a new form.</div> </div>		None	1 standard action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.263
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Curse</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Frees object or person from curse.</div> </div>	24	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stoneskin</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Ignore 10 points of damage per attack.</div> </div>	24	Will negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.285
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Thunderlance</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Create a retractable spear or quarterstaff of force from 1 foot to 20 feet. Damage is 3d6 [Critx3]. Also may dispels force effect of 3rd or lower level.</div> </div>		None	1 standard action	1 round/level [D]	0 ft.	V,S,M	No	Evocation [Force]	SC: Pg.220

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> </div> <div>Baleful Polymorph</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Transforms subject into harmless animal.</div> </div>	25	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 ft.)	V,S	Yes	Transmutation	PHB: pg.202

* =Domain/Specialty Spell

Wizard Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dancing Flame Blade	26	Fort half	1 standard 10 action	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 10d8 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> 10	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Draconic Might	25	Fortitude negates [harmless]	1 standard 1 minute/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.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> 10	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ironguard, Lesser	25	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.125
<i>Effect:</i> Non-magical metal passes right through you.								
				<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Major Creation		None	10 minutes See text	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.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> 10	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mordenkainen's Faithful Hound		None	1 standard 1 hour/level or until discharged, then 1 round/level; see text	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
<i>Effect:</i> Phantom dog can guard, attack.								
				<i>Target:</i> Phantom watchdog			<i>Caster Level:</i> 10	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spell Matrix, Lesser	25	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,F	N/A	Transmutation	SC: Pg.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> 10	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Telekinesis	25	Will negates (object) or None; see text	1 standard Concentration of up to 1 round/level or instantaneous; see text	Long (800 ft.)	V,S	Yes (object); see text	Transmutation	PHB: pg.292
<i>Effect:</i> Moves object, attacks creature, or hurls object or creature.								
				<i>Target:</i> See text			<i>Caster Level:</i> 10	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Teleport	25	None and Will negates (object)	1 standard Instantaneous action	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.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> 10	

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Bite of the Weretiger	26	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Chain Lightning	27	Reflex half	1 standard	Instantaneous action	Long (800 ft.)	V,S,F	Yes	Evocation [Electricity]	PHB: pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Contingency		None	At least 10	1 day/level [D] or until discharged minutes; see text	Personal	V,S,M,F	No	Evocation	PHB: pg.213
<i>Effect:</i> Sets trigger condition for another spell.					<i>Target:</i> You			<i>Caster Level:</i> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Disintegrate	26	Fortitude partial (object)	1 standard	Instantaneous action	Medium (200 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.222
<i>Effect:</i> Makes one creature or object vanish.					<i>Target:</i> Ray			<i>Caster Level:</i> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Magic, Greater		None	1 standard	Instantaneous action	Medium (200 ft.)	V,S	No	Abjuration	PHB: pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Heroism, Greater	26	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S	Yes (harmless)	Enchantment (Compulsion)	PHB: pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Resistance, Superior	26	Will negates [harmless]	1 standard	24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Stone Body	26	N/A	1 standard	1 minute/level [D] action	Personal	V,S,M	N/A	Transmutation	SC: Pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> True Seeing	26	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Banishment	27	Will negates	1 standard	Instantaneous action	Close (50 ft.)	V,S,F	Yes	Abjuration	PHB: pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Bite of the Werebear	27	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Delayed Blast Fireball	28	Reflex half	1 standard	5 rounds or less; see text action	Long (800 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Dragon Ally		None	10 minutes	Instantaneous	Close (50 ft.)	V,XP	No	Conjuration (Calling)	SC: Pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Emerald Flame Fist	28	See text	1 standard	1 round/level; see text action	Touch	V,S	Yes	Evocation [Fire]	SC: Pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Ethereal Jaunt		None	1 standard	1 round/level [D] action	Personal	V,S	No	Transmutation	PHB: pg.227
<i>Effect:</i> You become ethereal for 1 round/level.					<i>Target:</i> You			<i>Caster Level:</i> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Plane Shift	27	Will negates	1 standard	Instantaneous action	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Reverse Gravity	27	None; see text	1 standard	1 round/level [D] action	Medium (200 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.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> 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Spell Matrix	27	N/A	1 standard	10 minutes/level [D] action	Personal	V,S,F	N/A	Transmutation	SC: Pg.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> 10	

* =Domain/Specialty Spell

Wizard Spells

Teleport, Greater	27	None and Will negates 1 standard Instantaneous (object) action	Personal and touch V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.293
Effect: As teleport, but no range limit and no off-target arrival.			Target: You and touched objects or other touched willing creatures		Caster Level: 10	

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: pg.245
<i>Effect:</i> Your body becomes living iron.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□ Otiluke's Telekinetic Sphere	29	Reflex negates (object)	1 standard	1 minute/level [D] action	Close (50 ft.)	V,S,M	Yes (object)	Evocation [Force]	PHB: pg.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> 10	
□□□□□ Polymorph Any Object	28	Fortitude negates (object); see text	1 standard	See text action	Close (50 ft.)	V,S,M/DF	Yes (object)	Transmutation	PHB: pg.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> 10	
□□□□□ Temporal Stasis	28	Fortitude negates	1 standard	Permanent action	Touch	V,S,M	Yes	Transmutation	PHB: pg.293
<i>Effect:</i> Puts subject into suspended animation.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□ Wrathful Castigation	28	See text	1 standard	1 round/level [D] action	Close (50 ft.)	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.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				

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Gate		None	1 standard action	Instantaneous or concentration 0; see text	Medium (200 ft.)	V,S, XP; see text	No	Conjuration (Creation, Calling)	PHB: pg.234
<i>Effect:</i> Connects two planes for travel or summoning.					<i>Target:</i> See text <i>Caster Level:</i> 10				
□□□□ Heavenly Host		None	10 minutes	10 minutes/level	Medium (200 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.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> 10				
□□□□ Shapechange		None	1 standard action	10 minutes/level [D]	Personal	V,S,F	No	Transmutation	PHB: pg.277
<i>Effect:</i> Transforms you into any creature, and change forms once per round.					<i>Target:</i> You <i>Caster Level:</i> 10				
□□□□ Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (200 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith <i>Caster Level:</i> 10				

* =Domain/Speciality 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	3	2+1	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	14	Will negates [object]	1 standard action	10 minute/level	Close (25 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 1	
□□□□□Create Water		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.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> 1	
□□□□□Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□Detect Magic		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□Detect Poison		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination	PHB: pg.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> 1	
□□□□□Guidance	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□Inflict Minor Wounds	14	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□Light		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 1	
□□□□□Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 1	
□□□□□Purify Food and Drink	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.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> 1	
□□□□□Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□Virtue	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Bane	15	Will negates	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: pg.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> 1	
□□□□□Bless		None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.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> 1	
□□□□□Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 1	
□□□□□Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (25 ft.)	V,S	Yes	Necromancy [Fear, Mind-Affecting]	PHB: pg.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> 1	
□□□□□Command	15	Will negates	1 standard action	1 round	Close (25 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 1	
□□□□□Comprehend Languages		None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□Conviction	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.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> 1	
□□□□□Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□Detect Chaos		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□Detect Evil		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□Detect Good		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□Detect Law		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	

* =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: pg.220
<i>Effect:</i> Reveals undead within 60 ft.								
☐☐☐☐☐ Divine Favor	None	1 standard	1 minute action	Personal	V,S, DF	No	Evocation	PHB: pg.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]								
☐☐☐☐☐ Doom	15	Will negates	1 standard 1 minute/level action	Medium (110 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: pg.225 Mind-Affecting]	PHB: pg.225
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.								
☐☐☐☐☐ Endure Elements	15	Will negates (harmless)	1 standard 24 hours action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.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: pg.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.								
☐☐☐☐☐ Faith Healing	15	Will negates [harmless]	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.								
☐☐☐☐☐ Healthful Rest	15	Will negates [harmless]	10 minutes 24 hours	Close (25 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.111
<i>Effect:</i> Doubles the natural healing rate.								
☐☐☐☐☐ Hide from Undead	15	Will negates (harmless); see text	1 standard 10 minutes/level [D] action	Touch	V,S, DF	Yes	Abjuration	PHB: pg.241
<i>Effect:</i> Undead can't perceive 1 subject/level.								
☐☐☐☐☐ Inflict Light Wounds	15	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.								
☐☐☐☐☐ Light of Lunia	None	1 standard	10 minutes/level [D] action	Medium (110 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.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	15	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								
☐☐☐☐☐ Magic Weapon	15	Will negates (harmless, object)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1 bonus.								
☐☐☐☐☐ Nimbus of Light	16	N/A	1 standard 1 minute/level or until discharged [D] action	Personal	V,S,DF	N/A	Evocation [Light]	SC: Pg.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: pg.258
<i>Effect:</i> Fog surrounds you.								
☐☐☐☐☐ Protection from Chaos	15	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Protection from Evil	15	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Protection from Law	15	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Remove Fear	15	Will negates (harmless)	1 standard 10 minutes; see text action	Close (25 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.								
☐☐☐☐☐ Sanctuary	15	Will negates	1 standard 1 round/level action	Touch	V,S, DF	No	Abjuration	PHB: pg.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.								
☐☐☐☐☐ Scholar's Touch	None	1 standard	Concentration, up to 1 rounds action	Personal	V,S,M,F	No	Divination	Race Des: Pg.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	15	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> Aura grants +2 deflection bonus.								
☐☐☐☐☐ Sign	15	N/A	1 standard 10 minutes/level or until discharged action	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.								
☐☐☐☐☐ Summon Monster I	None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Calls extraplanar creature to fight for you.								
☐☐☐☐☐ Vigor, Lesser	15	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 15] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.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]	PHB: pg.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched				
☐☐☐☐☐Align Weapon	16	Will negates (harmless, object)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which <i>Caster Level</i> : 1 must be in contact with each other at the time of casting]				
☐☐☐☐☐Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: pg.202
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> You				
☐☐☐☐☐Bear's Endurance	16	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched				
					<i>Caster Level:</i> 1				

* =Domain/Speciality Spell

Cleric Spells

■■■■■Bull's Strength	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
■■■■■Calm Emotions	16	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (110 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 1	
■■■■■Close Wounds	16	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (25 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature			<i>Caster Level:</i> 1	
■■■■■Consecrate		None	1 standard action	2 hours/level	Close (25 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pg.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 1	
■■■■■Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
■■■■■Darkness		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
■■■■■Deific Vegeance	16	Will half	1 standard action	Instantaneous	Close (25 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: Pg.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> 1	
■■■■■Delay Poison	16	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
■■■■■Eagle's Splendor	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
■■■■■Enthrall	16	Will negates; see text	1 round	1 hour or less	Medium (110 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level					<i>Target:</i> Any number of creatures			<i>Caster Level:</i> 1	
■■■■■Find Traps		None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.230
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You			<i>Caster Level:</i> 1	
■■■■■Gentle Repose	16	Will negates (object)	1 standard action	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched			<i>Caster Level:</i> 1	
■■■■■Hold Person	16	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (110 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 1	
■■■■■Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
■■■■■Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (110 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.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> 1	
■■■■■Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: pg.252
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level			<i>Caster Level:</i> 1	
■■■■■Owl's Wisdom	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
■■■■■Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.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> 1	
■■■■■Resist Energy	16	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 0 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
■■■■■Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
■■■■■Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (25 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.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> 1	
■■■■■Shield Other	16	Will negates (harmless)	1 standard action	1 hour/level [D]	Close (25 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 1	
■■■■■Silence	16	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (440 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: pg.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> 1	
■■■■■Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (25 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: pg.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread			<i>Caster Level:</i> 1	
■■■■■Spiritual Weapon		None	1 standard action	1 round/level [D]	Medium (110 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: pg.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force			<i>Caster Level:</i> 1	
■■■■■Status	16	Will negates (harmless)	1 standard action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: pg.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched			<i>Caster Level:</i> 1	
■■■■■Summon Monster II		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.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> 1	
■■■■■Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (25 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 1	
■■■■■Zone of Truth	16	Will negates	1 standard action	1 minute/level	Close (25 ft.)	V,S, DF	Yes	Enchantment (Compulsion)	PHB: pg.303

* =Domain/Speciality Spell

Cleric Spells

Effect:
Subjects within range cannot lie.

Target: 20-ft.-radius emanation

[Mind-Affecting]
Caster Level: 1

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	PHB: pg.203
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (110 ft.)	V	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 1		
Continual Flame		None	1 standard action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched Magical, heatless flame		<i>Caster Level:</i> 1		
Create Food and Water		None	10 minutes	24 hours; see text	Close (25 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.214
<i>Effect:</i> Feeds 3 humans or 1 horses/level.					<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours		<i>Caster Level:</i> 1		
Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
Daylight		None	1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched		<i>Caster Level:</i> 1		
Deeper Darkness		None	1 standard action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched		<i>Caster Level:</i> 1		
Dispel Magic		None	1 standard action	Instantaneous	Medium (110 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 1		
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.236
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 5 sq. ft/level		<i>Caster Level:</i> 1		
Grace	17	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: Pg.107
<i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					<i>Target:</i> You		<i>Caster Level:</i> 1		
Helping Hand		None	1 standard action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: pg.239
<i>Effect:</i> Ghostly hand leads subject to you.					<i>Target:</i> Ghostly hand		<i>Caster Level:</i> 1		
Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
Interplanar Message	18	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: Pg.124
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 1		
Invisibility Purge		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: pg.245
<i>Effect:</i> Dispels invisibility within 5 ft./level					<i>Target:</i> You		<i>Caster Level:</i> 1		
Light of Venya		None	1 standard action	10 minutes/level [D]	Medium (110 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 1		
Locate Object		None	1 standard action	1 minute/level	Long (440 ft.)	V,S,F/DF	No	Divination	PHB: pg.249
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level		<i>Caster Level:</i> 1		
Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 1		
Magic Circle against Evil	17	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 1		
Magic Circle against Law	17	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: pg.250
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 1		
Magic Vestment	17	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement					<i>Target:</i> Armor or shield touched		<i>Caster Level:</i> 1		
Meld into Stone		None	1 standard action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You		<i>Caster Level:</i> 1		
Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 100 lbs/level		<i>Caster Level:</i> 1		
Prayer		None	1 standard action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		<i>Caster Level:</i> 1		
Protection from Energy	17	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 1		
Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐Searing Light		None	1 standard	Instantaneous	action	Medium (110 ft.)	V,S	Yes	Evocation	PHB: pg.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 1 to undead vulnerable to bright light; construct or inanimate object only takes 0d6 damage.						<i>Target:</i> Ray			<i>Caster Level:</i> 1	
☐☐☐☐☐Speak with Dead	17	Will negates; see text	10 minutes	1 minute/level		10 ft.	V,S, DF	No	Necromancy [Language-Dependent]	PHB: pg.281
<i>Effect:</i> Corpse answers one question/2 levels.						<i>Target:</i> One dead creature			<i>Caster Level:</i> 1	
☐☐☐☐☐Stone Shape		None	1 standard	Instantaneous	action	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.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> 1	
☐☐☐☐☐Summon Monster III		None	1 round	1 round/level [D]		Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.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> 1	
☐☐☐☐☐Vigor	17	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.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> 1	
☐☐☐☐☐Water Breathing	17	Will negates (harmless)	1 standard	2 hours/level; see text	action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.						<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 1	
☐☐☐☐☐Water Walk	17	Will negates (harmless)	1 standard	10 minutes/level [D]	action	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: pg.300
<i>Effect:</i> Subject treads on water as if solid.						<i>Target:</i> One touched creature/level			<i>Caster Level:</i> 1	
☐☐☐☐☐Wind Wall	18	None; see text	1 standard	1 round/level	action	Medium (110 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.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> 1	
* =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')

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.