	Mage	Bla	de)			_	Fuller						Neutral Go	od	0	0	9
NAME						PLAYERI				DEITY			ALIGNMENT		1		3
MB15			10500	-		Half-El	f	Med	ium	5' 10		170 lbs.	Low-light		_		4
CLASS			EXPERII			RACE		SIZE		HEIGH	łΤ	WEIGHT	VISION		The state of the s		13
15			12000			17		Male				<u>, , , , , , , , , , , , , , , , , , , </u>	<u>-1</u>		-		MAN
Characte	er Level		NEXT LE	VEL		AGE		GENI	DER	EYES		HAIR	POINTS		1		自身
ABILITY NAI	ME BASE	BASE	ABILITY	ABILITY	TEMP	TEMP										SPEED	
	SCORE	MOD	SCORE	MOD	SCORE	MOD	HP	121	WOU	NDS/CURRENT HP		SUBDUAL DAMAGE [	DAMAGE REDUCTION	'nг	١٨.	alk 40 f	·
STR Strength	18	+4	20	+5	20	+5	hit points	131						<u> </u>		aik 40 i	ι.
DEX Dexterity		+3	16	+3	16	+3	AC armor class	30 TOTAL	: 27 : FLAT	TOUCH BA		+ 10 + 0 + 3 + 0 + 4  ARMOR SHIELD + 3 STAT SIZE NATUR BONUS BONUS	+ 3	MISS HANCE	25 ARCANE SPELL	CHECK	O SPELL RESIST
CON	12	+1	12	+1	12	+1	INITIA:						CIVILLO		FAILURE		
INT	17	. 2	17		47		INITIA'	IIVE	+9 = +	+3 + +6		CKILL NAME	SKILLS	SKILL	ABILIT	MAX RANK	s 18/9 MISC
Intelligence	, 17	+3	17	+3	17	+3			TOTAL MOI	DEX MISC DIFIER MODIFIER	. L	SKILL NAME		MODIFIE	R MODIFIE	ER RANKS	MODIFIER
WIS	11	+0	11	+0	11	+0 <b>E</b>	BASE AT	TACK	<b>11</b> /.	+6/+1	1 🗹	Appraise	INT	3	= 3	+	+
Wisdom	41		=				bonus		T 1 1/	TO/ T I	] [	Balance	DEX	2	= 3		+ -1
CHA	13	+1	13	+1	13	+1					1	Bluff	CHA	1	= 1	+	+
Citationia			-									Climb	STR	2	= 5	+	+ -3
SAVIN	NG THRO	WS	TOTAL	BASE SAVE	ABILIT	Y MAGIC	MISC	EPIC T	EMP condition	onal modifiers	ľ	Concentration	CON	1	= 1	+	+
	TITUI	DE	+9	= +6	+ +1	+ +2	+ +0 +	+0 +			/	Craft (Untrained)	INT	3	= 3	+	+
	constitution)	_	$\vdash$	-	┦ ├─	┥┝━					/	Diplomacy	CHA	5	= 1	+ 2.0	+ 2
R	EFLEX	(	+11	= +6	+ +3	+ +2	+ +0 +	+0+			/	Disguise	CHA	1	= 1	+	+
1	NILL				i						1	Escape Artist	DEX	0	= 3	+	+ -3
	(wisdom)		+8	= +6	+ +0	+ +2	+ +0 +	+0 +			1	Forgery	INT	3	= 3	+	+
			TOTA	1		OF ATTACK	DONILIO	CTAT C	7F MICO	EPIC TEMP	_	Gather Information	CHA	3	= 1	+	+ 2
ME	LEE	1 🗀			1 -	ASE ATTACK	1 1		ZE MISC		1	Heal	WIS	0	= 0	+	+
	k bonus	JĽ	16/+1	1/+6	] =	+11/+6	+1 +	+5 + +	0 + +0	+ +0 +	1	Hide	DEX	9	= 3	+ 9.0	+ -3
	IGED		+14/+9	)/+4	1	+11/+6	/+1 +	+3 + +	0 + +0	+ +0 +	1	Intimidate	CHA	1	= 1	+	+
	k bonus	╎┝	,		<u> </u>	,,		<u> </u>			1	Jump	STR	8	= 5	+	+ 3
	PPLE	+	-16/+1	1/+6	= -	+11/+6	/+1 +	+5 + +	0 + +0	+ +0 +		Knowledge (Arcana)	INT	15	= 3	+ 12.0	+
			1 70							DEAGU	. [	Knowledge (Dungeoneering	) INT	13	= 3	+ 8.0	+ 2
Uľ	NARM	ΕD	10	TAL ATT	11/+6		DAMAGE 1d3+5		TICAL D/x2	REACH 5 ft.	1	Listen	WIS	10	= 0	+ 9.0	+ 1
				+10/1	11/70		Tubtb		)/ <b>\</b> Z	J II.	7	Move Silently	DEX	9	= 3	+ 9.0	+ -3
		*Fo	('s St	aff					ZE CRITICA		X	Psychic (Enhance Ability)	WIS	5		+ 5.0	
			ГАСК ВО			Two	-Weapor	B/B N		2/2 5 ft.	х	Psychic (Enhance Senses)	WIS	1	= 0	+ 1.0	
			6/+11;-					2d8+1			1	x Psychic (Mental Contact)	CHA	6	= 1	+ 5.0	
Special					apon:+2	to Hit and	Damage.			to self, alarm	×	Psychic (Psychic Healing)	WIS	1	= 0	+ 1.0	
-	-	on v	weapon,	take 5d6	damag	e if weapo	on broken,	cannot be o	lisarmed., He	ead2: Bonded	1	Ride	DEX	3	= 3	+	+
		Wea	apon:+2					amage to s cannot be c		weapon, take	1	Search	INT	5	_	+ 1.0	+ 1
							,			I 55 · 6 · ·	1	Sense Motive	WIS	4		+ 4.0	
	*Fox	's S	taff (+	lead 1 o	nly)	T.4.	HAND -Weapor	TYPE SIZ			H	Spellcraft	INT	16	= 3	+ 11.0	
		То Н	it		Dam	1 1/10	, vveapul	To H		Dam	1	Spot	WIS			+ 9.0	
1H-P		N/A		2	2d8+13	2W-P-(	OH)	N/A		2d8+13	1	Survival	WIS	5		+ 5.0	
1H-O		N/A			2d8+10			+21/+16		2d8+13	1	Swim	STR	-1	= 5		
2H	+2	23/+18			2d8+15	2W-0	Н	+21		2d8+10	Ħ	Tumble	DEX	6			+ -6
Special	Propertie		onded V	Veapon:	+2 to Hit			ct sunder d	amage to se	lf, alarm on	1					+ 6.0	
			We	eapon, ta	ake 5d6	damage if	weapon b	roken, canr	ot be disarm	ied.		Use Rope	DEX	5	= 3	+ 2.0	
	*Fox	r's S	taff "	lead 2 o	nha\		HAND	TYPE SIZ	ZE CRITICA	AL REACH	1  -				=	+	+
	. 0		,	isau Z 0	• •	Two	-Weapor			x2 5 ft.		✓: can be used ur	trained. X: excl	usive s	kills	-	+
		То Н			Dam			То Н		Dam	۱ ٔ						
1H-P		N/A			2d8+13			N/A		2d8+13	1						
1H-O		N/A			2d8+10			+21/+16	/+11	2d8+13	1						
2H Special	+2 Propertie	23/+18			2d8+15			+21		2d8+10	-						
opecial	roperde	-3							amage to sel ot be disarm								
	is equipped																
									2 weapons, pri weapons, off h								

ARMOR \*Full Plate +2

\*Ring of Protection +3

30hp/inch and 15 hardness
\*Amulet of Natural Armor +4

TYPE AC MAXDEX CHECK SPELL FAILURE

Medium +10 +3 -3 25

+0

0

0

+4

+3

	Laser	(Holdout)		HAND	TYPE	SIZE	CR	ITICAL	REACH
	Lasci	(Holdout)		Carried	F	М	2	20/x2	5 ft.
	30 ft.	75 ft.		150 ft.		225 ft.			00 ft.
TH	+10/+5/+0	+10/+5/+0	+	-8/+3/-2	+6	6/+1/-4		+4/	/-1/-6
Dam	1010	1d10		1d10		1d10		1	d10
Spe	cial Properties								

EQUIPMEN	JT T			
ITEM Amulet of Natural Armor +4	LOCATION Equipped	QTY 1	WT 0.0	COST 32000.0
Backpack 3 lbs., 1 Blanket (Winter)	Equipped	1	2.0	2.0
Blanket (Winter)	Backpack	1	3.0	0.5
Bracers of Ogre Power Enhancement bonus to ability STR +2	Equipped	1	0.0	4500.0
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Fox's Staff  Head1: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 506 damage if weapon broken, cannot be disarmed, Head2: Bonded Weapon+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 506 damage if weapon broken, cannot be disarmed.	Equipped	1	2.0	16600.0
Full Plate +2	Equipped	1	25.0	14500.0
30hp/inch and 15 hardness Laser (Holdout) 0 lbs.	Carried	1	1.0	200.0
Noble's Outfit	Equipped	1	10.0	75.0
Ring of Protection +3	Equipped	1	0.0	18000.0
Ring of Dungeoneering Bonus	Equipped	1	0.0	1000.0
Spell Component Pouch	Carried	1	2.0	5.0
Spellbook (Wizard's/Blank)	Carried	1	3.0	15.0
TOTAL WEIGHT CARRIED/VAL	.UE		39 lbs.	90897.5 gp

	'	WEIGHT ALLO	WANC	E	
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

#### MAGIC

Fox's Battle Short Staff+4 | 2d8+4

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

Shimmering Shield +6 Deflection AC Bonus for 10 rounds

### OTHER COMPANIONS

Desire' = Donnamarie Jessabelle = Bekah Lu = PhilTurk = Jason Grom = TimGian = Dan

Lo = Cody Aaron = Richard

### **SPECIAL QUALITIES**

#### Athame

Basic empathic link with the mage blade, so the character always knows where the weapon is (distance and direction). +4 enhancement bonus

#### **Athame Defense**

Anyone other than you picking up the Athame will be attacked

#### Immunity to magic sleep effects

+2 racial saving throw bonus against enchantment spells or effects

### Elven Blood

Familiarity with Magic (Ex)
Gain +2 competence bonus to all saving throws against spells and spell-like abilities (including magic items). Further gain a +2 competence bonus to Armor Class against spells requiring attack rolls.

Mage Blade ~ Athame Summon Athame (Free Action)

## Shimmering Shield (Sp)

Call a shimmering aura that grants a +2 deflection bonus to Armor Class per four class levels. Standard action, lasts 1 round/level.

## Slice through Wardings (Su)

Once per day per class level, the mage blade can ignore all magic-based protections (Armor Class bonuses, defensive field, and so on) on a foe in a single attack with the athame. (Must declare use before attack).

### Sprightly Step (Ex)

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

	FEATS
Born to the Blade	Gain a +2 bonus on initiative and +1 bonus on save DCs.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Complex Spell	Caster can ready complex spells of one spell level
Fleet of Foot	+10 feet bonus to ground speed
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Athame Defense	Cast without provoking attacks of opportunity while using athame.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 11 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst	You can take an extra move action 7 times per day
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Focus (Quarterstaff)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization* (Quarterstaff)	+2 bonus to damage rolls with one weapon
Wild Talent (Psychic (Mental Contact), Psychic (Enhance Senses), Psychic (Enhance Ability), Psychic (Psychic Healing))	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Improved Toughness	Gain hp equal to your current HD
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

#### **PROFICIENCIES**

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

#### **LANGUAGES**

Celestial, Common, Draconic, Elven, Sylvan

#### **TEMPLATES**

Psychic Wild Feat Pool Truename

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

## LEVEL 0

				LEVEL 0				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
Acid Splash		None	Standard action	Instantaneous	Close (60 ft.)  Target: One creature or object	No	Conjuration (Creation) [Acid] Caster Level: 15	Is This : null
A globe of acid strikes your target for 1d3 points of damag	je.	None	One hour	Permanent	Touch	No	Illusion [Faen,	Is This : null
Effect:					Target: A 3-inch-square area of		Runic] Caster Level: 15	
Creates a moving image on a subject's body.  Creates a moving image on a subject's body.  Creates a moving image on a subject's body.	14	Will negates	Standard	Instantaneous	Close (60 ft.)	Yes	Divination	Is This : null
Effect: Determine the HD of one creature.			action		Target: One creature		Caster Level: 15	
□□□□□ Bash Effect:			Standard action	Until discharged 0 [D]	Personal  Target: You		Transmutation [Litorian, Sibeccai] Caster Level: 15	AE: Arcana Evolved
Caster gets a +2 competence bonus to next melee attack Canny Effort	roll.		Standard action	Until discharged 0 [D]	Personal		Transmutation	AE: Arcana Evolved
Effect: Caster gains +2 competence bonus on next skill check.			action		Target: You		Caster Level: 15	
Clarity of Mind		None	Standard action	1 round/level	Personal  Target: You	No	Enchantment (Compulsion) Caster Level: 15	Is This : null
Grants +1 bonus to Concentration checks.  Comrade's Trail		None		One hour/level [D]	Touch	Yes	Conjuration	Is This : null
Effect:			action		Target: A trail up to one mile lo	ng/level	(Creation) [Truename] Caster Level: 15	
You create a magical trail only your friends can see.  Contact	14	Will negates		Instantaneous	Touch	Yes	Divination	AE: Arcana Evolved
Effect: Sends mental message to creature touched.			action		Target: One creature		[Mind-Affecting, Psionic] Caster Level: 15	
Detect Disease		None	Standard action	Instantaneous	Close (60 ft.)	No	Divination	AE: Arcana Evolved
Effect: Detects and identifies a disease.					Target: One creature, one object	ct, or a 5-foot cube	Caster Level: 15	
Detect Magic		None	Standard action	Concentration, up to one minute/level [D		No	Universal	AE: Arcana Evolved
Effect: Detects and identifies magical auras.		No.	Ota a la a l	h de de	Target: Quarter circle emanatin	• •	Caster Level: 15	A.F. A
Detect Poison  Effect:		None	Standard	Instantaneous	Close (60 ft.)  Target: One creature, one objective.	No	Divination  Caster Level: 15	AE: Arcana Evolved
Detects and identifies poisons.		None	Standard	Instantaneous	Close (60 ft.)	Yes	Necromancy	Is This : null
□□□□□□Disrupt Undead  Effect: Ray deals 1d6 points of damage to undead.		None	action	instantaneous	Target: Ray	163	[Positive Energy] Caster Level: 15	is IIIIs . IIuii
□□□□ Enchanting Flavor		None	1 full roun	d Instantaneous	Touch	No	Transmutation [Faen, Mind-Affecting]	AE: Arcana Evolved
Effect: Gives food better flavor and caster +2 bonus to Charisma	checks		01	0	Target: One meal	N.	Caster Level: 15	to The same
□□□□□ Faen Glow  Effect:		None	action	One minute [D]	Medium (250 ft.)  Target: Up to four lights, all with	No nin a 10 foot-radius are	Evocation [Faen, Light] a Caster Level: 15	Is This : null
Creates magical lights.  Ghost Sound	14	Will disbelief (if interacted with)	Standard action	1 round/level [D]	Close (60 ft.)	No	Illusion	AE: Arcana Evolved
Effect: Creates illusionary sounds.		interacted with)	action		Target: Illusory sounds		Caster Level: 15	
Glowglobe, Lesser		None	Standard action	10 minutes/level [D]	0 feet  Target: Glowing sphere	No	Evocation [Faen, Light] Caster Level: 15	AE: Arcana Evolved
Creates nonmoving magical globe of light.	14	Fortitude negates	Standard	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
Effect: Cleans one creature and gives +1 circumstance bonus to	saves	against disease.	action		Target: One creature		Caster Level: 15	
□□□□ Ignore	14	Will negates	One standard action	1 round	Close (60 ft.)	Yes	Enchantment (Charm) [Mind-Affecting, Psionic]	Is This : null
Effect: Distracted creature suffers a #5 penalty to Spot and Lister	n check	KS.			Target: One creature		Caster Level: 15	
⊒□□□□ Keep Dry		None	Standard action	Eight hours [D]	Touch	No	Abjuration	Is This : null
Effect: One object resists water.		Maria	0.	241	Target: One object		Caster Level: 15	1. Th':
Geep Fresh		None	Standard action	24 nours	Touch  Target: 1 lb. of food	No	Abjuration  Caster Level: 15	Is This : null
1 lb. of food does not spoil  The spoil of t	14	Will negates	One	Instantaneous	Touch	Yes	Divination	Is This : null
Effect: You learn which skill the target has the most ranks in.			standard action		Target: One creature		[Mind-Affecting, Psionic] Caster Level: 15	
□□□□□ Learn Heritage	14	Will negates	Standard action	Instantaneous	Close (60 ft.)	Yes	Divination	Is This : null
Effect: Conveys details about family and ancestry of subject.			One	1 round + 1 round/two levels	Target: One creature Personal		Caster Level: 15 Divination	Is This : null
□□□□□Light as a Feather			standard action	. 133.10 1 1 TOURING WO IEVELS	Target: You		Caster Level: 15	mo . muil
Negates the armor check penalty for your armor and shiel	d.	None	Standard	See text	Touch	No	Transmutation	Is This : null
Effect: Candle, torch, or lantern burns much longer than normal.			action		Target: One candle, lantern, or		[Fire, Light] Caster Level: 15	
□□□□□ Mental Alarm		None	Standard action	One hour/level	Close (60 ft.)	No	Divination [Psionic	]Is This : null
Effect: Alerts you to events.					Target: One creature/level [max	kimum eight creatures]	Caster Level: 15	

\* =Domain/Speciality Spell

			٨	/lage Blade Spell	9			
Minor Illusion	14	Will negates (disbelief			0 feet	No	Illusion	AE: Arcana Evolved
Effect: Creates illusion of nonmoving object in caster's hand.			action		Target: An image up to 6 inche	s on allsides	Caster Level: 15	
Minor Ward  Effect: Inscription harms those who pass it.	14	See text	10 minutes	s One day/level	Touch  Target: Object touched or up to	Yes (object) 20 square feet	Abjuration Caster Level: 15	Is This : null
Inscription name triese who pass it.			Standard action	1 round/level	Personal  Target: You		Transmutation [Faen] Caster Level: 15	Is This : null
Grant yourself a +5 bonus to one Climb check.		None	Standard action	24 hours	Touch	No	Transmutation [Cold]	Is This : null
ffect: Ice you touch will not melt.		None	Standard	1d4 rounds [D]	Target: 1-foot cube of ice  Touch	Yes	Caster Level: 15 Transmutation	Is This : null
ffect: Gives +2 bonus to Strength, Dexterity, or Constitution sco	ore of o	ne subject.	action	.,	Target: One living creature		[Positive Energy] Caster Level: 15	
□□□□ Read Magic  ffect:			Standard action	10 minutes/level	Personal  Target: You		Divination  Caster Level: 15	AE: Arcana Evolved
Caster can read magical writing, including scrolls and run      Remove Minor Malady    Retrict:	es. 14	Fortitude negates (harmless)	Standard action	Instantaneous	Touch	Yes (harmless)	Transmutation [Positive Energy]	Is This : null
nect:  Remove a minor physical malady from the target touched  DDDDDRepair, Lesser	l. 14	Will negates (harmless,object)	Standard action	Instantaneous	Target: One living creature  10 feet	Yes (harmless,object)	Caster Level: 15 Transmutation	AE: Arcana Evolved
ffect: Repairs one small broken object and repairs 1d10 points	of dam				Target: One object of up to 1 lb		Caster Level: 15	
☐☐☐☐☐ Saving Grace			Standard action	One round/level [D]	Personal  Target: You		Abjuration  Caster Level: 15	AE: Arcana Evolved
Provides +1 luck bonus to one type of saving throw.	14	Will negates(harmless	s)Standard action	One minute/level [D]	Touch	Yes (harmless)	Abjuration [Litorian, Sibeccai]	AE: Arcana Evolved
ffect: Negates scent ability.  DDDDDSeeker				Until discharged 0 [D]	Target: One creature or object Personal		Caster Level: 15 Transmutation	AE: Arcana Evolved
ffect: Caster gets a +2 competence bonus to next ranged attact		APH	action	2turing	Target: You	V.	[Litorian, Sibeccai] Caster Level: 15	
□□□□ Sense Thoughts	14	Will negates	action	Concentration 0	Close (60 ft.)  Target: One creature	Yes	Divination [Mind-Affecting, Psionic] Caster Level: 15	AE: Arcana Evolved
Reveals the location and emotional state of any target the	e caster	cast contact upon in th		urs. Instantaneous	Personal		Divination [Litorian Sibeccai]	ı,ls This : null
ffect: You know the direction of the coming sunrise. IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	14	Fortitude negates	Standard action	Instantaneous	Target: You Touch	Yes	Caster Level: 15 Transmutation	AE: Arcana Evolved
fect: Touch attack temporarily damages Strength by 1 point.			action		Target: One creature		Caster Level: 15	
□□□□ Trust			One standard action	1 round	Personal		Transmutation [Mind-Affecting, Psionic]	Is This : null
fect: Gain a +5 bonus to one Bluff or Diplomacy check made the	ne next	round. Will negates	Ctondord	One minute or until discharged	Target: You Touch	Yes (harmless)	Caster Level: 15  Divination [Litorian	llo Thio : pull
□□□□ Warrior's Competence  fect: Gain a +1 bonus on attack roll, save, or skill check.	14	(harmless)	action	One minute or until discharged	Target: Creature touched	res (narmiess)	Caster Level: 15	ijis i nis : nuii
□□□□ Web Splat	14	Reflex negates	Standard action	1 round/level or until destroyed	Close (60 ft.)  Target: 3 inches by 3 inches	Yes	Conjuration (Creation) Caster Level: 15	Is This : null
Creates tiny glob of sticky substance.				LEVEL 1				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School Transmutation	Source
Comparing Acrobatics			action	10 minutes/level	Personal  Target: You		Transmutation [Faen] Caster Level: 15	AE: Arcana Evolved
Caster gets +5 competence bonus to Balance, Climb, Jur	np, and	Tumble.	1 standard	Instantaneous	60 ft V,S	Yes	Evocation [Force,	Custom: Custom
□□□□ A Lance of Disruption  fect: Beam of force causes 5d4+30 to all in the area of effect	15	Portitude Hall	action	i instantaneous	Target: From caster 5ft wide be		Sonic] Caster Level: 15	Custom. Custom
□□□□ Animal Messenger	15	None (see text)	Special	One day/level	Close (60 ft.)	No	Enchantment (Compulsion) [Mind-Affecting,	Is This : null
fect: You summon a Tiny creature to deliver a message for you	u.	None	Standard	1 round/level	Target: One Tiny animal Medium (250 ft.)	No	Psionic] Caster Level: 15 Transmutation	Is This : null
I□□□□ Animate Rope fect: Rope obeys you for 1 round/level.		NOTIC	action	i iodila/levei	Target: One ropelike object, ler feet/level [see text]		[Plant] Caster Level: 15	is IIIIS . IIUII
□□□□ Animate Weapon		None	Standard action	Concentration 0	Close (60 ft.)	No	Transmutation	AE: Arcana Evolved
fect: Allows weapon to attack on its own with caster's base atta	ack bor	nus. None	Standard	One minute/level	Target: A weapon you are profi	cient with	Caster Level: 15 Transmutation	Is This : null
☐☐☐☐ Arrow Deflection  ffect: You make saves to deflect incoming ranged attacks.			action	S.I.S. AIII (IGA) (IGA)	Target: You		Caster Level: 15	Tillo . Hall
□□□□ Bane	15	Will negates	Standard action	One minute/level	50-foot radius centered on you	Yes	Enchantment (Compulsion) [Dragon, Fear, Mind-Affecting, Psionic]	Is This : null
ffect: Enemies in 50-foot burst take #1 penalty on attack rolls a	nd save	es against fear.			Target: All enemies within a 50 centered on you	-foot-radius burst,	Caster Level: 15	

Standard One minute/level action

Instantaneous

One minute

Target: All enemies within a 50-foot-radius burst, centered on you

Self Yes (harmless)

Target: You and all allies within a 50-foot burst, centered on you
Touch Yes

Target: Two creatures

Effect:
Blessing grants two subjects a +1 inherent bonus to Diplomacy checks made in regard to each other

Enchantment (Compulsion) [Dragon, Mind-Affecting, Psionic] Caster Level: 15

Enchantment (Charm) [Giant] Caster Level: 15

Is This : null

Is This : null

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

			Λ	Mage Blade Spells	3			
□□□□□ Blissful Sleep		None		Eight hours	Touch	Yes	Abjuration	Is This : null
Effect: Target can sleep even in uncomfortable conditions.					Target: One willing, living creat	ure	Caster Level: 15	
Blue Bolt		None	Standard action	Instantaneous	Touch  Target: One living creature	Yes	Evocation [Faen]  Caster Level: 15	Is This : null
Inflicts 1d6 points of subdual damage +1 per level on livin	g targe	t. None	Standard	One minute/level	Close (60 ft.)	Yes	Enchantment	Is This : null
			action		` '		(Compulsion) [Mind-Affecting, Psionic]	
Effect: You gain a +10 bonus on Handle Animal checks, and care	chang				Target: Animals or magical bea or 2, within 30 feet of each other	er	Caster Level: 15	
□□□□□ Change Weapon		None	Standard action	One minute/level [D]	Touch	No	Transmutation	Is This : null
Effect: Transforms a weapon into another.					Target: One weapon		Caster Level: 15	
Charm	15	Will negates	Standard action	10 minutes/level	Touch  Target: One creature of the sai	Yes	Enchantment [Faen, Mind-Affecting] Caster Level: 15	AE: Arcana Evolved
Caster gains +10 bonus to Charisma checks in relation to		NACH	0	On the state of				I. The same
Cloud the Mind	15	Will negates	action	One minute/level	Close (60 ft.)  Target: One creature	Yes	Enchantment [Mind-Affecting, Psionic] Caster Level: 15	Is This : null
Target suffers a #4 penalty to Listen, Sense Motive, and S	Spot. 15	Will negates (object)		One minute/level	Touch	Yes (object)	Transmutation	Is This : null
Effect: Club or quarterstaff gains +1 bonus on attack and damag	e rolls,	+2d4 damage.	action		Target: One touched nonmagic	· ·	[Plant, Litorian] Caster Level: 15	
Compelling Command	15	Will negates	Standard action	Instantaneous	Close (60 ft.)  Target: One living creature	Yes	Enchantment [Language-Dependent Mind-Affecting] Caster Level: 15	AE: Arcana Evolved dent,
Target must obey one of three Simple, Mage Blade, Magis	ter com	mands. Will negates	Standard	Instantaneous	Close (60 ft.)	Yes	Enchantment	AE: Arcana Evolved
Compelling Question, Lesser		viii riegales	action	modificatious	Target: One creature	. 63	[Language-Depen- Mind-Affecting] Caster Level: 15	
Target must answer a question with a single-word answer	1.	None		1 round/level [D]	0	No		AE: Arcana Evolved
Effect:			action		Target: One weapon		Text] Caster Level: 15	
Creates a masterwork weapon.  Create Water		None		Instantaneous	Close (60 ft.)	No	Conjuration	Is This : null
Effect: Create two gallons of water/level.			action		Target: Up to 2 gallons of water	r/level	(Creation) [Water] Caster Level: 15	
Crystal Shard		None	Standard action	Instantaneous	Long (1000 ft.)  Target: Crystal shard	No	Conjuration (Creation) [Earth] Caster Level: 15	Is This : null
Launches crystal that inflicts 1d8 +2 points of damage.  Curse of Damnation  Effect:	15	Will negates	Standard action	Permanent	Medium (250 ft.)  Target: One creature	Yes	Transmutation [Curse, Truename Caster Level: 15	AE: Arcana Evolved
Exiles target to other plane.  Detect Animals or Plants		None	Standard action	Concentration, up to 10 minutes/level [D		No	Divination [Litorian Plant, Sibeccai]	ı,ls This : null
Effect: Senses the presence of plants and animals.					Target: Cone-shaped emanation	on	Caster Level: 15	
Detect Secret Doors		None	Standard action	Concentration, up to one minute/level [D	•	No	Divination	AE: Arcana Evolved
Effect:  Detects the presence of secret doors or compartments.					Target: Quarter circle emanatir extreme of the range		Caster Level: 15	
Discern Preference	15	Will negates	One minute	Instantaneous	Unlimited  Target: One creature known to	Yes	Divination [Mind-Affecting, Psionic] Caster Level: 15	Is This : null
Learn the subject's preference regarding an issue you spending a part of the properties	ecify.	Will negates	Standard	One minute/level	Close (60 ft.)	Yes	Enchantment	Is This : null
Effect:	.0	Ü	action		Target: One creature		[Mind-Affecting, Psionic] Caster Level: 15	
Target suffers a #4 penalty to initiative checks and #2 per	alty to 15	Will negates	Standard	24 hours	Touch	Yes (harmless)	Abjuration [Air,	Is This : null
Effect: Target creature becomes immune to natural weather con-	ditions	(harmless)	action		Target: Creature touched		Earth, Fire, Water] Caster Level: 15	
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	aruonis.	None	Standard action	One minute/level [D]	Long (1000 ft.)	Yes	Evocation [Faen, Light]	Is This : null
Effect: Outlines targets in magical lights, making them visible.					Target: Creatures and objects burst	within a 5-foot-radius	Caster Level: 15	
Fist of the Elemental Lord	15	See text	Standard action	1 round/level	Medium (250 ft.)  Target: A fist, size Large, of se	Yes ething elemental force	Text]	AE: Arcana Evolved
Inflicts 1d6 points of damage/caster level and special effe	ct. 15	Will disbelief (if		10 minutes/level [D]	Personal	No	Illusion [Faen]	AE: Arcana Evolved
Effect: Illusion makes caster look attractive.		interacted with)	action		Target: You		Caster Level: 15	
Grave Ward	15	Will negates (harmless) (see text)	Standard action	10 minutes/level [D]	Touch	Yes (harmless)	Abjuration [Negative Energy]	Is This : null
Effect: One creature/level can't be detected by undead.					Target: One touched creature/	evel	Caster Level: 15	
Guilt	15	Will negates	Standard action	1d4 rounds	Medium (250 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic] Caster Level: 15	Is This : null
Effect							Castel Level: 15	
Effect: One target is denied an action.	4.5	Will position	Ctonde - 1	One hour/love! (D)	Target: One living creature	Von (harmine)	Transperse	lo Thio : n::"
One target is denied an action.  UUUUU Hunter's Walk	15	Will negates (harmless)	Standard action	One hour/level [D]	Touch	Yes (harmless)	Transmutation [Sibeccai] Caster Level: 15	Is This : null
One target is denied an action.  Hunter's Walk  Effect: You may pass without a trace in most terrain.	15		action	One hour/level [D]  Concentration	Touch  Target: One creature/level touch			Is This : null  AE: Arcana Evolved
One target is denied an action.		(harmless)	action		Touch  Target: One creature/level touch  Long (1000 ft.)  Target: Visual figment that can	ched  No not extend beyond four	[Sibeccai] Caster Level: 15 Illusion	
One target is denied an action.  Hunter's Walk  Effect: You may pass without a trace in most terrain.  Hunter's Walk  Effect: You may pass without a trace in most terrain.		(harmless) Will disbelief (if	action Standard		Touch Target: One creature/level touch Long (1000 ft.)	ched  No not extend beyond four	[Sibeccai] Caster Level: 15 Illusion Caster Level: 15 Enchantment (Charm)	
One target is denied an action.  Hunter's Walk  Effect: You may pass without a trace in most terrain.  Hlusory Object, Lesser  Effect: Creates illusion of a static object.	15	(harmless) Will disbelief (if interacted with)	Standard action  Move	Concentration	Touch  Target: One creature/level touch  Long (1000 ft.)  Target: Visual figment that can 10-foot cubes + one 10-foot cubes.	No not extend beyond four	[Sibeccai] Caster Level: 15 Illusion Caster Level: 15 Enchantment	AE: Arcana Evolved

			Λ	/lage Blade Spell:	S			
Effect:	15	Will negates	One standard action	One minute/level	Close (60 ft.)  Target: One creature	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic] Caster Level: 15	Is This : null
Put a song of your choosing into another creature's mind.  Jump  Effect:	15	Will negates (harmless)	Standard action	One minute/level [D]	Touch  Target: Creature touched	Yes (harmless)	Transmutation [Sibeccai] Caster Level: 15	Is This : null
Target gains a +10 to +30 bonus on Jump checks.		None	Standard action	One minute/level	Personal  Target: You	No	Transmutation  Caster Level: 15	Is This : null
Bestows +5 circumstance bonus to Perform checks.  Magic Ward	15	Will negates (harmless)	Standard action	One minute/level [D]	Touch	No (see text)	Abjuration  Caster Level: 15	Is This : null
Effect: As magic circle, but affects only a single creature.  Mind Stab		None	Standard action	Instantaneous	Target: Creature touched  Medium (250 ft.)	Yes	Evocation [Mind-Affecting,	AE: Arcana Evolved
Effect: Ranged touch attack deals 1d6 points of subdual damage	+ 1 pc	oint/caster level.	1 full rouns	Turk bours/lovel	Target: One living creature	No	Psionic] Caster Level: 15	In This coull
Effect: Summon a creature of 3 HD or less to ride.		None	T full round	Two hours/level	Close (60 ft.)  Target: One mount	No	Conjuration (Summoning) Caster Level: 15	Is This : null
Effect: Ranged attack deals 1d8 points of damage + 1 point/casts	ar level	None	Standard action	Instantaneous	Close (60 ft.)  Target: One living creature	No	Evocation [Earth, Water] Caster Level: 15	AE: Arcana Evolved
Oath of Speed	si level	and billius target.	Standard action	One minute/level [D]	Personal  Target: You		Transmutation [Litorian, Soul] Caster Level: 15	Is This : null
Your land speed increases by 30 feet.  Obscuring Mist  Effect:		None	Standard action	One minute/level	30 feet  Target: 30-foot-wide by 20-foot-	No high cloudcentered on	Water]	AE: Arcana Evolved
Cloud of vapor obscures sight and provides concealment.  Pattern of Sibyllic Fate	15	Will negates	Standard action	Instantaneous	you Close (60 ft.)	Yes	Divination [Runic, Truename]	Is This : null
Effect: Reveals general outlook of a creature's future. Pebble	15	Will negates (harmless, object)	Standard action	30 minutes or until discharged	Target: One creature/two levels Touch Target: Up to three pebbles tou	Yes (harmless, object)	Caster Level: 15 ) Transmutation [Earth] Caster Level: 15	Is This : null
Up to three magic pebbles deal 1d6+1 points of damage v	vhen th	nrown.	Standard action	10 minutes/level	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Caster gains +5 competence bonus to Spot and Search c Predict Weather	hecks.		One minute	Instantaneous	Target: You Personal		Caster Level: 15 Divination [Litorian	]AE: Arcana Evolved
Effect: Provides details of the following day's weather.  Proficiency		None		One hour/level	Target: You Personal	No	Caster Level: 15 Transmutation	Is This : null
Effect: You gain proficiency with a weapon.		None	action	One minute/level IDI	Target: You	No	[Litorian, Sibeccai] Caster Level: 15	AE: Arcana Evolved
Protective Shell  Effect: Hemispheric shield moves with caster, making those inside	e impe	None ervious to attacks.	action	One minute/level [D]	7 Target: Up to 10-foot radius per centered on you	No levelhemisphere	Abjuration  Caster Level: 15	AE: Arcana Evolved
Redemptive Redress		None	Standard action	1 round/level	Close (60 ft.)  Target: One creature	No	Transmutation  Caster Level: 15	Is This : null
Compensates for, but does not dispel, the effects of a det Resistance	15	Will negates (harmless)	Standard action	10 minutes/level [D]	Close (60 ft.)  Target: One creature or object	Yes (harmless)	Abjuration  Caster Level: 15	AE: Arcana Evolved
Grants +1 resistance bonus to saves +1/5 caster levels.  Grants +1 resistance bonus to saves +1/5 caster levels.		None	Standard action	1 round/level	Touch	Yes	Transmutation	Is This : null
Effect: Target gains +1d6 sneak attack damage.	15	Will negates (object)	See text	Until landing	Target: One creature Close (60 ft.)	Yes (object)	Caster Level: 15 Transmutation	AE: Arcana Evolved
Effect: Creatures and objects in 10-foot radius fall without taking	damag	e.		10 minutes/level [D]	Target: Any free-falling objects 10-foot radius whose weight tot Personal		Caster Level: 15 Transmutation	AE: Arcana Evolved
Effect: Grants scent ability to caster.		None	action	10 minutes/level	Target: You Close (60 ft.)	No	[Litorian, Sibeccai] Caster Level: 15 Abjuration [Force]	lo Thio : pull
Effect: Umbrellalike shield of force over a the Storm subject's her	ad prote		action		Target: 3-foot convex shield	NO	Caster Level: 15	is This . Hull
☐☐☐☐ Spirit of Triumph  Effect: Grants +10 luck bonus to attacks, damage, AC, saves, an	d chec	ke	Standard action	1 round/level	Personal  Target: You		Transmutation [Sibeccai] Caster Level: 15	AE: Arcana Evolved
Summon Elemental Horde	a criec	None	1 full round	11 round/level [D]	Medium (250 ft.)  Target: One Huge elemental/ca	No ster level, no two of	Conjuration [See Text] Caster Level: 15	AE: Arcana Evolved
Huge elemental/caster level attacks caster's foes.  Tears of Pain  Effect:	15	Will negates	Standard action	One day/level	which can be more than 30feet Close (60 ft.)  Target: One living creature	apart Yes	Evocation [Curse]  Caster Level: 15	AE: Arcana Evolved
Target suffers -1 penalty to saves.		None	Standard action	One day/level	Touch	Yes	Transmutation [Plant]	Is This : null
Effect: 2d4 fresh berries give nourishment, heal 1 hit point each.  DDDDDTouch of Fear	15	Will negates	Standard	1 round/level	Target: 2d4 edible plants touche	ed Yes	Caster Level: 15 Enchantment	AE: Arcana Evolved
Effect: Subject of touch attack is shaken.	15	Will half (harmless)	action  1 full round	l Instantaneous	Target: One creature touched	Yes	[Fear] Caster Level: 15 Transmutation	AE: Arcana Evolved
Transfer Wounds, Lesser  Effect: Heals 1d10 points of damage + 1 point/level; caster suffer		hat amount in subdual	damage.		Target: Creature touched		[Positive Energy] Caster Level: 15	
Unhand  Effect: Disarms subject.		None	Standard action	Instantaneous	Medium (250 ft.)  Target: One creature	Yes	Evocation [Force] Caster Level: 15	Is This : null
UQQQ Veil of Darkness  Effect:		None	One action	10 minutes/level [D]	0 feet  Target: 10-foot-radius spread	No	Evocation [Darkness] Caster Level: 15	AE: Arcana Evolved
Creates immobile area of magic darkness.				* =Domain/Speciality Spell				

□□□□□ Ventriloquism	15	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Close (60 ft.)	No	Illusion (Figment) [Faen, Sonic]	Is This : null
Effect: Your voice issues from anywhere in Close range.					Target: Intelligible sound, usua	lly speech	Caster Level: 15	
On One of the Control			Standard action	One minute	Personal		Evocation [Soul]	Is This : null
Effect: You gain +1 luck bonus/3 levels on attack and damage re	olls.				Target: You		Caster Level: 15	
□□□□□ Web Strand	15	Reflex negates	Standard action	1 round/level	Close (60 ft.)	Yes	Conjuration (Creation)	Is This : null
Effect: Creates ropelike strand that is sticky on one end.					Target: A 1-inch-thick strand the feet/two levels long	at measures 25 feet + 5	5 Caster Level: 15	
□□□□ Wilderness Lore	15	Will negates (harmless)	Standard action	10 minutes/level [D]	Touch	Yes (harmless)	Abjuration [Plant, Sibeccai, Truename]	Is This : null
Effect: One creature/level can't be detected by animals.					Target: One creature touched/	evel	Caster Level: 15	

				LEVEL 2				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source AE: Arcana Evolved
□□□□ Ability Boost, Lesser		None	Standard action	10 minutes/level	Touch  Target: One creature	No	Transmutation [Sibeccai] Caster Level: 15	AE: Arcana Evolved
Target gets +2 enhancement bonus to highest ability scor	e.	None	Standard	One minute/level	Touch	Yes (harmless)	Enchantment	Is This : null
			action			,	(Compulsion) [Mind-Affecting, Positive Energy, Psionic]	
fect: Touched target gains temporary hit points and +1 morale	honus	on attacks and saves a	nainet fear		Target: Living creature touche	d	Caster Level: 15	
Aid Plants		None		s Four months	Long (1000 ft.)	No	Transmutation	AE: Arcana Evolved
ffect: Plants are protected from disease.					Target: 400 feet + 40 feet/leve on you	l-radius globe, centered	[Plant]   Caster Level: 15	
□□□□ Battle Healing, Lesser	16	Will half(harmless)	Standard action	Instantaneous	Touch  Target: Creature touched	Yes (harmless)	Evocation [Positiv Energy] Caster Level: 15	eAE: Arcana Evolved
Target is healed of 1d6 points of damage +1 point/caster	level [r	maximum 10]. None		10 minutes/level [D]	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
ffect:			action		Target: Living creature touche	d	[Dragon, Litorian] Caster Level: 15	
Target gains +2 [or greater] natural armor bonus to AC.  Dubble Blinding Light	16	Fortitude negates	Standard action	1 round/level	Medium (250 ft.)	Yes	Evocation [Light]	AE: Arcana Evolved
fect: Target is blinded for 1 round/level.					Target: One creature		Caster Level: 15	
l□□□□ Bonemask	16	Will partial	Standard action	1 round/level or 1 round [see text]	Medium (250 ft.)  Target: One living creature pe	Yes	Necromancy [Fea Mind-Affecting, Psionic] Caster Level: 15	r,Is This : null
Creatures of 6 HD or less are frightened or shaken.			Ctr	10 minutes/lev-1 [D]	which can be more than 30 fee	et apart		ΛΕ: Λε <b>Γ</b>
□□□□ Cloak of Darkness			action	10 minutes/level [D]	Personal  Target: You		Evocation [Darkness] Caster Level: 15	AE: Arcana Evolve
Caster is surrounded by darkness, which provides 20% m  UUUUU Control Temperature	niss cha 16	ance and a +5 bonus to Fortitude negates	Standard	cks. One hour/level [D]	0 feet	Yes		,AE: Arcana Evolve
fect: Raises or lowers temperature by 10 degrees/caster level.			action		Target: 50-foot radius centered	d on you	Cold, Fire] Caster Level: 15	
□□□□ Darkvision		None	Standard action	One hour/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolve
fect: Farget can see 60 feet in total darkness.					Target: Creature touched		Caster Level: 15	
Destructive Grip		None	Standard action	1 round/level [D]	Touch  Target: Creature or object touch	No	Evocation [Acid]  Caster Level: 15	AE: Arcana Evolve
Acid touch deals 1d6 points of damage.		5.0						
□□□□ Dry Rain	16	Reflex negates	1 round	1 round/level	Long (1000 ft.)  Target: A cylinder up to 100 fe	Yes	Conjuration (Summoning) [Earth] Caster Level: 15	Is This : null
Rains sand down in a 20-foot radius, inflicting 1d6 points	of dam				radius	-		
□□□□ Earthen Claw		None	Standard	Instantaneous	Close (60 ft.)	No	Conjuration (Summoning) [Earth]	Is This : null
f <i>ect:</i> Summons a claw made of earth that attacks, inflicting 2d6	point				Target: One Small stone claw		Caster Level: 15	
□□□□ Faen Motes	16	Will negates (blinding effect only)	Standard action	1 round/level	Medium (250 ft.)	No (see text)	Conjuration (Creation) [Faen, Light]	Is This : null
fect: Creatures in 10-foot-radius spread are outlined with light a	and po	ssibly blinded.			Target: Creatures and objects spread	within 10-foot-radius	Caster Level: 15	
□□□□ Feral Song	16	Will negates (see text	Standard action	Concentration, to a maximum of one minute/level	Close (60 ft.)	Yes	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic, Sonic]	Is This : null
fect:					Target: Animals or magical be	asts with Intelligence 1		
2d6 HD of animals and magical beasts are fascinated.  Gentle Repose	16	Will negates (object)	Standard action	One day/level	or 2 Touch	Yes (object)	Necromancy	AE: Arcana Evolve
fect: Keeps corpse from decaying and extends time limit on ho	w long	it can be dead before h	eing raised		Target: Corpse touched		Caster Level: 15	
Glowglobe, Greater		None		Permanent	0 feet  Target: Glowing sphere	No	Evocation [Faen, Light] Caster Level: 15	AE: Arcana Evolve
Creates permanent nonmoving globe of light.								
Gusting Wind	16	Fortitude negates	Standard action	1 full round	Medium (250 ft.)  Target: Gust of wind [10 feet v	Yes vide, 10 feet high]	Evocation [Air]  Caster Level: 15	AE: Arcana Evolve
Wind puts out flames, knocks creatures down, and inflicts	2d6 d	amage. None	Standard	One minute/level [D]	emanating out from you to the Touch	extreme of the range	Abjuration	Is This : null
□□□□Helm of Warding  fect:		140116	action	ола пинислечен [D]	Target: One creature	140	Caster Level: 15	io itiio . Hull
Subject gains +5 bonus to saves against mind-affecting e	ffects.		Standard action	One minute/level [D]	Personal		Enchantment [Mind-Affecting,	Is This : null
fect: Grants a +4 competence bonus to Bluff, Diplomacy check	re invo	lving speaking			Target: You		Psionic] Caster Level: 15	
Grants a +4 competence bonus to Bluit, Diplomacy check	S 111VO	iving speaking.		One minute/level	Personal		Divination	Is This : null
ffect: Grants a bonus on Search checks.			action		Target: You		[Sibeccai] Caster Level: 15	
lcebolt		None	Standard action	Instantaneous	Medium (250 ft.)	Yes		AE: Arcana Evolved
ffect: Ranged attack inflicts 2d6 points of damage + 1d6 points	of cold	damage + 1 point/caste	er level.	* =Domain/Speciality Spell	Target: One creature		Caster Level: 15	
ec 6, 2008 1:42:06 PM		PCGen Charact	er Template	by Frunal based on work by ROG Arca	adv Barak Dimrill & Dekker			D,

Marchelle   Mar				- 11	√lage Blade Spell	၁			
Page	Levitate		None		10 minutes/level [D]	Personal or Close	No	Transmutation [Ai	r]AE: Arcana Evolved
Marie of Michigan		feet/rou	ind			Target: You or one willing creat	ture or one object 0	Caster Level: 15	
March   Mar		iccorou			10 minutes/level	Medium (250 ft.)	No		Is This : null
March   Mar				action		Target: Fog spreads in 20-foot	radius, 20 feet high		
Mary Control 1999   19		16	Will negates		Concentration + 2 rounds	Close (60 ft.)	Yes		Is This : null
Part	• •			action				Mind-Affecting,	
March   Marc	Effect:					Target: Colorful lights in a 10-fo	oot-radius spread		
Companies of the continue of		d.	None	Standard	1 round/level	-		Transmutation	AE: Arcana Evolved
Part								[Earth, Water]	
Part	Changes earth to mud, reducing movement through area	a by half	and requiring balance		One have level that are south		G1		la Thia caudi
Page	IIIIIII Nimbus of Health				One nour/level [but see text]	Personal		[Positive Energy,	is this : hull
This continues on the foliage of the foliage continues and fairting.						Target: You			
Control   Cont		16	Will negates		Concentration, up to 1 round/level [D]	Medium (250 ft.)	Yes		Is This : null
Part				action				[Giant,	
Section   Sect									
Department Trap							el, all of whom must be	: Caster Level: 15	
Part			None		Permanent [D]		No		Is This : null
Content part before displacement of the foliage in the foliage i	Effort			dollon		Target: Object touched		Psionic]	
Second placement and approximation for the control of the contro	Creates a false trap that befuddles thieves.		Ness	Cto	One have flowed (D)		N-		la Thia "
	· ·		None		One nour/level [D]		NO		IS I NIS : NUII
Promote source elementation to cart, espon, book or this promote source elementation to cart, espon, book or this promote source elementation to cart, espon, book or the promote source elementation to cart, espon, book or the promote source elementation to cart, espon, book or the promote source elementation to cart, espon, book or the promote source elementation to cart, espon, book or the promote elementation to cart, esp	Weapon bypasses +1 damage reduction/5 levels.								
Minispense   Continue of the	Power Craft		None		10 minutes/level	Touch	No	Transmutation	Is This : null
Productive Charm   15		nip.				Target: See text		Caster Level: 15	
Microsecution   Microsecutio			Will negates		1 round/level	Close (60 ft.)	Yes		AE: Arcana Evolved
Continue for white it in cut mixer (content of Part)   More (part)   M	Effect:					Target: Up to one creature/leve	l (of your general type)	Mind-Affecting]	
Part	One creature/level will not attack caster.	16	Will pogatos	Standard	10 minutes [see text]	no two of which may bemore th	an 30 feet apart		le Thie : null
Page   Conscision plane or addition contains place   Constitution plane or addition contains place   Constitution plane or addition contains plane   Constitution plane or addition contains plane   Constitution plane	IIIIII Remove Fear	10			To minutes [see text]	Close (60 It.)	res (namiess)	[Mind-Affecting,	is this . Hull
		(							
Dispose   Tanger Flore (1970 to 10 speech floral to 10 speech fl		ear ior o				apart			
Marked coor very difficult to open.	Sealed Door, Lesser		None		Permanent [D]	Close (60 ft.)	No		AE: Arcana Evolved
Fortice application in freeworks or smaller in the explosed							n 10 feet by10 feet by	2 Caster Level: 15	
Filtred Target five exploded in Inferworks or smarke.	□□□□□ Secret of Flame	16	Will negates or	Standard	1d4+1 rounds, or 1d4+1 rounds after	Long (1000 ft.)	Yes or No (see text)	Transmutation	Is This : null
Marcian   Marc			Fortitude negates (see	e action	creatures leave the smoke cloud [see	3 ( ,	,	[Fire]	
Personal content with bile creatures and objects   Sandard with a proper of the content on the proper of the proper of the content on the proper of the proper				e action					
Caster can see invisible creatures and objects   Standard (object)   Will regates   Standard or One hourlevel or until triggered   Touch   No   Transmutation   Is This : null   Will regates   Is Fortitude   Is This : null   Is	Effect: Target fire explodes in fireworks or smoke.		text)		text]	Target: One fire source, up to a	20-foot cube	Caster Level: 15	
Will regates (object) or Forthick half (see level) or Forthick half (see	Effect: Target fire explodes in fireworks or smoke.  Graph Graph See Invisibility (Malhavoc)		text)	Standard	text]	Target: One fire source, up to a Medium (250 ft.)	20-foot cube	Caster Level: 15 Divination	
Finish   F	Effect: Target fire explodes in fireworks or smoke.  Graph See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.	16	text)	Standard action	text] 10 minutes/level [D]	Target: One fire source, up to a Medium (250 ft.) Target: Cone	a 20-foot cube	Caster Level: 15 Divination Caster Level: 15	AE: Arcana Evolved
Some catack bursts brittee objects.    Coster Level: 15   Couch   Couc	Effect: Target fire explodes in fireworks or smoke.  Graph See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.	16	text)  None  Will negates (object); Will negates (object)	Standard action	text] 10 minutes/level [D]	Target: One fire source, up to a Medium (250 ft.) Target: Cone	a 20-foot cube	Caster Level: 15 Divination Caster Level: 15	AE: Arcana Evolved
Effect: Allows one weapon to ignore or break shields, dispels a shimmering shield or called sheld. Allows one weapon to ignore or break shields, dispels a shimmering shield or called sheld. Allows one weapon to ignore or break shields, dispels a shimmering shield or called sheld. Allows one weapon to ignore or break shields, dispels a shimmering shield or called sheld. Allows one weapon to ignore or break shields, dispels a shimmering shield or called sheld. Allows one weapon to ignore or break shields, dispels a shimmering shield or called sheld. Allows one weapon to ignore or break shields, dispels a shimmering shield or called sheld. Allows one weapon to ignore or break shields, dispels a shimmering shield or called sheld. Allows one weapon to ignore or break shields, dispels a shimmering shield or called sheld. All of the called shield. Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield. Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield. Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield. Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield. Allows one shields in the called shield in the c	Effect: Target fire explodes in fireworks or smoke.  Graph See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.	16	None  Will negates (object); Will negates (object) or Fortitude half (see	Standard action	text] 10 minutes/level [D]	Target: One fire source, up to a Medium (250 ft.) Target: Cone Close (60 ft.)	20-foot cube No Yes (object)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic]	AE: Arcana Evolved
Allows one weepon to ignore or break shields, dispels a shimmering shield or called sheld.  Spell's Edge, Lesser  16 Fortidude negates(harmless)  Effect: Athane has storied within it a touch attack spell, which it inflicts with one strice.  Athane has storied within it a touch attack spell, which it inflicts with one strice.  Athane has storied within it a touch attack spell, which it inflicts with one strice.  Effect: Athane has storied within it a touch attack spell, which it inflicts with one strice.  Effect: Touch attack inflicts 1 point of Wisdom damage and sturs for 1 round.  Effect: Touch attack inflicts 1 point of Wisdom damage and sturs for 1 round.  16 Will negates (harmless)  Standard one hour/level action  Effect: Touch attack inflicts 1 point of Wisdom damage and sturs for 1 round.  16 Will negates (harmless)  Standard one hour/level action  Target: One creature  Touch one living creature touched/three levels  Target: One living creature touched/three levels  Target: One living creature touched/three levels  Caster Level: 15  Caster Level: 15  AE: Arcana Evolved plants and the properties of the conditions affecting, page and sturs for 1 round.  Effect: Target: You attack of the conditions affecting your comrades.  Effect: Target: You only creature touched/three levels  Target: You cleave to the conditions affecting page and sturs for 1 round.  AE: Arcana Evolved plants and the page and	Effect: Target fire explodes in fireworks or smoke.  Grapet fire explored in fireworks or smoke.  Grapet fire explored in fireworks or smoke.  Grapet fire explored in fireworks or smoke.  Grapet fireworks or smoke.	16	None  Will negates (object); Will negates (object) or Fortitude half (see text)	Standard action Standard action	text]  10 minutes/level [D]  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature	20-foot cube  No  Yes (object)  one solid object or one	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15	AE: Arcana Evolved Is This: null
Effect: Athane has storied within it a touch attack spell, which it inflicts with one strike.  Athane has storied within it a touch attack spell, which it inflicts with one strike.  Athane has storied within it a touch attack spell, which it inflicts with one strike.  At Arcana Evolved Mind-Affecting. Pacing of Caster Level: 15  Target: One creature  Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.  Effect: Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.  Target: One creature  Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.  Target: One creature  Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.  Effect: Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.  Target: One living creature touched/three levels  Target: You  Caster Level: 15  Target: You  Caster Level: 15  Caster Level:	Effect: Target fire explodes in fireworks or smoke.  Graph See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.  Graph Shatter  Effect: Sonic attack bursts brittle objects.	16	None  Will negates (object); Will negates (object) or Fortitude half (see text)	Standard action Standard action Standard	text]  10 minutes/level [D]  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch	20-foot cube  No  Yes (object)  one solid object or one	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation	AE: Arcana Evolved Is This: null
Effect: Athame has storied within it a touch attack spell, which it inflicts with one strike.    Caster Level: 15	Effect: Target fire explodes in fireworks or smoke.  """ See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.  """ Shatter  Effect: Sonic attack bursts brittle objects.  """ Shieldbreaker	shimme	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None	Standard action  Standard action  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon	20-foot cube  No  Yes (object)  one solid object or one	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15	AE: Arcana Evolved  Is This : null  Is This : null
Startling Touch   16   Will negates action   Startling Touch   16   Will negates action   Startling Touch   Startling	Effect: Target fire explodes in fireworks or smoke.  Graph See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.  Graph Shatter  Effect: Sonic attack bursts brittle objects.  Graph Shieldbreaker  Effect: Allows one weapon to ignore or break shields, dispels as	shimme	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie	Standard action  Standard action  Standard action  Standard action  eld.  Standard	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon	20-foot cube  No  Yes (object)  one solid object or one	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15	AE: Arcana Evolved  Is This : null  Is This : null
Effect: Touch attack inflicts 1 point of Wisdom damage and sturs for 1 round.  Target: One creature  Target: One creature touched/three levels  Target: One living creature touched/three levels  Target: One diving creatur	Effect: Target fire explodes in fireworks or smoke.  Effect: Caster can see invisible creatures and objects.  Effect: Sonic attack bursts brittle objects.  Effect: Allows one weapon to ignore or break shields, dispels a second or speed of the same of the sam	shimme 16	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates(harmless)	Standard action  Standard action  Standard action  Standard action  eld.  Standard	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon Touch	20-foot cube  No  Yes (object)  one solid object or one	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation	AE: Arcana Evolved  Is This : null  Is This : null
Touch attack inflicts 1 point of Wisdom damage and sturs for 1 round.    Caster Level: 15   Caster Level: 15   Caster Level: 15   Caster Level: 15	Effect: Target fire explodes in fireworks or smoke.  Effect: Caster can see invisible creatures and objects. The short of the short o	shimme 16	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates(harmless) with one strike.	Standard action  Standard action  Standard action  Standard action  eld.  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch Target: One weapon Touch Target: Your athame	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved
Effect:	Effect: Target fire explodes in fireworks or smoke.  Graph See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.  Graph Shatter  Effect: Sonic attack bursts brittle objects.  Graph Shieldbreaker  Effect: Allows one weapon to ignore or break shields, dispels a simple of the company of the c	shimme 16	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates(harmless) with one strike.	Standard action  Standard action  Standard action  Standard action  eld.  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon  Touch  Target: Your athame  Touch	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic]	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved
Effect: You keep track of the conditions affecting your comrades.    Caster Level: 15	Effect: Target fire explodes in fireworks or smoke.  """ See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.  """ Shatter  Effect: Sonic attack bursts brittle objects.  """ Shieldbreaker  Effect: Allows one weapon to ignore or break shields, dispels a simple of the company	shimme 16 inflicts v 16	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates(harmless) with one strike.  Will negates  ound.	Standard action  Standard action  Standard action  Standard action  Standard action  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch Target: One weapon  Touch Target: Your athame Touch Target: One creature	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved
Effect: Caster gains +5 competence bonus to Sneak checks.  Fifect: Caster gains +5 competence bonus to Sneak checks.  None  Standard action  Fifeact: Hide and Move Silently checks are made at a #10 penalty.  Caster Level: 15  Target: 50-foot-diameter sphere centered on you  Caster Level: 15  Transmutation  Is This : null  Target: 50-foot-diameter sphere centered on you  Caster Level: 15  Transmutation  Is This : null  Target: Two objects [see below]  Medium 0  Yes  Effect: One creature/level is shaken and must make a Balance check or fall prone.  Fifeact: One creature/level is shaken and must make a Balance check or fall prone.  Effect: Thom inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.  Thom inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.  Fifeact: Thom inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.  Fifeact: Thom inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.  Standard action  Instantaneous  Action  Instantaneous  Action  Instantaneous  Action  Instantaneous  Action  Instantaneous  Action  Instantaneous  Action  Target: One creature  Cose (60 ft.)  Yes (object)  Transmutation (Curse, Plant)  Caster Level: 15	Effect: Target fire explodes in fireworks or smoke.  """ See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.  """ Shatter  Effect: Sonic attack bursts brittle objects.  """ Shieldbreaker  Effect: Allows one weapon to ignore or break shields, dispels a simple of the company	shimme 16 inflicts v 16	will negates (object); Will negates (object); Will negates (object) Will negates (object) None ring shield or called shi Fortitude negates(harmless) with one strike. Will negates ound. Will negates	Standard action  Standard action  Standard action  eld. Standard action  Standard action  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch Target: One weapon  Touch Target: Your athame Touch Target: One creature	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] a Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy,	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved
Effect: Caster gains +5 competence bonus to Sneak checks.  Caster gains +5 competence bonus to Sneak checks.  Caster gains +5 competence bonus to Sneak checks.  Caster Level: 15  Caster Level: 15  Caster Level: 15  Target: 50-foot-diameter sphere centered on you purple cente	Effect: Target fire explodes in fireworks or smoke.  Effect: Caster can see invisible creatures and objects.  Effect: Sonic attack bursts brittle objects.  Dipplication of the shields, dispels a smoke of th	shimme 16 t inflicts v 16	will negates (object); Will negates (object); Will negates (object) Will negates (object) None ring shield or called shi Fortitude negates(harmless) with one strike. Will negates ound. Will negates	Standard action  Standard action  Standard action  eld. Standard action  Standard action  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: Your athame  Touch  Target: One creature Touch	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy, Truename]	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved
Caster gains +6 competence bonus to Sneak checks.	Effect: Target fire explodes in fireworks or smoke.  Graph See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.  Graph Shatter  Effect: Sonic attack bursts brittle objects.  Graph Shieldbreaker  Effect: Allows one weapon to ignore or break shields, dispels a see of the conditions affecting your comrades.  Effect: Touch attack inflicts 1 point of Wisdom damage and stunctions of the conditions affecting your comrades.	shimme 16 t inflicts v 16	will negates (object); Will negates (object); Will negates (object) Will negates (object) None ring shield or called shi Fortitude negates(harmless) with one strike. Will negates ound. Will negates	Standard action  Standard action  Standard action  eld. Standard action  Standard action  Standard action  Standard action  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: Your athame Touch  Target: One creature Touch  Target: One creature	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy, Truename] Caster Level: 15 Transmutation	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved
Effect: Target: 50-foot-diameter sphere centered on you Caster Level: 15    Caster Level: 15	Effect: Target fire explodes in fireworks or smoke.  Graph See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.  Graph Shatter  Effect: Allows one weapon to ignore or break shields, dispels a simple of the conditions affecting your comrades of the conditions affecting your company of	shimme 16 t inflicts v 16	will negates (object); Will negates (object); Will negates (object) Will negates (object) None ring shield or called shi Fortitude negates(harmless) with one strike. Will negates ound. Will negates	Standard action  Standard action  Standard action  eld. Standard action  Standard action  Standard action  Standard action  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch Target: One weapon Touch Target: Your athame Touch Target: One creature Touch Target: One living creature touch	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy, Truename] Caster Level: 15 Transmutation [Litorian]	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved
Hide and Move Silently checks are made at a #10 penalty.    I or   I or	Effect: Target fire explodes in fireworks or smoke.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	shimme 16 t inflicts v 16	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  tring shield or called shie Fortitude negates(harmless) with one strike.  Will negates  Will negates (harmless)	Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch Target: One weapon Touch Target: Your athame Touch Target: One creature Touch Target: One creature Touch Target: One living creature touch Target: You	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  els This : null  AE: Arcana Evolved
Effect: Affix two objects together.  None Standard action  Target: One creature/level, all of which are within 20 caster Level: 15  Target: One creature/level action  Target: One creature/level, all within a colling of the co	Effect:  Target fire explodes in fireworks or smoke.  Graph See Invisibility (Malhavoc)  Effect: Caster can see invisible creatures and objects.  Graph Shatter  Effect: Sonic attack bursts brittle objects.  Graph Shieldbreaker  Effect: Allows one weapon to ignore or break shields, dispels a simple of the conditions affecting your comrades of the your companies of the yo	shimme 16 inflicts v 16 is for 1 r 16	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  tring shield or called shie Fortitude negates(harmless) with one strike.  Will negates  Will negates (harmless)	Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon  Touch  Target: Your athame  Touch  Target: One creature  Touch  Target: One creature  Touch  Target: Your athame  Touch  Target: Your athame  Touch  Target: Your athame	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  ched/three levels	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Abjuration	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  els This : null  AE: Arcana Evolved
Affix two objects together.    O   Welter	Effect: Caster can see invisible creatures and objects. Caster can see invisib	shimme 16 inflicts v 16 is for 1 r 16	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates(harmless) with one strike.  Will negates ound.  Will negates (harmless)	Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch Target: Your athame Touch Target: One creature Touch Target: One living creature touch Target: You Personal Target: You Personal Target: 50-foot-diameter sphere	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  No ched/three levels	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  els This : null  AE: Arcana Evolved
Effect: Target: One creature/level, all of which are within 20 Caster Level: 15 feet of each other feet of each other feet of each other feet of each other.    Caster Level: 15 feet of each other feet of each other feet of each other feet of each other feet of each other.    Caster Level: 15 feet of each other feet of each other feet of each other feet of each other.    Caster Level: 15 feet of each other feet of each other feet of each other feet of each other.    Caster Level: 15 feet of each other feet of each other feet of each other feet of each other feet of each other.    Caster Level: 15 feet of each other	Effect: Caster can see invisible creatures and objects. Caster can see invisible can be can see invisible can be can see invis	shimme 16 inflicts v 16 is for 1 r 16	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates(harmless) with one strike.  Will negates  ound.  Will negates (harmless)	Standard action  Standard action  Standard action  eld. Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon  Touch  Target: Your athame Touch  Target: One creature Touch  Target: One living creature touch  Target: You  Personal  Target: 50-foot-diameter sphere Touch	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  ched/three levels  No  a centered on you  No	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Abjuration Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Transmutation	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  els This : null  AE: Arcana Evolved
One creature/level is shaken and must make a Balance check or fall prone.    One creature/level is shaken and must make a Balance check or fall prone.   One creature/level is shaken and must make a Balance check or fall prone.   None	Effect: Caster can see invisible creatures and objects. Caster can see invisiblity checks are made at a #10 penalty. Caster can see invisiblity checks are made at a #10 penalty. Caster can see invisiblity checks are made at a #10 penalty. Caster can see invisible creatures and objects.	shimme 16 inflicts v 16 is for 1 r 16	text)  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates (harmless) with one strike.  Will negates  ound.  Will negates (harmless)	Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level  Permanent	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon  Touch  Target: Your athame Touch  Target: One creature  Touch  Target: One living creature touch  Target: You  Personal  Target: You  Personal  Target: 50-foot-diameter sphere Touch  Target: Two objects [see below	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  ched/three levels  No e centered on you  No	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positive Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  els This : null  AE: Arcana Evolved  Is This : null
Effect: Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.    One creature   Target: One creature   Caster Level: 15	Effect: Caster can see invisible creatures and objects. Caster can see invisiblity objects. Caster can see invisibility (Malhavoc) Caster can see invisibility (Malhavoc) Caster can see invisibility objects. Caster can see invisibility (Malhavoc) Caster can see invisible creatures and objects. Caster can see invisible cr	shimme 16 inflicts v 16 is for 1 r 16	text)  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates (harmless) with one strike.  Will negates  ound.  Will negates (harmless)	Standard action  Standard action  Standard action  eld. Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level  Permanent	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon  Touch  Target: Your athame  Touch  Target: One creature  Touch  Target: One living creature touch  Target: You  Personal  Target: You  Personal  Target: 50-foot-diameter sphere Touch  Target: Two objects [see below Medium 0	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  ched/three levels  No e centered on you  No  J  Yes	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Transmutation Caster Level: 15	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  els This : null  AE: Arcana Evolved  Is This : null
Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.	Effect:     Target fire explodes in fireworks or smoke.     Target fire explodes in fireworks and objects.     Target fire explodes in fireworks or smoke.     Target fire explores in fireworks or smoke.     Target fireworks or sm	shimmee 16 16 16 16 16 16 16 16 16 18 16 19 19 19 19 19 19 19 19 19 19 19 19 19	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shire Fortitude negates(harmless)  with one strike.  Will negates (harmless)  None  None  None	Standard action  Standard action  Standard action  Standard action  eld.  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level  Permanent  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch Target: One weapon Touch Target: Your athame Touch Target: One creature Touch Target: One living creature touch Target: You Personal Target: You Personal Target: 50-foot-diameter sphere Touch Target: Two objects [see below Medium 0 Target: One creature/level, all of feet of each other	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  ched/three levels  No e centered on you  No yes of which are within 20	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Spionic] Caster Level: 15 Divination [Positiv Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Transmutation Caster Level: 15 Evocation [Force] Caster Level: 15	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  Is This : null  Is This : null  Is This : null
action [Curse, Plant]  Effect: Yooden objects warp and become useless. [Curse, Plant]   Zarget: One Small wooden object/level, all within a  20-foot radius burst   Zaster Level: 15	Effect: Caster can see invisible creatures and objects.  Effect: Caster can see invisible creatures and objects.  Effect: Sonic attack bursts brittle objects.  Caster can see invisible creatures and objects.  Effect: Sonic attack bursts brittle objects.  Caster can see invisible creatures and objects.  Effect: Allows one weapon to ignore or break shields, dispels a solution of the conditions one weapon to ignore or break shields, dispels a solution of the conditions of the condition of the condition of the condition of the condition of the conditions affecting your comrades of the conditions affecting your comr	shimmee 16 16 16 16 16 16 16 16 16 18 16 19 19 19 19 19 19 19 19 19 19 19 19 19	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shire Fortitude negates(harmless)  with one strike.  Will negates (harmless)  None  None  None	Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level  Permanent  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: Your athame  Touch  Target: One creature Touch  Target: One living creature touch  Target: You Brisnal  Target: You  Personal  Target: Two objects [see below Medium 0  Target: One creature/level, all of feet of each other Medium (250 ft.)	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  ched/three levels  No e centered on you  No yes of which are within 20	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] a Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positiv Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration [Force] Caster Level: 15 Conjuration [Plant	AE: Arcana Evolved  Is This : null  Is This : null  AE: Arcana Evolved  AE: Arcana Evolved  Is This : null  Is This : null  Is This : null
Effect: Target: One Small wooden object/level, all within a Wooden object warp and become useless. Caster Level: 15  Wooden objects warp and become useless.	Effect: Caster can see invisible creatures and objects. Caster can see invisible can double can see invisible can depend on the can see in	shimme 16 16 16 16 16 16 16 16 18 17 18 19 19 19 19 19 19 19 19 19 19	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates (harmless) with one strike.  Will negates  ound.  Will negates (harmless)  None  None  Acaster levels.	Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level  Permanent  Instantaneous  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon  Touch  Target: Your athame Touch  Target: One creature Touch  Target: One living creature touch  Target: You Personal  Target: Two objects [see below Medium 0  Target: One creature/level, all of feet of each other Medium (250 ft.)  Target: One creature	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  ched/three levels  No a centered on you  No  yes of which are within 20  Yes	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positive Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Conjuration [Force] Caster Level: 15 Conjuration [Plant Caster Level: 15 Conjuration [Plant Caster Level: 15	AE: Arcana Evolved  Is This: null  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  Is This: null  Is This: null  Is This: null
	Effect: Caster can see invisible creatures and objects. Caster can see invisible can double can see invisible can double can see invisible can see invisible can double can see invisible can see invisible can double can see invisible can see invi	shimme 16 16 16 16 16 16 16 16 18 17 18 19 19 19 19 19 19 19 19 19 19	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates (harmless) with one strike.  Will negates  ound.  Will negates (harmless)  None  None  Acaster levels.	Standard action  Standard action  Standard action  Standard action  eld. Standard action  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level  Permanent  Instantaneous  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature Touch  Target: One weapon  Touch  Target: Your athame Touch  Target: One creature Touch  Target: One living creature touch  Target: You  Personal  Target: 50-foot-diameter sphere Touch  Target: Two objects [see below Medium 0  Target: One creature/level, all of feet of each other Medium (250 ft.)  Target: One creature  Close (60 ft.)	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  ched/three levels  No  e centered on you  No  ]  Yes  Yes (object)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positive Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Transmutation Caster Level: 15	AE: Arcana Evolved  Is This: null  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  Is This: null  Is This: null  Is This: null
	Effect: Target fire explodes in fireworks or smoke.	shimme 16 16 16 16 16 16 16 16 18 17 18 19 19 19 19 19 19 19 19 19 19	text)  None  Will negates (object); Will negates (object) or Fortitude half (see text)  None  ring shield or called shie Fortitude negates (harmless) with one strike.  Will negates  ound.  Will negates (harmless)  None  None  Acaster levels.	Standard action  Standard action  Standard action  Standard action  eld. Standard action  Standard action	text]  10 minutes/level [D]  Instantaneous  One hour/level or until triggered  One minute/level or until used  Instantaneous  One hour/level  One hour/level  Permanent  Instantaneous  Instantaneous	Target: One fire source, up to a Medium (250 ft.)  Target: Cone  Close (60 ft.)  Target: 5-foot-radius spread; or crystalline creature  Touch  Target: One weapon  Touch  Target: One creature  Touch  Target: One creature  Touch  Target: One creature  Touch  Target: You  Personal  Target: You  Personal  Target: Two objects [see below Medium 0  Target: One creature/level, all of feet of each other Medium (250 ft.)  Target: One creature  Close (60 ft.)  Target: One Cone Small wooden objects (100 ft.)  Target: One Cone Small wooden objects (100 ft.)  Target: One Cone Small wooden objects (100 ft.)	20-foot cube  No  Yes (object)  one solid object or one  No  Yes (harmless)  Yes  Yes (harmless)  ched/three levels  No  e centered on you  No  ]  Yes  Yes (object)	Caster Level: 15 Divination Caster Level: 15 Evocation [Sonic] e Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Enchantment [Mind-Affecting, Psionic] Caster Level: 15 Divination [Positive Energy, Truename] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Transmutation [Litorian] Caster Level: 15 Transmutation Caster Level: 15	AE: Arcana Evolved  Is This: null  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved  Is This: null  Is This: null  Is This: null  Is This: null

Mage Blade Spells
Standard One minute/level Enchantment (Compulsion) [Mind-Affecting, Psionic] Caster Level: 15 16 Will negates Close (60 ft.) Is This : null □□□□□Zone of Truth Yes Effect:
Creatures in a 20-foot radius are compelled to tell the truth. Target: 20-foot-radius emanation

LEVEL 2

Description   Description   Composing					LEVEL 3				
Control allow or growth		DC	Saving Throw				Spell Resistance		
Calcular of any part	- · · · ·				One minute/level [D]				Is This : null
Part	ffect: Continual detect magic effect.					Target: You		Caster Level: 15	
Table	Compelling Question, Greater	17	Will negates		Instantaneous		Yes	[Language-Deper Mind-Affecting]	AE: Arcana Evolved ndent,
Companies Repaired   March						Target: One creature		Caster Level: 15	
Page			None	10 minute:	s Instantaneous	Close (60 ft.)	No	Conjuration	AE: Arcana Evolved
Contingion   17   Falled sequel   Seq	ffect:						ain three humans or	Caster Level: 15	
The control stage control stag			Fortitude negates	Standard	Instantaneous		Yes	Necromancy	Is This : null
Contact   Cont	ffect:			action		Target: Living creature touched	t	Caster Level: 15	
Secure   S	Creation, Lesser		None		One hour/level	0 feet	No	Conjuration [Gian	t] AE: Arcana Evolved
Comparison   Page	ffect:			minute				Caster Level: 15	
Target Color Section			None	Standard	10 minutes/level [D]			Evocation [Light]	Is This : null
Martinary   Display   Martinary   Display   Martinary   Display   Martinary   Display   Martinary   Display   Martinary   Display   Di	· -					Target: Object touched			
Topic contains it Nicholar or containment.  Topic contains it Nicholar or containment.  Topic contains it Nicholar or containment.  Topic containment is Nicholar or containment.  Topic containment.  Topic containment is Nicholar or containment.  Topic conta	Bright light fills 60-foot-radius area.								
Trapper content is bit holder of adulational charactering   1	Deprivation	17	Fortitude negates		Permanent [D]		Yes	[Curse, Negative Energy, Psionic, Truename]	Is This : null
Committee   Comm	Target creature is blinded or deafened.			_					
	□□□□□ Dream Learning	17		standard	Eight hours [or until creature awakens]		Yes (harmless)	[Mind-Affecting, Psionic]	Is This : null
Standard from black reaching and graph allocated fee.    Target Chies creature   Target Chies creature	Sleeping creature you touch studies a subject of your cho			Standard	Instantaneous		Yes		nIAE: Arcana Evolve
Secretary   Secr	ffect:	.,	. ormade negates				.00		., cana Evolve
Contents at an analyse white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving, may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents a last distingue white moving may be allowed.  The contents are a		17	Reflex partial		One hour/level [D]	Medium (250 ft.)	Yes		Is This : null
Description   17	ffect:			action			rel		
Target One creature with witherty powers  17 Refers negates 2 Standard Service  18 Refers negates 2 Standard Service  19 Standard Servi			Will negates	Standard	10 minutes/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolve
With giran additional usefs] of increased level for withbursy power.  If Refer negative addition is additional to the property of the property	·								
action Gester Linear State points of damage and knocks down force.  17 Will negates Standard For suffers a M4 penalty to attack smaller creatures and a M4 penalty or attack smaller creatures and a M4 penalty or attack smaller creatures and a M4 penalty to attack smaller creatures and a M4 penalty and attack smaller creatures and a M4 penalty to attack smaller creatures and a M4 penalty to attack smaller creatures and a M4	Witch gains additional use[s] or increased level for witch					-			
Segret infities 368 points of damage and knocks down loss.   Standard   Sta	·	17	Reflex negates		1 round/level			(Summoning) [Earth, Water]	Is This : null
Signarias Curse 17 Will negation should record the second of second or continuous and a 44 promity on Spot chacks to notice the second of Battle 17 Fortifiach hand 18 Fortifiach hand 18 Fortifiach hand 18 Fortifiach hand 18 Fortifiach hand 19 Fortifiach hand 1		oes.				Target: A cylinder 30 feet high	with a 5-foot radius	Caster Level: 15	
Foe suffers a 4/4 penalty to attack smaller creatures and a 14 penalty on Spot check to rotice them.    Fortitude half   Standard   Instantaneous   Touch   Yes   Evocation (Focc)   AE: Arcana Evolution of Battle   Standard   Instantaneous   Touch attack inflicts 168 points of force damage/caster level:   15   Standard   Instantaneous   15   Standar	□□□□ Giant's Curse	17	Will negates		Permanent		Yes	(Compulsion) [Curse, Mind-Affecting, Truename]	Is This : null
finder Touch attack inflicts 1 dis points of force damage/caster level (max 10ds.  Target: One creature or object		a #4 pe				Target: One creature		Caster Level: 15	
Touch attak inflicts 168 joints of force damage/caster level (Imax 1066.)    Continue	☐☐☐☐ Hand of Battle	17	Fortitude half		Instantaneous		Yes		AE: Arcana Evolve
Interacted with point interacted with point of an object with sound, smell, texture, and temperature.  Target Visual lignment that cannot extend beyond four Caster Level: 15  Target Croates thusion of an object with sound, smell, texture, and temperature.  Target Up to four creatures, no two of which can be up to low creatures are freed from paralysis.  Target Up to four creatures, no two of which can be up to low creatures, no two of which can be up to low creatures, no two of which can be up to low creatures, no two of which can be up to low.  Target Up to four creatures, no two of which can be up to low.  Target Up to four creatures, no two of which can be up to low.  Target Up to four creatures, no two of which can be up to low.  Target One creature  Target Ghostly hand  Caster Level: 15  Standard action  Target You  Caster Level: 15  Standard action  Target You  Caster Level: 15  Is This : null (particular)  Target You  Caster Level: 15  Target You  Target You  Caster Level: 15  Is This : null (particular)  Target You  Target You  Target You  Caster Level: 15  Target You  Caster Level: 15  Target You  Target You  Caster Level: 15  Is This : null (particular)  Target You  Target You  Target You  Target You  Target You  Caster Level: 15  Target You				Standard	One minute/level [D]	-	No	Illusion	AE: Arcana Evolvo
Creates illusion of an object with sound, smell, texture, and temperature.    17   Will regates   Standard (harmless)   Standard (ha	illusory Object, Greater	17			One minute/level [b]				AE. Alcalia Evolvei
Pacinic   Paci				Ctondord	Instantaneous			Conjugation	lo Thio : pull
Up to four creatures are freed from paralysis.		17			Instantaneous			[Psionic]	is itiis . iiuii
Standard of the property of							o two of which can be	Caster Level: 15	
Facet: Target inflicts subdual damage rather than normal damage on killing blow.    Target: Che creature   Standard action   Standard action   Standard action   Target: Shostly hand can lead a nearby creature back to you.    Five miles   No   Evocation [Glant]   Is This : null action   Target: Shostly hand can lead a nearby creature back to you.    Target: Shostly hand can lead a nearby creature back to you.   Target: Shostly hand can lead a nearby creature back to you.   Target: Shostly hand can lead a nearby creature back to you.   Target: Shostly hand can lead a nearby creature back to you.   Target: Shostly hand can lead a nearby creature back to you.   Target: Shostly hand can lead a nearby creature back to you.   Target: Shostly hand can lead a nearby creature back to you.   Target: Shostly hand can lead a nearby creature back to you.   Standard action   Target: No lead to the short of the short	Lethality Denied	17	Will negates		One minute/level or until triggered		Yes		Is This : null
Target inflicts subdual damage rather than normal damage on killing blow.    Master's Summons				autiUH		_		[Mind-Affecting]	
Find the standard and the standard and process the standard action actio	ffect: Target inflicts subdual damage rather than normal damage	ge on k	illing blow.			Target: One creature		Caster Level: 15	
Flact: You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.  None Standard action Flact: You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.  Standard action Flact: You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.  Standard action Flact: You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.  Standard action From Elements None Standard action Floor Floo	☐☐☐☐ Master's Summons				One hour/level [see text]	Five miles	No	Evocation [Giant]	Is This : null
Standard action				action		Target: Ghostly hand		Caster Level: 15	
ffect: You and your gear merge with stone.  None Standard action  None Standard action  None Standard action  Fround/level action  From Elements  None Standard action  Target: All allies and foes within a 40-foot-radius burst centered on you  Touch  Yes Abjuration [See Text]  Caster Level: 15  Target: Creature touched  Text]  Target: Creature touched  Target: Creature touched  Target: Creature touched  Target: One 20-foot cube/level or one fire-based magic Caster Level: 15  Earth   Caster Level: 15  Standard action  Target: One 20-foot cube/level or one fire-based magic Caster Level: 15  Target: One object  Target: One objec				Standard	10 minutes/level	Personal		Transmutation	Is This : null
You and your gear merge with stone.  None  Standard action  None  Target: Creature touched  Medium (250 ft.)  No or Yes (object)  Target: One 20-foot cube/level or one fire-based magic Caster Level: 15  Is This : null (So ft.)  No or Yes (object)  Target: One 20-foot cube/level or one fire-based magic Caster Level: 15  Is This : null (So ft.)  Is This : null (So ft.)  No or Yes (object)  Is This : null (So ft.)  Is This : null (S								[Earth]	•
action   Compulsion   Compulsio	You and your gear merge with stone.								
You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.    You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.   You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.   You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.   You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.   You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.   You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.   You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.   You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.   You have action   Yes Abjuration [See Text]     Target: Creature touched   Yes (object)   Transmutation   Is This : null     You have action   Yes (object)   Transmutation   Is This : null     You have action   Yes (harmless, object)   Transmutation   AE: Arcana Evolve     Yes (harmless, object)   Transmutation   AE: Arcana Evolve	□□□□ Melee Arcana		None		1 round/level			(Compulsion) [Dragon, Mind-Affecting, Psionic]	Is This : null
Frotection From Elements   None   Standard action   Standard act	'ffect: You and your allies get a +1 bonus on most rolls; enemie	es get a	#1 penalty.				n a 40-foot-radius burs	Caster Level: 15	
Protects target against 12 points/level of specified elemental type.  17 None or Will negates (object)  18 This : null place (object)  19 Will negates (harmless, object)  20 Caster Level: 15  21 Target: One object  22 Caster Level: 15  23 Close (60 ft.)  24 Caster Level: 15  25 Close (60 ft.)  26 Close (60 ft.)  27 Target: One creature/level, no two of which can be  28 Caster Level: 15  28 Caster Level: 15  29 Close (60 ft.)  29 Close (60 ft.)  20 Close (60 ft.)  21 Close (60 ft.)  22 Close (60 ft.)  23 Close (60 ft.)  24 Close (60 ft.)  25 Close (60 ft.)  26 Close (60 ft.)  27 Close (60 ft.)  28 Close (60 ft.)  28 Close (60 ft.)  28 Close (60 ft.)  28 Close (60 ft.)  29 Close (60 ft.)  20 Close (60 ft.)	Protection From Elements				10 minutes/level or untildischarged	Touch	Yes	Text]	AE: Arcana Evolve
(object) action [Water]  ffect: Target: One 20-foot cube/level or one fire-based magic Caster Level: 15  Extinguishes nonmagical fires, can dispel magical fire, damages fire creatures.  Item  17 (Will negates action action)  Ffect: Target: One object   Ves (harmless, object)   Transmutation    Target: One object   Caster Level: 15  Target: One object   Ves   Transmutation   AE: Arcana Evolve    Target: One object   Caster Level: 15  Target: One object   Caster Level: 15  Target: One object   Ves   Transmutation   AE: Arcana Evolve    Target: One object   Caster Level: 15	Protects target against 12 points/level of specified eleme								
Extinguishes nonmagical fires, can dispel magical fire, damages fire creatures.    Caster Level: 15   Will negates   Standard action   Slow ~ MP   17   Will negates   Standard action   Standar	Quench	17			Instantaneous			[Water]	Is This : null
(harmless, object) action  #ffect: Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.    Target: One object	Extinguishes nonmagical fires, can dispel magical fire, da			Chr	la-ta-ta-ta-ta-ta-ta-ta-ta-ta-ta-ta-ta-ta	item			AE: A
Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.    Close (60 ft.) Yes Transmutation AE: Arcana Evolve ffect:    Target: One creature/level, no two of which can be   Caster Level: 15	□□□□□ Repair, Greater	17			instantaneous		res (harmless, object		AE: Arcana Evolve
action  Target: One creature/level, no two of which can be Caster Level: 15	Repairs one shattered object and repairs 1d6 points of da				1 round/lovel [D]		Voo		ΛΕ: Λ <b>Γ</b>
	<del></del>	1/	vviii negates		i rouna/ievei [D]				AE: Arcana Evolve
	Effect: One creature/caster level can take only limited actions ar	nd suffe	ers a -2 penalty to AC. a	ttacks, dam	age, and Reflex saves.		two of which can be	Caster Level: 15	

				Acas Diodo Casil				
DDDD Crisis of Province				/lage Blade Spells 10 minutes/level or when used	S Personal		Transmutation	AE: Arcana Evolved
Spirit of Prowess			action	10 minutes/level of when used	Target: You		[Sibeccai] Caster Level: 15	AL. Alcalia Evolved
Caster gains +4 competence bonus on one attack + one	attack/s	5 levels.	1 full roun	d 1 round/level [D]	Close (60 ft.)	No		AE: Arcana Evolved
□□□□□ Summon Minor Elemental, Lesser		None	i idii iodik	T Tourid/level [D]	Close (00 II.)	NO	Text]	AL. Alcalia Evolved
Effect: Small elemental appears and attacks caster's foes.					Target: One summoned creatu	re	Caster Level: 15	
□□□□□Sweet Honey			Standard action	10 minutes/level [D]	Personal		Transmutation [Language-dependence]	Is This : null dent]
Effect: You gain a +30 bonus on Bluff checks.					Target: You		Caster Level: 15	
Unbridled Rage	17	Will negates (harmless)	Standard action	Concentration + 1 round/level [D]	Medium (250 ft.)  Target: One willing living creatu	Yes (harmless)	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic]	Is This : null
One creature/3 levels gains +2 bonus to Strength and Co					of which may be more than 30	feet apart		
□□□□□ Warrior's Edge	17	Will negates (harmless, object)	Standard action	10 minutes/level	Close (60 ft.)	Yes (harmless, object)	[Litorian]	Is This : null
Effect: Threat range of target weapon improves.					Target: One weapon or 50 proj must be in contact with each of casting	ectiles, all of which ther at the time of	Caster Level: 15	
□□□□ Water Breathing	17	Will negates (harmless)	Standard action	Two hours/level [see text]	Touch	Yes (harmless)	Transmutation [Water]	AE: Arcana Evolved
Effect: Allows air-breathers to breathe water.					Target: Living creatures touche	d	Caster Level: 15	
□□□□□ Weary Touch	17	Fortitude partial	Standard action	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
Effect: Touch attack makes target exhausted.					Target: One creature		Caster Level: 15	
□□□□ Whisper of Madness	17	Will negates	Standard action	Instantaneous	Close (60 ft.)	Yes	Evocation [Air, Mind-Affecting, Sonic]	AE: Arcana Evolved
Effect: Target suffers 1d8 points of damage +2 points of Wisdom	n dama	ge + 1 point of Wisdom/	/5 levels.		Target: One creature		Caster Level: 15	
Effect: Target suffers 1d8 points of damage +2 points of Wisdom	n dama	ge + 1 point of Wisdom/	/5 levels.	LEVEL 4	Target: One creature		Caster Level: 15	
Target suffers 1d8 points of damage +2 points of Wisdom  Name	n dama	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
Target suffers 1d8 points of damage +2 points of Wisdom  Name  Animate the Dead, Lesser					Range Comp. Touch	No	School Necromancy	Source AE: Arcana Evolved
Name Animate the Dead, Lesser  Effect: Creates one undead creature.	DC	Saving Throw None	Time One minute	Duration Instantaneous [self-sustaining magic]	Range Comp. Touch Target: The corpse of one creathan you	No ture with fewer Hit Dice	School Necromancy  Caster Level: 15	AE: Arcana Evolved
Name  Name  Animate the Dead, Lesser  Effect: Creates one undead creature.  Diagram Bestow Curse		Saving Throw	Time One minute	Duration	Range Comp. Touch Target: The corpse of one creathan you Touch	No	School Necromancy Caster Level: 15 Necromancy [Curse, Negative Energy]	
Name Animate the Dead, Lesser Effect: Creates one undead creature. Bestow Curse  Effect: Touched creature is cursed [#6 penalty to an ability, #4 p	DC 18 senalty t	Saving Throw None  Will negates o attacks, saves, ability	Time One minute Standard action	Duration Instantaneous [self-sustaining magic] Permanent skill checks].	Range Comp. Touch Target: The corpse of one creathan you Touch Target: Creature touched	No ture with fewer Hit Dice Yes	School Necromancy e Caster Level: 15 Necromancy [Curse, Negative Energy] Caster Level: 15	AE: Arcana Evolved  Is This: null
Name Name Animate the Dead, Lesser Effect: Creates one undead creature. Bestow Curse Effect: Touched creature is cursed [#6 penalty to an ability, #4 p	DC 18	Saving Throw None Will negates	Time One minute Standard action	Duration Instantaneous [self-sustaining magic] Permanent	Range Comp. Touch Target: The corpse of one creation you Touch Target: Creature touched Close (60 ft.)	No ture with fewer Hit Dice Yes See text	School Necromancy e Caster Level: 15 Necromancy [Curse, Negative Energy] Caster Level: 15 Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting]	AE: Arcana Evolved  Is This: null  Is This: null
Name Animate the Dead, Lesser Effect: Creates one undead creature. Did Bestow Curse  Effect: Touched creature is cursed [#6 penalty to an ability, #4 p	DC 18 seenalty t	Saving Throw None  Will negates o attacks, saves, ability See text	Time One minute Standard action checks and 1 round	Duration Instantaneous [self-sustaining magic] Permanent skill checks]. Instantaneous	Range Comp. Touch Target: The corpse of one creathan you Touch Target: Creature touched Close (60 ft.)  Target: You and one other target.	No ture with fewer Hit Dice Yes See text	School Necromancy Caster Level: 15 Necromancy [Curse, Negative Energy] Caster Level: 15 Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting] Caster Level: 15	AE: Arcana Evolved  Is This: null  Is This: null
Name	DC 18 seenalty t	Saving Throw None  Will negates o attacks, saves, ability See text	Time One minute Standard action checks and 1 round	Duration Instantaneous [self-sustaining magic] Permanent skill checks]. Instantaneous	Range Comp. Touch Target: The corpse of one creathan you Touch Target: Creature touched Close (60 ft.)  Target: You and one other target Medium (250 ft.)	No ture with fewer Hit Dice Yes See text et	School Necromancy Caster Level: 15 Necromancy Curse, Negative Energy Caster Level: 15 Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting] Caster Level: 15 Necromancy [Plant]	AE: Arcana Evolved  Is This: null  Is This: null
Name Animate the Dead, Lesser Effect: Creates one undead creature. Did Bestow Curse  Effect: Touched creature is cursed [#6 penalty to an ability, #4 p	DC  18 enalty t 18 bints of	Saving Throw None  Will negates o attacks, saves, ability See text	Time One minute  Standard action  checks and 1 round  ores per day Standard	Duration Instantaneous [self-sustaining magic] Permanent skill checks]. Instantaneous	Range Comp. Touch Target: The corpse of one creathan you Touch Target: Creature touched Close (60 ft.)  Target: You and one other target.	No ture with fewer Hit Dice Yes See text et	School Necromancy Caster Level: 15 Necromancy Curse, Negative Energy] Caster Level: 15 Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting] Caster Level: 15 Necromancy	AE: Arcana Evolved  Is This: null  Is This: null
Name Name Animate the Dead, Lesser Effect: Creates one undead creature. Bestow Curse  Effect: Touched creature is cursed [#6 penalty to an ability, #4 p	DC  18 enalty t 18 bints of	Saving Throw None  Will negates o attacks, saves, ability See text	Time One minute Standard action checks and 1 round ores per day Standard action	Duration Instantaneous [self-sustaining magic] Permanent skill checks]. Instantaneous	Range Comp. Touch Target: The corpse of one creathan you Touch Target: Creature touched Close (60 ft.)  Target: You and one other target Medium (250 ft.)	No ture with fewer Hit Dice Yes See text et	School Necromancy Caster Level: 15 Necromancy Curse, Negative Energy Caster Level: 15 Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting] Caster Level: 15 Necromancy [Plant] Caster Level: 15	AE: Arcana Evolved  Is This: null  Is This: null
Name	DC  18  enalty t 18  points of	Saving Throw None  Will negates  o attacks, saves, ability See text  damage to all ability sco	Time One minute Standard action checks and 1 round ores per day Standard action Standard	Duration Instantaneous [self-sustaining magic] Permanent skill checks]. Instantaneous	Range Comp. Touch Target: The corpse of one creation you Touch Target: Creature touched Close (60 ft.)  Target: You and one other targ Medium (250 ft.)  Target: 20-foot-diameter sphere	No ture with fewer Hit Dice Yes See text et Yes e	School Necromancy Caster Level: 15 Necromancy Curse, Negative Energy Caster Level: 15 Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting] Caster Level: 15 Necromancy [Plant] Caster Level: 15	AE: Arcana Evolved  Is This: null  Is This: null  lent,  Is This: null
Name	DC  18  enalty t 18  points of	Saving Throw None  Will negates  o attacks, saves, ability See text  damage to all ability sco	Time One minute Standard action checks and 1 round ores per day Standard action Standard	Duration Instantaneous [self-sustaining magic] Permanent skill checks]. Instantaneous	Range Comp. Touch  Target: The corpse of one creation you Touch  Target: Creature touched  Close (60 ft.)  Target: You and one other targ Medium (250 ft.)  Target: 20-foot-diameter sphere Touch  Target: Your athame Touch	No ture with fewer Hit Dice Yes See text et Yes e	School Necromancy Caster Level: 15 Necromancy Curse, Negative Energy Caster Level: 15 Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting] Caster Level: 15 Necromancy [Plant] Caster Level: 15 ) Transmutation	AE: Arcana Evolved  Is This: null  Is This: null  lent,  Is This: null
Name	DC  18  18  18  18  18  18  18  18  18	Saving Throw None  Will negates  o attacks, saves, ability See text  damage to all ability sco None  Fortitude negates(object, harmless)  Will negates (harmless)	Time One minute Standard action checks and 1 round ores per day Standard action Standard action One minute	Duration Instantaneous [self-sustaining magic] Permanent skill checks]. Instantaneous  1 round/level 1 round/level One minute/level	Range Comp. Touch  Target: The corpse of one creation you Touch  Target: Creature touched  Close (60 ft.)  Target: You and one other targ  Medium (250 ft.)  Target: 20-foot-diameter sphere Touch  Target: Your athame  Touch  Target: One living creature	No ture with fewer Hit Dice Yes See text et Yes e Yes (object, harmless)	School Necromancy e Caster Level: 15 Necromancy [Curse, Negative Energy] Caster Level: 15 Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting] Caster Level: 15 Necromancy [Plant] Caster Level: 15 ) Transmutation  Caster Level: 15 Necromancy [Runic] Caster Level: 15 Necromancy [Runic] Caster Level: 15	AE: Arcana Evolved  Is This : null  Is This : null  Is This : null  AE: Arcana Evolved  Is This : null
Name	DC  18  18  18  18  18	Saving Throw None  Will negates o attacks, saves, ability See text  damage to all ability see None  Fortitude negates(object, harmless)  Will negates (harmless)	Time One minute Standard action checks and 1 round ores per day Standard action Standard action One minute	Duration Instantaneous [self-sustaining magic] Permanent skill checks]. Instantaneous  1 round/level	Range Comp. Touch  Target: The corpse of one creation you Touch  Target: Creature touched  Close (60 ft.)  Target: You and one other targ Medium (250 ft.)  Target: 20-foot-diameter sphere Touch  Target: Your athame Touch	No ture with fewer Hit Dice Yes See text et Yes e Yes (object, harmless)	School Necromancy Caster Level: 15 Necromancy Curse, Negative Energy] Caster Level: 15 Enchantment (Compulsion) [Giant, Language-depend Mind-Affecting] Caster Level: 15 Necromancy [Plant] Caster Level: 15 ) Transmutation  Caster Level: 15 Necromancy [Runic]	AE: Arcana Evolved  Is This: null  Is This: null  lent,  Is This: null  AE: Arcana Evolved

Effect:
Foe suffers #4 penalty to attacks and #2 penalty to Armor Class against creatures of fewer Hit Dice. 1 full round 1 round/level □□□□□ Burning Rain

Will negates

18 Will negates

18 Fortitude negates(harmless)

Will negates

18 Will negates

Effect:
Targets suffer 2d6 points of fire damage/ round. □□□□□ Confusion

Creatures in a 15-foot-radius burst behave erratically □□□□□Conjure Weapon, Greater

Effect: Creates +1 or better weapon.

□□□□□ Curse of Vengeance

ffect:
Tagget suffers -2 morale penalty on attacks, saves, and checks and a ran dom -10 penalty once/day.

Curtain of Flame
None
Standard
Concentration + 1 round/level action Curtain of Flame Effect:
Opaque sheet or ring of flame deals damage to those close by or passing through it.

□□□□□ Dancing Rune Effect: Touch-trigger rune animates and attacks.

Death Ward

Effect:
Touched creature is immune to death and negative energy effects. Gaze of Terror □□□□□ Gaze of the Sibeccai

Effect:
Your gaze reveals whether subjects are lying

Long (1000 ft.) Target: A cylinder up to 100 feet high with a 20-foot radius Medium (250 ft.) Yes Standard 1 round/level Target: All creatures in a 15-foot-radius burst

Yes

Standard One minute/level [D] Target: One weapon 1 full round Permanent Medium (250 ft.)

Yes Evocation [Dragon, Fire]

Target: Opaque sheet of flame up to 20 feet long/level Caster Level: 15 or a ring of fire with a radius of up to 5 feet/two levels; either form 20 feet high

Touch Standard 10 minutes/level Target: One password-protected rune

Standard One minute/level action Target: Living creature touched Standard 1 round/two levels [D] action Close (60 ft.) Yes Target: A globe with a radius of 25 feet + 5 feet/two

Standard Concentration, up to 1 round/level

Close (60 ft.) Target: One creature/level, no two of which can be more than 30 feet apart

No

Yes (harmless)

Caster Level: 15 Is This : null Caster Level: 15

Conjuration (Summoning) [Fire, Water] Caster Level: 15

Enchantment

(Compulsion) [Faen, Mind-Affecting, Psionic1 Caster Level: 15

Caster Level: 15

Is This : null

Is This : null

Conjuration [See AE: Arcana Evolved Text]

Evocation [Curse, AE: Arcana Evolved Truename]

Caster Level: 15

Transmutation AE: Arcana Evolved

Is This : null

Enchantment AE: Arcana Evolved [Fear] Caster Level: 15

Divination Is This : null [Language-dependent, Psionic, Sibeccai] Caster Level: 15

Heroism  Effect:	18	Will negates (harmless)		Five minutes/level	Touch  Target: Creature touched	Yes (harmless)	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic, Truename] Caster Level: 15	Is This : null
Target gains +3 bonus on attacks, saves, and skill checl level.	ks, +4 b	onus on saves against	fear, and te	mporary hit points equal to one-half cast			Caster Level. 15	
Living Athame	18	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch	Yes (harmless)	Transmutation  Caster Level: 15	AE: Arcana Evolved
Athame becomes a dancing weapon.					Target: Your athame			
Oathbind (Lesser)	18	Will negates	1 full round	d One day/level or until discharged [D]	Close (60 ft.)  Target: One living creature with	Yes n 7 HD or less	Enchantment (Compulsion) [Language-depend Mind-Affecting, Psionic, Truename] Caster Level: 15	Is This : null dent,
Compels target to perform a directive you give it.  Precognitive Flashes			Standard	One minute/level	Personal		Divination [Psionic	clls This : null
Effect:			action		Target: You		Caster Level: 15	•
You gain +1 insight bonus to attack rolls, Armor Class, a	and Refle	ex saving throws. Will negates	Standard	Instantaneous	Touch	Yes (harmless)	Abjuration	AE: Arcana Evolved
Effect:		(harmless)	action		Target: Creature or item touch	ed	[Truename] Caster Level: 15	
Removes one curse from target.  Stamina to Defense		None	Standard	10 minutes/level	Touch	No	Transmutation	AE: Arcana Evolved
Effect:			action		Target: One armor or shield		[Sibeccai] Caster Level: 15	
Caster suffers 2 points of Constitution damage but gains  Strength to Strike	s a +4 lu	ck bonus to AC for arm None		1 round/level	Touch	No	Transmutation	AE: Arcana Evolved
Effect:			action		Target: One weapon		[Sibeccai] Caster Level: 15	
Caster suffers 2 points of Strength damage but gains a -	+2d6 da 18	mage bonus for weapor Will negates		1 round/level	One mile/level	Yes (harmless)	Divination	AE: Arcana Evolved
Effect:		(harmless)	action		Target: You and one familiar or	reature	[Language-Depen Mind-Affecting, Psionic] Caster Level: 15	dent,
Caster and creature communicate mentally.		None	Standard	10 minutes/level	Touch	No		AE: Arcana Evolved
Tongues  Effect:		None	action	10 minutes/level		NO	Caster Level: 15	AE. Alcana Evolved
Target speaks and understands languages.	18	Fortitude half	Standard	Instantaneous	Target: Creature touched Touch	Yes	Evocation [Air,	AE: Arcana Evolved
Effect:	10	1 Officude Hall	action	instantaneous	Target: One creature	163	Water] Caster Level: 15	AL. Alcalia Evolveu
Touch attack inflicts 1d8 points of damage/caster level a	and daze	es foe for 1 round/4 cast Will half (harmless)		d Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
Transfer Wounds, Greater	10	vviii riaii (riairiiicss)	T Tull Tours	Instantaneous	Target: Creature touched	163	[Positive Energy] Caster Level: 15	AL. Alcana Evolved
Heals 4d10 points of damage + 1 point/level; caster suffe	ers half 18	that amount in subdual See text		One minute/level	Medium (250 ft.)	Yes		AE: Arcana Evolved
Effect: Creates barrier or hemisphere of ice.	.0	COC TOXI	action		Target: Anchored plane of ice, square/level, or hemisphere of	up to one 10-foot	Caster Level: 15	7.E. 7.Bodrid Evolvos
					to 3 feet +1foot/level			
Namo	DC	Saving Throw	Time	LEVEL 5	Range Comp	Snall Resistance	School	Source
Name  DDDDDAnimal Evolution	<b>DC</b> 19	Saving Throw Fortitude negates (setext)	Time e Standard action	LEVEL 5  Duration One minute/level	Range Comp. Medium (250 ft.)	Spell Resistance Yes	School Transmutation [Dragon] Caster Level: 15	Source Is This : null
Animal Evolution  Eflect: Enlarges one animal/2 levels.	19	Fortitude negates (setext)	e Standard action	Duration One minute/level	Medium (250 ft.)  Target: Up to one animal/two lecan be more than 30 feet apart	Yes evels, no two of which t	Transmutation [Dragon] Caster Level: 15	Is This : null
Animal Evolution Effect: Enlarges one animal/2 levels.  Aura of Trust		Fortitude negates (se	e Standard action	Duration	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal	Yes evels, no two of which	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic]	
Charm creatures within 25 feet + 5 feet/ 2 levels.	19	Fortitude negates (setext)  Will negates	e Standard action Standard action	Duration One minute/level 10 minutes/level	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You	Yes evels, no two of which t Yes	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15	Is This : null
Animal Evolution  Effect: Enlarges one animal/2 levels.  Aura of Trust  Effect: Charm creatures within 25 feet + 5 feet/ 2 levels.  Battle Healing, Greater  Effect:	19	Fortitude negates (se text)  Will negates  Will half (harmless)	e Standard action Standard action	Duration One minute/level	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal	Yes evels, no two of which t	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15	Is This : null
Animal Evolution  Effect: Enlarges one animal/2 levels.  Aura of Trust  Effect: Charm creatures within 25 feet + 5 feet/ 2 levels.	19	Fortitude negates (se text)  Will negates  Will half (harmless)	e Standard action  Standard action  Standard action	Duration One minute/level 10 minutes/level	Medium (250 ft.)  Target: Up to one animal/two lean be more than 30 feet apart Personal  Target: You  Touch	Yes evels, no two of which t Yes	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Mind-Affecting, Psionic] Caster Level: 15	Is This : null  Is This : null  eAE: Arcana Evolved
Charm creatures within 25 feet + 5 feet/ 2 levels.  Battle Healing, Greater  Effect:  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.	19 19 19 naximum 19	Fortitude negates (se text)  Will negates  Will half (harmless)  15d6].  Reflex half	e Standard action  Standard action  Standard action  Standard	Duration One minute/level  10 minutes/level  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched	Yes avels, no two of which t Yes Yes (harmless)	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15	Is This : null  Is This : null  eAE: Arcana Evolved
### Company of Trust  #### Effect: Charm creatures within 25 feet + 5 feet/ 2 levels.  #### Battle Healing, Greater  ###################################	19 19 19 naximum 19	Fortitude negates (se text)  Will negates  Will half (harmless)  15d6].  Reflex half	e Standard action  Standard action  Standard action  Standard action  Standard action	Duration One minute/level  10 minutes/level  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)	Yes avels, no two of which t Yes Yes (harmless)	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration	Is This : null  Is This : null  eAE: Arcana Evolved
Animal Evolution  Effect: Enlarges one animal/2 levels. Aura of Trust  Effect: Charm creatures within 25 feet + 5 feet/ 2 levels. Aura of Trust  Effect: Target is healed of 1d6 points of damage/caster level [m.] Blazing Light  Effect: Ray inflicts 1d8 points of damage/ caster level, and under	19 19 19 naximum 19 ead suffe	Fortitude negates (se text)  Will negates  Will half (harmless)  15d6).  Reflex half	e Standard action  Standard action  Standard action  Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two locan be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object	Yes evels, no two of which t Yes  Yes (harmless)	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15	Is This : null  Is This : null  eAE: Arcana Evolved  Is This : null
Animal Evolution  Effect: Enlarges one animal/2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 levels.  Effect:  Ray inflicts 1d8 points of damage/ caster level, and under the charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures within 25 feet + 5 feet/ 2 le	19 19 19 naximum 19 ead suffe	Fortitude negates (se text)  Will negates  Will half (harmless)  15d6).  Reflex half	e Standard action  Standard action  Standard action  Standard action  Standard action  Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object Medium (250 ft.)	Yes evels, no two of which t Yes  Yes (harmless)	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Coster Level: 15 Coster Level: 15 Coster Level: 15 Conjuration (Conjuration (Creation) [Fire]	Is This : null  Is This : null  eAE: Arcana Evolved  Is This : null
Charm creatures within 25 feet + 5 feet/ 2 levels.  Charm creatures wi	19 19 19 naximum 19 ead suffe	Fortitude negates (se text)  Will negates  Will half (harmless)  15d6).  Reflex half  er more.  None	e Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Concentration 0	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: One fiery ram	Yes evels, no two of which t Yes  Yes (harmless)  Yes  Yes  Yes  Yes  Yes  Yes	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15	Is This : null  Is This : null  eAE: Arcana Evolved  Is This : null  Is This : null
### Command Plants  #### Command Plants  ###################################	19 19 19 naximum 19 ead suffe	Fortitude negates (se text)  Will negates  Will half (harmless)  15d6).  Reflex half  er more.  None	e Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Concentration 0	Medium (250 ft.)  Target: Up to one animal/two lean be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: One fiery ram  Close (60 ft.)  Target: Up to 3 HD/level of plano two of which can be more the Personal	Yes evels, no two of which t Yes  Yes (harmless)  Yes  Yes  Yes  Yes  Yes  Yes	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15 Divination [Earth, Giant, Plant]	Is This : null  Is This : null  eAE: Arcana Evolved  Is This : null  Is This : null
### Command Production  ### Effect:  Enlarges one animal/2 levels.  ### Charm creatures within 25 feet + 5 feet/ 2 levels.  ### Charm creatures within 25 feet + 5 feet/ 2 levels.  ### Charm creatures within 25 feet + 5 feet/ 2 levels.  ### Charm creatures within 25 feet + 5 feet/ 2 levels.  ### Charm creatures within 25 feet + 5 feet/ 2 levels.  ### Effect:  ### Target is healed of 1d6 points of damage/caster level [m]  ### Discription of Damage Caster level, and under the charge of the command Plants  ### Effect:  ### Plant creatures within Close range do your bidding.  ### Command Plants  ### Effect:  ### Effect	19 19 19 19 anaximum 19 sead suffit tttack 19	Fortitude negates (se text)  Will negates  Will half (harmless)  15d6].  Reflex half  er more.  None  Will negates	e Standard action  Standard action  Standard action  Standard action  Standard action  Standard action  10 minutes	Duration One minute/level  10 minutes/level  Instantaneous  Concentration 0  One day/level  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: One fiery ram  Close (60 ft.)  Target: Up to 3 HD/level of plan o two of which can be more the Personal  Target: You	Yes evels, no two of which t Yes  Yes (harmless)  Yes  Yes  Yes  Yes  And 30 feet apart	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Divination [Earth, Giant, Plant] Caster Level: 15	Is This : null  eAE: Arcana Evolved  Is This : null  Is This : null  Is This : null
## Command Plants  ### Effect:  Plant creatures within Close range do your bidding.  ### Command Plants  #### Effect:  Plant creatures within Close range do your bidding.  #### Command Plants  #### Effect:  Plant creatures within Close range do your bidding.  #### Command Plants  ##### Effect:  Plant creatures within Close range do your bidding.  ###### Command Plants  ###################################	19 19 19 19 anaximum 19 seead suffi	Fortitude negates (se text)  Will negates  Will half (harmless)  15d6).  Reflex half  er more.  None	e Standard action  Standard action  Standard action  Standard action  Standard action  Standard action  10 minutes	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous  Concentration 0  One day/level	Medium (250 ft.)  Target: Up to one animal/two lean be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: One fiery ram  Close (60 ft.)  Target: Up to 3 HD/level of plan on two of which can be more the Personal  Target: You  Long (1000 ft.)	Yes evels, no two of which t Yes  Yes (harmless)  Yes  Yes  Yes  Yes  Yes  Yes	Transmutation [Dragon] Caster Level: 15  Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15  Evocation [Positive Energy] Caster Level: 15  Evocation [Faen, Light, Positive Energy] Caster Level: 15  Conjuration (Creation) [Fire] Caster Level: 15  Conjuration (Creation) [Fire] Caster Level: 15  Divination [Earth, Giant, Plant] Caster Level: 15  Necromancy	Is This : null  Is This : null  eAE: Arcana Evolved  Is This : null  Is This : null
## Command Plants  ## Effect:  ## Command Plants  ## Effect:  ## Charm creatures within 25 feet + 5 feet/ 2 levels.  ## Charm creatures within 25 feet + 5 feet/ 2 levels.  ## Charm creatures within 25 feet + 5 feet/ 2 levels.  ## Charm creatures within 25 feet + 5 feet/ 2 levels.  ## Effect:  ## Charm creatures within 25 feet + 5 feet/ 2 levels.  ## Effect:  ## Target is healed of 1d6 points of damage/caster level [m]  ## Blazing Light  ## Effect:  ## Ray inflicts 1d8 points of damage/ caster level, and under [m]  ## Effect:  ## Mass of super-hot flame can bull rush or make charge at [m]  ## Command Plants  ## Effect:  ## Plant creatures within Close range do your bidding.  ## Defect:  ## Commune With Nature  ## Effect:  ## Gain knowledge of the surrounding area within one mile.  ## Control Undead  ## Effect:  ## Caster controls actions of undead creature.	19 19 19 19 anaximum 19 sead suffit tttack 19	Fortitude negates (setext)  Will negates  Will half (harmless)  1 15d6).  Reflex half  er more.  None  Will negates	e Standard action  Standard action  Standard action  Standard action  Standard action  Standard action  10 minutes  Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous  Concentration 0  One day/level  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: One fiery ram  Close (60 ft.)  Target: Up to 3 HD/level of plan no two of which can be more the Personal  Target: You  Long (1000 ft.)  Target: One undead creature	Yes evels, no two of which t Yes  Yes (harmless)  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15 Divination [Earth, Giant, Plant] Caster Level: 15 Necromancy Caster Level: 15	Is This: null  Is This: null  eAE: Arcana Evolved  Is This: null  Is This: null  Is This: null  AE: Arcana Evolved
Effect: Charm creatures within 25 feet + 5 feet/ 2 levels.  Effect: Charm creatures within 25 feet + 5 feet/ 2 levels.  Effect: Charm creatures within 25 feet + 5 feet/ 2 levels.  Effect: Target is healed of 1d6 points of damage/caster level [m] Blazing Light  Effect: Ray inflicts 1d8 points of damage/ caster level, and under the company of the comp	19 19 19 19 anaximum 19 sead suffit tttack 19	Fortitude negates (se text)  Will negates  Will half (harmless)  15d6].  Reflex half  er more.  None  Will negates	e Standard action  Standard action  Standard action  Standard action  Standard action  Standard action  10 minutes  Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Concentration 0  One day/level  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: Up to 3 HD/level of plan ot wo of which can be more the Personal  Target: You  Long (1000 ft.)  Target: One undead creature  Long (1000 ft.)	Yes evels, no two of which t Yes  Yes  Yes (harmless)  Yes  Yes  Yes  Yes  No	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15 Divination [Earth, Caster Level: 15 Divination [Earth, Caster Level: 15 Necromancy Caster Level: 15 Transmutation [Water]	Is This : null  eAE: Arcana Evolved  Is This : null  Is This : null  Is This : null
Effect: Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 6 feet/ 2 levels. Caster level, and under charge in the charge at the charge	19 19 19 19 sead suffit 19 19 //evel.	Fortitude negates (setext)  Will negates  Will half (harmless)  15d6).  Reflex half  er more.  None  Will negates  Will negates	e Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous  Concentration 0  One day/level  Instantaneous  1 round/level 0  10 minutes/level [D]	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object Medium (250 ft.)  Target: One fiery ram  Close (60 ft.)  Target: You  Long (1000 ft.)  Target: You  Long (1000 ft.)  Target: You  Long (1000 ft.)  Target: One undead creature  Long (1000 ft.)  Target: Water in a volume of 11 feet/level if 2 feet/level	Yes evels, no two of which t Yes  Yes  Yes (harmless)  Yes  Yes  Yes  Yes  No 0 feet/level # 10	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15 Divination [Earth, Giant, Plant] Caster Level: 15 Necromancy Caster Level: 15 Transmutation [Water] Caster Level: 15	Is This: null  Is This: null  eAE: Arcana Evolved  Is This: null  Is This: null  Is This: null  AE: Arcana Evolved  Is This: null
## Command Plants  ## Effect:  ## Ray inflicts 1d8 points of damage/caster level, and under a plant creatures within 25 feet + 5 feet/ 2 levels.  ## Effect:  ## Target is healed of 1d6 points of damage/caster level [mg]  ## Blazing Light  ## Effect:  ## Ray inflicts 1d8 points of damage/ caster level, and under a plant	19 19 19 19 sead suffit 19 19 //evel.	Fortitude negates (setext)  Will negates  Will half (harmless)  1 15d6).  Reflex half  er more.  None  Will negates	e Standard action  Standard action  Standard action  Standard action  Standard action  Standard action  10 minutes  Standard action  Standard action  Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous  Concentration 0  One day/level  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: Up to 3 HD/level of plan to two of which can be more the Personal  Target: You  Long (1000 ft.)  Target: One undead creature  Long (1000 ft.)  Target: Water in a volume of 11 feet/level # 2 feet/level  0 feet  Target: Unattended, nonmagic	Yes evels, no two of which Yes  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15 Divination [Earth, Giant, Plant] Caster Level: 15 Necromancy Caster Level: 15 Transmutation [Water] Caster Level: 15	Is This: null  Is This: null  eAE: Arcana Evolved  Is This: null  Is This: null  Is This: null  AE: Arcana Evolved
Effect: Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Charm creatures within 25 feet + 5 feet/ 2 levels. Caster level, and under the surface of the sur	19 19 19 19 sead suffit 19 19 //evel.	Fortitude negates (setext)  Will negates  Will half (harmless)  15d6).  Reflex half  er more.  None  Will negates  Will negates	e Standard action  Ominutes  Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous  Concentration 0  One day/level  Instantaneous  1 round/level 0  10 minutes/level [D]	Medium (250 ft.)  Target: Up to one animal/two locan be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: One fiery ram  Close (60 ft.)  Target: Up to 3 HD/level of plano two of which can be more the Personal  Target: You  Long (1000 ft.)  Target: One undead creature  Long (1000 ft.)  Target: Up to 3 HD/level of plano two of which can be more the Personal  Target: You  Long (1000 ft.)  Target: Water in a volume of 11 feet/level # 2 feet/level  0 feet	Yes evels, no two of which Yes  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Enchantment (Charm) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15 Divination [Earth, Giant, Plant] Caster Level: 15 Necromancy Caster Level: 15 Transmutation [Water] Caster Level: 15	Is This: null  Is This: null  eAE: Arcana Evolved  Is This: null  Is This: null  Is This: null  AE: Arcana Evolved  Is This: null
## Command Plants  ### Com	19 19 19 19 anaximum 19 19 aead suffit 19 19 19 area.	Fortitude negates (setext)  Will negates  Will half (harmless)  15d6). Reflex half  er more.  None  Will negates  Will negates  None	e Standard action  Standard action  Standard action  Standard action  Standard action  Standard action  10 minutes  Standard action  One minute	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous  Concentration 0  One day/level  I round/level 0  10 minutes/level [D]  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object Medium (250 ft.)  Target: One fiery ram  Close (60 ft.)  Target: Up to 3 HD/level of plan on two of which can be more the Personal  Target: You  Long (1000 ft.)  Target: One undead creature  Long (1000 ft.)  Target: Water in a volume of 11 feet/level # 2 feet/level  O feet  Target: Unattended, nonmagic matter, up to 1 cubic foot/level	Yes evels, no two of which Yes  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Conjuration [Earth, Giant, Plant] Caster Level: 15 Divination [Earth, Giant, Plant] Caster Level: 15 Transmutation [Water] Caster Level: 15 Conjuration [Giant Caster Level: 15 Conjuration [Giant Caster Level: 15 Conjuration [Giant Caster Level: 15	Is This: null  Is This: null  eAE: Arcana Evolved  Is This: null  Is This: null  Is This: null  AE: Arcana Evolved  Is This: null
## Control Undead  ### Control Undead  ### Control Undead  ### Caster controls actions of undead creature.  ### Caster controls actions of undead creature.  ### Caster is undead so logical object of any material.  ### Caster is surrounded by protective field that absorbs up Caster is undead.	19 19 19 19 anaximum 19 19 aead suffit 19 19 19 area.	Fortitude negates (setext)  Will negates  Will half (harmless)  15d6). Reflex half  er more.  None  Will negates  Will negates  None	e Standard action  On minutes  Standard action  Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous  Concentration 0  One day/level  I round/level 0  10 minutes/level [D]  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: Up to 3 HD/level of plan no two of which can be more the Personal  Target: You  Long (1000 ft.)  Target: One undead creature  Long (1000 ft.)  Target: Water in a volume of 11 feet/level # 2 feet/level  O feet  Target: Unattended, nonmagic matter, up to 1 cubic foot/level  Personal	Yes evels, no two of which Yes  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Enchantment (Charm) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15 Ivination [Earth, Giant, Plant] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation [Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Enchantment Caster Level: 15 Enchantment	Is This: null  Is This: null  eAE: Arcana Evolved  Is This: null  Is This: null  Is This: null  AE: Arcana Evolved  Is This: null
## Command Plants  ### Com	19 19 19 19 anaximum 19 ead suffi	Fortitude negates (se text)  Will negates  Will half (harmless)  1 15d6).  Reflex half  er more.  None  Will negates  Will negates	e Standard action  On minutes  Standard action  Standard action  Standard action  Standard action  Standard action  Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous  Concentration 0  One day/level  1 round/level 0  10 minutes/level [D]  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: One fiery ram  Close (60 ft.)  Target: You  Long (1000 ft.)  Target: You  Long (1000 ft.)  Target: You  Long (1000 ft.)  Target: One undead creature  Long (1000 ft.)  Target: Water in a volume of 11 feet/level # 2 feet/level  0 feet  Target: Unattended, nonmagic matter, up to 1 cubic foot/level  Personal  Target: You  Medium (250 ft.)	Yes evels, no two of which t Yes  Yes  Yes  Yes  Yes  Yes  Yes  No  Of ceet/level # 10  No al object of nonliving	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Conjuration (Creation) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15 Divination [Earth, Giant, Plant] Caster Level: 15 Necromancy Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation [Caster Level: 15 Transmutation [Caster Level: 15 Enchantment (Conjuration [Giant Caster Level: 15 Enchantment (Conjuration [Mind-Affecting, Psionic, Sonic]	Is This: null  eAE: Arcana Evolved  Is This: null  Is This: null  Is This: null  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved
## Control Undead  ### Control Undead  ### Control Undead  ### Caster controls actions of undead creature.  ### Caster controls actions of undead creature.  ### Caster is undead so logical object of any material.  ### Caster is surrounded by protective field that absorbs up Caster is undead.	19 19 19 19 19 sead sufficient of the sufficient	Fortitude negates (se text)  Will negates  Will half (harmless)  1 15d6).  Reflex half  er more.  None  Will negates  Will negates	e Standard action  One minute  Standard action  Standard action	Duration One minute/level  10 minutes/level  Instantaneous  Instantaneous  Concentration 0  One day/level  1 round/level 0  10 minutes/level [D]  Instantaneous	Medium (250 ft.)  Target: Up to one animal/two le can be more than 30 feet apart Personal  Target: You  Touch  Target: Creature touched  Long (1000 ft.)  Target: One creature or object  Medium (250 ft.)  Target: Up to 3 HD/level of plan to two of which can be more the Personal  Target: You  Long (1000 ft.)  Target: One undead creature  Long (1000 ft.)  Target: Water in a volume of 11 feet/level # 2 feet/level  0 feet  Target: Unattended, nonmagic matter, up to 1 cubic foot/level Personal  Target: You	Yes evels, no two of which t Yes  Yes  Yes  Yes  Yes  Yes  Yes  No  Of ceet/level # 10  No al object of nonliving	Transmutation [Dragon] Caster Level: 15 Enchantment (Charm) [Faen, Mind-Affecting, Psionic] Caster Level: 15 Evocation [Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Evocation [Faen, Light, Positive Energy] Caster Level: 15 Enchantment (Creation) [Fire] Caster Level: 15 Enchantment (Charm) [Plant] Caster Level: 15 Divination [Earth, Giant, Plant] Caster Level: 15 Transmutation [Water] Caster Level: 15 Transmutation [Water] Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic] Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic] Caster Level: 15	Is This: null  eAE: Arcana Evolved  Is This: null  Is This: null  Is This: null  AE: Arcana Evolved  Is This: null  AE: Arcana Evolved  AE: Arcana Evolved

		text)	-	in ing a market of a market	•			
Effect:					Target: One melee weapon		Caster Level: 15	
Melee weapon destroys undead with Hit Dice less than you Divinatory Expungement	our cas	None	Standard	Permanent	Medium (250 ft.)	No	Conjuration	Is This : null
Effect: Previous activities cannot be detected with divination mag	ıic.		action		Target: One 10-foot cube per le	evel	(Creation) Caster Level: 15	
Dominate, Lesser	19	Will negates	Standard action	One hour/level	Medium (250 ft.)	Yes	Enchantment [Mind-Affecting,	AE: Arcana Evolved
			action				Psionic,	
Effect:					Target: One humanoid of Medi	um or smaller size	Truename] Caster Level: 15	
Caster controls actions of any Medium [or smaller] human	oid. 19	Will negates	Standard	One day/level [D]	Medium (250 ft.)	Yes	Enchantment	Is This : null
Dominate Item	13	will riegates	action	Offic day/fever [D]		163	(Charm)	is this . Hull
Effect: Controls all the actions of an intelligent item.					Target: One intelligent item		Caster Level: 15	
Drain Away Speed, Greater	19	Fortitude negates	Standard action	1 round/level [D]	Medium (250 ft.)	Yes	Transmutation [Faen]	AE: Arcana Evolved
Effect:			action		Target: One living creature		Caster Level: 15	
Reduces target's speed by 40 feet.  Barth's Embrace			Standard	1 round/level [D]	Personal		Evocation	Is This : null
Effect:			action		Torget: Vou		Caster Level: 15	
Gives caster DR 5/adamantine [or 10/+1] and creates a p					Target: You			
□□□□□ Earthtrick	19	See text	Standard action	Permanent	Medium (250 ft.)	No	Transmutation [Earth]	Is This : null
Effect: Transform mud to rock or vice versa.					Target: Up to two 10-foot cube:	s/level [S]	Caster Level: 15	
Eldritch Wall, Greater	19	Reflex negates (see		One minute/level [D]	Close (60 ft.)	No	Evocation [Force]	AE: Arcana Evolved
Effect:		text)	action		Target: Wall with an area of up		Caster Level: 15	
Creates wall of force that can withstand 100 points of dam	nage/ca	aster level.			square/level or a sphere or her of up to 1 foot/level	nisphere with a radius		
□□□□□ Energy Shroud		None	Standard action	Permanent	Medium (250 ft.)	No	Necromancy [Varies]	Is This : null
Effect:			audun		Target: Up to one animate dea	d creature/level	Caster Level: 15	
Undead are granted a shroud of chosen element that gran	nts pow 19	vers. Will negates (see text)	) Standard	Permanent	Medium (250 ft.)	Yes	Enchantment	AE: Arcana Evolved
		-	action				[Curse, Faen, Mind-Affecting,	
							Psionic,	
Effect:					Target: One creature		Truename] Caster Level: 15	
Target's Intelligence drops to 1.  Target's Intelligence drops to 1.  Target's Intelligence drops to 1.	19	None (see text)	Standard	One hour/level [D]	Touch	No	Illusion, Illusion	Is This : null
Effect:		,	action	• •	Target: 40-foot-radius emanation		(Glamer) Caster Level: 15	-
fools scrying attempts.					-			
Form of the Master (Greater)	19	Fortitude negates	1 full round	d One minute/level [D]	Close (60 ft.)	Yes	Transmutation [Giant, Sibeccai]	Is This : null
Effect:					Target: One creature of your ty which can be more than 30 fee	pe/level, no two of	Caster Level: 15	
Enlarges one creature/level.					functions like lesser form of the	master, except that it		
□□□□□Ghost Weapon		None		1 round/level	affects multiple creatures. Touch	Yes (harmless)		AE: Arcana Evolved
Effect:			action		Target: One melee weapon		[Force] Caster Level: 15	
Weapon ignores armor and natural armor.								
Gird the Warrior		None	Standard action	One minute/level [D]	Touch	No	Transmutation [Force]	AE: Arcana Evolved
Effect: Target gains +10 armor bonus to AC and +4 enhancement	nt bonu	s to attacks and damag	e.		Target: One creature		Caster Level: 15	
Halo of Shelter		None	Standard	One minute/level [D]	Touch	No	Abjuration	Is This : null
Effect:			action		Target: One creature		[Positive Energy] Caster Level: 15	
Surrounds target with energy field that absorbs 5 hp/level	19	Reflex half	Standard	Instantaneous	Medium (250 ft.)	Yes	Evocation [Fire,	Is This : null
Inferno		TOTOX TIGHT	action	mountainous	modium (200 il.)		Positive Energy,	10 11110 111011
Effect:					Target: Cylinder 10		Psionic] Caster Level: 15	
A pillar of flame deals 1d6 points of fire damage/level.		None	Standard	Instantaneous	Medium (250 ft.)	Yes	Evocation [Earth,	Is This : null
Light of the Latti			action				Light, Positive Energy]	
Effect:					Target: 30-foot-radius spread of	n the ground	Caster Level: 15	
Light shines up through cracks in the ground, inflicting 1dd	B points	s of damage/2 levels to None		1 round/level [D]	Close (60 ft.)	Yes	Evocation [Force.	AE: Arcana Evolved
Effect:			action	, ,			Giant] Caster Level: 15	
Creates sword of force that attacks as caster directs, infli	icting 4	d6+3 points of damage	.Its attack b	onus is your level + your spellcasting ke	Target: One sword		Caster Lever: 15	
ability score bonus with a +3 enhancement bonus. As a forceritical damage of #2.	e effec	a, it can strike ethereal			u			
□□□□□ Master's Reduction (Greater)		None	Standard action	One hour/level [D]	Touch	No	Transmutation [Giant, Sibeccai]	Is This : null
Effect: One animal/level is reduced in size.					Target: One willing animal/leve Large, or Huge size, no two of	I of Small, Medium,	Caster Level: 15	
					30 feet apart.			
□□□□ Master's Ward		None	Standard action	1 round/level [D]	Medium (250 ft.)	Yes	Evocation [Force, Giant]	Is This : null
Effect: Giant disembodied hand keeps creatures at bay.					Target: 10-foot hand		Caster Level: 15	
Giant disembodied hand keeps creatures at bay.  DDDD Mists of Befuddlement	19	Will negates		30 minutes and 2d6 rounds [see text]	Medium (250 ft.)	Yes		Is This : null
			action				(Compulsion) [Mind-Affecting,	
Effect:					Target: Fog spreads in 20-foot	radius, 20 feet high	Psionic] Caster Level: 15	
20-foot cloud bank gives #10 penalty on Wisdom checks,			0			-		
Molten Blast	19	Reflex half	Standard action	Instantaneous, but see text	80 feet	No	Conjuration (Summoning)	Is This : null
Effect:					Target: 80-foot line		[Earth, Fire] Caster Level: 15	
Summons a blast of hot magma that inflicts 1d6 points of	damag					Ma		A5: A 5 :1 : :
Open Door		None	Standard action	Instantaneous	Touch	No	Transmutation	AE: Arcana Evolved
Effect: Opens one door, no matter how sealed, barred, or locked					Target: One door or similar clos	sure	Caster Level: 15	
Questing Soul			10 minutes	s 1 round/level	Personal		Divination	Is This : null
							[Negative Energy, Positive Energy,	
F#					T V.		Soul, see text] Caster Level: 15	
Effect:					Target: YOU			
Receive the answers to yes or no questions while in a train			24 5====	Instantaneous	Target: You	Voc		lo Thio : =::"
Receive the answers to yes or no questions while in a training Quickening	ncelike 19	state. Will negates	24 hours	Instantaneous	Touch	Yes	Transmutation [Plant]	Is This : null
Receive the answers to yes or no questions while in a train			24 hours	Instantaneous			Transmutation	Is This : null

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

			Ν	<i>I</i> lage Blade Spell:	S			
Remove Malady	19	Will negates (harmless)		s Instantaneous	Touch  Target: Creature touched	Yes (harmless)	Transmutation [Positive Energy, Truename] Caster Level: 15	AE: Arcana Evolved
Cures one unwanted condition.					·g			
□□□□□ Restoration	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	Yes (harmless)	Transmutation [Positive Energy, Truename]	AE: Arcana Evolved
Effect:					Target: Creature touched		Caster Level: 15	
Restores ability score damage and lost level.  Revivification	19	None (see text)	Standard	One minute/level [D]	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect:	.0	rione (eee text)	action	one minute, level [5]	Target: One dead creature	roc (namioso)	[Positive Energy] Caster Level: 15	AL. Audaha Evolvou
Restores temporary life to a dead creature.		None	One hour	One minute/level	See text	No	Divination (Psignic	AE: Arcana Evolved
Scrying Scrying		None	One nou	One minute/level		140	•	JAE. Alcana Evolved
Effect: Caster views creature at any distance.					Target: Magical sensor		Caster Level: 15	
□□□□□ Sealed Door, Greater		None	Standard action	Permanent [D]	Close (60 ft.)	No	Abjuration [Dragon]	AE: Arcana Evolved
Effect: Makes door almost impossible to open.					Target: One door, no larger that feet	n 20 feet by20 feet by 3	3 Caster Level: 15	
Sending		None	10 minutes	s 1 round [see text]	See text	No	Evocation [Language-depend	Is This : null lent,
Effect:					Target: One creature		Psionic] Caster Level: 15	
You and another creature exchange messages across a	ny dista	nce.			rargot. One oreature		Gaster Level. 15	
□□□□□ Shadow Calling		None	Standard action	1 round/level	Close (60 ft.)	No	Conjuration (Creation) [Negative Energy]	Is This : null
Effect:					Target: One shadow/two levels		Caster Level: 15	
Change nearby shadows into animate shadow creatures			0	On the state of	T1	V (1	Alt with	AE A E
Effect:	19	Will negates (harmless)	Standard	One minute/level	Touch  Target: Creature touched	Yes (harmless)	Abjuration  Caster Level: 15	AE: Arcana Evolved
Target gains SR 12 + caster level.					rarger. Creature touched		Caster Level. 15	
Summon Minor Elemental, Greater		None	1 full round	d 1 round/level [D]	Close (60 ft.)	No	Conjuration [See Text]	AE: Arcana Evolved
Effect:					Target: One or more summone		Caster Level: 15	
Medium elemental appears and attacks caster's foes.  Tangle Void		None	Standard	1 round/level [D]	which can be more than 30 feet Medium (250 ft.)	No No	Conjuration (Creation)	Is This : null
Effect:					Target: 20-foot-radius spread		[Dragon] Caster Level: 15	
Magical strands grapple creatures in 20-foot-radius spre	ad. 19	None and Will	Can balan	Instantaneous	Personal and Touch	No and Van (abinat)	Transmutation	AE: Arcana Evolved
Effect:		negates(object)	See below	rinstantaneous	Target: You and touched objec		[Teleportation] Caster Level: 15	AE: Arcana Evolved
Caster and others move to a distant location instantaneo	ously.	None	1 round	One hour/level	willing creatures weighing upto 0 feet	50 lbs./level No	Abjuration	Is This : null
Teleport Block		None	riound	One flour/level	Target: Three 10-foot cubes/lev		Caster Level: 15	is mis mui
No teleport allowed into or out of area.  Teleport Redirect		None	Standard	One hour/level	Close (60 ft.)	Yes	Evocation	Is This : null
Effect:			action		Target: 20-foot-diameter sphere		[Teleportation] Caster Level: 15	
Incoming or outgoing teleport has a new destination. Touch of Dire Doom	19	Fortitude partial		Instantaneous	Touch	Yes	Evocation	AE: Arcana Evolved
Effect:			action		Target: One creature touched		Caster Level: 15	
Touch attack inflicts 1d3 points of ability score damage to Wall of Iron	o all sco	See text	Standard action	Instantaneous	Medium (250 ft.)	No	Conjuration	AE: Arcana Evolved
Effect: Creates barrier of iron.			action		Target: Iron wall whose area is square/level [see text]	up to one5-foot	Caster Level: 15	
□□□□□ Wall of Stone	19	See text	Standard action	Instantaneous	Medium (250 ft.)	No	Conjuration [Earth]	AE: Arcana Evolved
Effect: Creates barrier of stone.					Target: Stone wall whose area square/level [S]	is up toone 5-foot	Caster Level: 15	
□□□□□Wall of Thorns		None	Standard action	10 minutes/level [D]	Medium (250 ft.)	No	Conjuration [Plant]	AE: Arcana Evolved
Effect: Creates thick barrier of thorns that inflicts damage to any	one mo	oving through it.			Target: Wall of thorny brush, up cube/level [S]	to one10-foot	Caster Level: 15	
				LEVEL 6				

				LEVEL 6					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Ability Boost, Greater		None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Target gets +8 enhancement bonus to highest ability sco	ore.				Target: One creatur	re		Caster Level: 15	
Beastskin, Greater		None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved
Effect: Target gains +6 [or greater] natural armor bonus to AC.					Target: Living creat	ure touched	i	Caster Level: 15	
□□□□ Blindsight	20	Fortitude negates(harmless)	Standard action	One minute/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Target gains blindsight.					Target: One creatur	re		Caster Level: 15	
Call Guardian, Lesser	20	None (see text)	One minute	Instantaneous	Close (60 ft.)		No (see text)	Conjuration	AE: Arcana Evolved
Effect: Calls monster to serve caster.					Target: One creatur	re		Caster Level: 15	
Coma	20	Fortitude negates	Standard action	One hour/level [D]	Close (60 ft.)		Yes	Enchantment [Mind-Affecting]	AE: Arcana Evolved
Effect: Target is comatose for one hour/caster level.					Target: One living of	reature		Caster Level: 15	
Cursed Locale		None	One minute	Permanent	Long (1000 ft.)		No	Evocation [Curse]	AE: Arcana Evolved
Effect: All attacks, saves, and checks made in the affected area	suffer	a -2 morale penalty.			Target: Ten 10-foot	cubes/leve	I	Caster Level: 15	
Learn Truename	20	Will negates	12 hours	Instantaneous	Unlimited		Yes	Divination	AE: Arcana Evolved
Effect: Caster learns one creature's truename.					Target: One creatur	re		Caster Level: 15	
□□□□□Protect Soul			One hour	One day/level	Personal			Abjuration	AE: Arcana Evolved
Effect: Protects caster from soul-affecting spells and truename	effects.				Target: You			Caster Level: 15	
□□□□□Wall of Sound	20	See text	Standard action	Two minutes/level [D]	Medium (250 ft.)		No	Evocation [Sonic]	AE: Arcana Evolved
Effect: Creates barrier of shrieking, solid sound that inflicts dam	age an	d hinders Listen checks			Target: Sonic wall v square/level [S]	vhose area	is up to one 5-foot	Caster Level: 15	

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

# Mage Blade Spells LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source		
Curse of the Chaotic Mind	21	Will negates	Standard action	Permanent	Medium (250 ft.)		Yes	Transmutation [Curse, Faen, Truename]	AE: Arcana Evolved		
Effect: Randomly lowers target's Intelligence, Wisdom, and Ch	arisma t	o 1.			Target: One creature	9		Caster Level: 15			
Finger of Destruction	21	Fortitude partial	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved		
Effect: Target suffers 5 points of damage/caster level.					Target: One living cr	reature		Caster Level: 15			
Gaze of the Basilisk	21	Fortitude negates	Standard action	1 round/two levels [D]	Close (60 ft.)		Yes	Transmutation [Earth]	AE: Arcana Evolved		
Effect: Gaze attack turns victims to stone.				44 1 4 4 170	Target: A globe with levels	a radius o	f 25 feet + 5 feet/two	Caster Level: 15			
Immunity, Lesser)			action	10 minutes/level [D]	Personal			Abjuration	AE: Arcana Evolved		
Effect: Target is immune to one dangerous type of spell, eleme	nt, ener	gy, or other threat.			Target: You			Caster Level: 15			
Mental Protection		None	Standard action	One hour/level	Touch		Yes	Abjuration [Mind-Affecting, Psionic]	AE: Arcana Evolved		
Effect: Caster makes caster power check to negate mental atta	icks on	target.			Target: One living cr	eature		Caster Level: 15			
□□□□□ Rock's Hand		None	Standard action	1 round/level [D]	Medium (250 ft.)		No	Evocation [Earth, Giant]	AE: Arcana Evolved		
Effect: Hand of stone rises from the ground and grapples foe.					Target: 10-foot-wide	hand		Caster Level: 15			
□□□□□ Song of Paralysis	21	Fortitude negates	One action	n 1 round/level	Medium (250 ft.)		Yes	Necromancy [Sonic]	AE: Arcana Evolved		
Effect: One creature/level is paralyzed.					Target: One creature more than 30 feet ap		two ofwhich can be	Caster Level: 15			
Spell's Edge, Greater	21	Fortitude negates(harmless)	Standard action	1 round/two levels	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved		
Effect: Athame has touch-attack spell stored within it, inflicting	the spel	I with each strike.			Target: Your athame	•		Caster Level: 15			
Spirit of War			Two minutes	24 hours	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved		
Effect: Caster gains +4 to Strength, Constitution, and Dexterity	, and +1	to attack rolls/2 caster	levels, but c	annot cast spells.	Target: You			Caster Level: 15			
Stabilize Soul	21	Will negates (harmless)	One minute	Instantaneous	Touch		Yes (harmless)	Transmutation [Truename]	AE: Arcana Evolved		
Effect: Revivified creature remains alive.					Target: One creature	e or one co	orpse	Caster Level: 15			
□□□□□ Summon Major Elemental, Lesser		None	1 full roun	d 1 round/level [D]	Close (60 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved		
Effect: Huge elemental appears and attacks caster's foes.					Target: One or more which can be more to		ed creatures, no two of apart	Caster Level: 15			
Transfer Wounds, Total	21	Will half (harmless)	1 full roun	d Instantaneous	Touch		Yes	Transmutation [Positive Energy]	AE: Arcana Evolved		
Effect: Heals all damage; caster suffers half that amount in sub-	dual da	mage.			Target: Creature tou	ched		Caster Level: 15			
				. = . /= .							

# LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Curse of Languishing Death	22	Fortitude partial	Standard action	Permanent	Medium (250 ft.)		Yes	Transmutation [Curse, Negative Energy, Truename]	AE: Arcana Evolved
Effect: Victim suffers 1d6 points of Constitution damage/day.					Target: One create	ure		Caster Level: 15	
Dominate, Greater	22	Will negates	Standard action	One day/level	Medium (250 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
Effect: Caster controls actions of one creature.					Target: One living you	creature wit	h fewer Hit Dice than	Caster Level: 15	
Primal Release	22	Will negates	Standard action	10 minutes/level	Close (60 ft.)		Yes	Transmutation [Litorian]	AE: Arcana Evolved
Effect: Target gains +10 to Strength and Constitution, +2 to De:	cterity	-6 to Intelligence and Ch	arisma, and	-2 to Wisdom, and cannot cast spells.	Target: One living	creature [no	t you]	Caster Level: 15	
Roar of Courage		, and the second	1 full roun	d 10 minutes/level	Close (60 ft.)			Conjuration [Giant Litorian]	, AE: Arcana Evolved
Effect: Grants allies fear immunity and morale bonus.					Target: All allies w	vithin range		Caster Level: 15	
Unstoppable Strikes			Standard action	1 round/level	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Caster makes sneak attacks with every strike, inflicting -	-3d6 da	image [or more].			Target: You			Caster Level: 15	
□□□□□ Wave of Death	22	Fortitude negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved
Effect: Living creatures of lower HD than caster suffer 80 points	of dam	nage: undead are healed	I 5d6 points		Target: Cone			Caster Level: 15	
□□□□ Wave of Life	22	Fortitude negates		Instantaneous	Close (60 ft.)		Yes	Evocation [Positive	eAE: Arcana Evolved
Effect: Undead of lower HD than caster suffer 80 points of dam	ane: livi	ing creatures are healed			Target: Cone			Caster Level: 15	
Whirlwind	22	Reflex negates (see text)		1 round/level [D]	Long (1000 ft.)		Yes	Evocation [Air]	AE: Arcana Evolved
Effect: Creates cyclone that moves as directed, inflicting damage	ne and t	,			Target: Cyclone 10		at base,30 feet wide at	Caster Level: 15	
, , and and a second control of the sec	,	9	,		.,,				

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

Notes:		
Character Sheet Notes:		