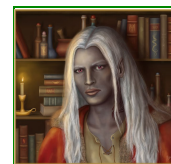


Lu Than do Cordlebane

Phil Maitland

None

Neutral Good



NAME
Wiz10 Clr Myt5
CLASS
15
Character Level

PLAYERNAME
Elf (Drow)
RACE
127
AGE

DEITY
4' 6"
HEIGHT
Lt. Blue-violet
EYES
94 lbs.
WEIGHT
White, Shoulder
HAIR

ALIGNMENT
Darkvision (120')
VISION
0
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	16	+3	20	+5	20	+5
CON Constitution	9	-1	13	+1	13	+1
INT Intelligence	24	+7	28	+9	28	+9
WIS Wisdom	17	+3	17	+3	17	+3
CHA Charisma	17	+3	17	+3	17	+3

HP hit points	68	WOUNDS/CURRENT HP			
AC armor class	32	27	22	10	6
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+9	+5	+4	TOTAL	
BASE ATTACK bonus	+7/+2				

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

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+1	1d8-1	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+6/+1	1d4-1	2W-P-(OH)	+0/-5	1d4-1	
1H-O	+2/-3	1d4-1	2W-P-(OL)	+2/-3	1d4-1	
2H	+6/+1	1d4-1	2W-OH	-2	1d4-1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+12/+7	+10/+5	+8/+3	+6/+1	+4/-1	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	

Special Properties

*: weapon is equipped






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

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

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 30 ft.	
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC
6	0	5	0	4	7
TOTAL		FLAT	TOUCH	BASE	MISS CHANCE
32		27	22	10	0
TOTAL		FLAT	TOUCH	BASE	ARCANE SPELL FAILURE
32		27	22	10	0
TOTAL		FLAT	TOUCH	BASE	ARMOR CHECK PENALTY
32		27	22	10	+0
TOTAL		FLAT	TOUCH	BASE	SPELL RESIST
32		27	22	10	26

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	MISC MODIFIER
✓	Appraise	INT	9	= 9	+	+	
✓	Balance	DEX	5	= 5	+	+	
✓	Bluff	CHA	5	= 3	+	2.0	+
✓	Climb	STR	-1	= -1	+	+	
✓	Concentration	CON	30	= 1	+	18.0	+
✓	Craft (Alchemy)	INT	18	= 9	+	9.0	+
✓	Craft (Metalworking)	INT	11	= 9	+	2.0	+
✓	Craft (Painting)	INT	10	= 9	+	1.0	+
✓	Craft (Untrained)	INT	9	= 9	+	+	
✓	Diplomacy	CHA	9	= 3	+	6.0	+
✓	Disguise	CHA	3	= 3	+	+	
✓	Escape Artist	DEX	5	= 5	+	+	
✓	Forgery	INT	9	= 9	+	+	
✓	Gather Information	CHA	3	= 3	+	+	
✓	Heal	WIS	3	= 3	+	+	
✓	Hide	DEX	5	= 5	+	+	
✓	Intimidate	CHA	10	= 3	+	7.0	+
✓	Jump	STR	-1	= -1	+	+	
✓	Knowledge (Arcana)	INT	38	= 9	+	18.0	+
✓	Knowledge (Architecture and Engineering)	INT	10	= 9	+	1.0	+
✓	Knowledge (Dragons)	INT	13	= 9	+	3.0	+
✓	Knowledge (History)	INT	11	= 9	+	2.0	+
✓	Knowledge (Psychic)	INT	10	= 9	+	1.0	+
✓	Knowledge (Religion)	INT	17	= 9	+	8.0	+
✓	Knowledge (The Planes)	INT	16	= 9	+	7.0	+
✓	Listen	WIS	6	= 3	+	1.0	+
✓	Move Silently	DEX	5	= 5	+	+	
✓	Perform (Act)	CHA	4	= 3	+	1.0	+
✓	Perform (Dance)	CHA	5	= 3	+	2.0	+
✓	Perform (Sing)	CHA	6	= 3	+	3.0	+
✓	Perform (String Instruments)	CHA	6	= 3	+	3.0	+
✓	Perform (Weapon Drill)	CHA	5	= 3	+	2.0	+
✓	Psychic (Empathy)	WIS	4	= 3	+	1.0	+
✓	Psychic (Enhance Senses)	WIS	4	= 3	+	1.0	+
✓	Psychic (Mental Contact)	CHA	4	= 3	+	1.0	+
✓	Psychic (Psychic Healing)	WIS	4	= 3	+	1.0	+
✓	Ride	DEX	5	= 5	+	+	
✓	Search	INT	17	= 9	+	6.0	+
✓	Sense Motive	WIS	3	= 3	+	+	
✓	Spellcraft	INT	32	= 9	+	18.0	+
✓	Spellcraft (True Sorcery)	INT	51	= 9	+	18.0	+
✓	Spot	WIS	10	= 3	+	5.0	+
✓	Survival	WIS	3	= 3	+	+	
✓	Swim	STR	-1	= -1	+	+	
✓	Use Rope	DEX	5	= 5	+	+	
				=	+	+	
				=	+	+	

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Alchemist's Fire (Flask)	Handy Haversack	2	1.0 (2.0)	20.0 (40.0)	
 Amulet CON +4	Equipped	1	0.0	0.0	
Enhancement bonus to ability %CHOICE					
Bedroll	Handy Haversack	1	5.0	0.1	
Belt, Monk's	Equipped	1	1.0	13000.0	
Bracers of Armor +2	Equipped	1	0.0	0.0	
Caltrops	Handy Haversack	1	2.0	1.0	
Cape of the Mountebank	Equipped	1	1.0	10080.0	
Chalk (1 piece)	Handy Haversack	1	0.0	0.01	
Dagger	Carried	1	1.0	2.0	
Dwarven Blessed Book	Handy Haversack	1	1.0	12500.0	
(Blessed Book)					
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
Handy Haversack	Equipped	1	5.0	2000.0	
23.19 lbs., 2 Alchemist's Fire (Flask), 4 Rations (Trail/Per Day), 1 Spellbook (Wizard's/Blank), 1 Waterskin (Filled), 104 Coin (Gold), 1 Dwarven Blessed Book, 5 Coin (Silver), 1 Scroll (Protection from Energy), 1 Bedroll, 1 Caltrops, 1 Chalk (1 piece), 1 Lu's Spellbook #2, 2 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds					
Helmet INT +4	Equipped	1	0.0	16000.0	
Enhancement bonus to ability %CHOICE					
Lu's Moondancer (+1) Pro +3	Equipped	1	6.0	20335.0	
(Sword (Bastard/Bonded/+1 (Enhancement to Weapon or Ammunition)/Masterwork)), (Sword AC Bonus (Deflection) (+5) (Bastard/ENHANCEMENT/Bonded/+1)), (Sword AC Bonus (Deflection) (+3) (Bastard/ENHANCEMENT/Bonded/+1)), Deflection bonus to armor class of %CHOICE, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
Lu's Outfit	Equipped	1	4.0	32001.0	
(Outfit (Artisan's/ACCESSORIES, ARCAN, CLOTHING, CUSTOM, ENHANCEMENT, GENERAL, INDIVIDUAL, NATURAL, UNIVERSAL, MASTERWORK)), (Outfit Natural Armor Bonus (Enhancement) (+4) (Artisan's/CLOTHING, ENHANCEMENT, MASTERWORK, NATURAL, ROBE)), Natural Armor bonus to armor class of %CHOICE					
Lu's Skillful Ring	Equipped	1	0.0	0.0	
Lu's Spellbook #2	Handy Haversack	1	0.0	0.0	
(Spellbook (Wizard's/Blank))					
Potion of Cure Light Wounds	Handy Haversack	2	0.0 (0.0)	50.0 (100.0)	
					
Potion of Cure Moderate Wounds	Handy Haversack	1	0.0	300.0	
					
Pouch (Belt)	Equipped	1	0.5	1.0	
0 lbs.					
Rations (Trail/Per Day)	Handy Haversack	4	1.0 (4.0)	0.5 (2.0)	
					
Ring of Mind Shielding	Equipped	1	0.0	8000.0	
Spell Component Pouch	Equipped	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Handy Haversack	1	3.0	15.0	
The Tome of Dragon Lore	Equipped	1	0.0	0.0	
Waterskin (Filled)	Handy Haversack	1	4.0	1.0	
Scroll (Protection from Energy)	Handy Haversack	1	0.01	375.0	
					
TOTAL WEIGHT CARRIED/VALUE			16.5 lbs.	130758.11 gp	

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

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

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

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

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

SPECIAL ABILITIES	
+2 racial bonus on Will saves against spells and spell-like abilities.	
+2 racial saving throw bonus against enchantment spells or effects.	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Disenchant Magic Item ~ LV 6 ~ Time 1 hour ~ Cost 25gp ~ KS=Arcana (no check) ~ When you finish performing this ritual, you touch a magic item and destroy it, turning it into a quantity of residuum valued at one-fifth of the item's price. The item must be your level or lower and must be something that can be created using the Enchant Magic Item ritual.	
Distinct Voice (Su) ~ Whenever you wish, anyone within 100 feet can hear you, regardless of noise around you, even when whispering.	
Elf Racial Level 1, Generalist Wizard: Cannot specialize, but may learn one additional spell per level and can cast one additional spell of the highest available.	
Elf Racial Level 3, Gain Natural Link with familiar	
Enchant Magic Item ~ LV 4 ~ Time 1 hour ~ Cost Special ~ Duration Permanent ~ KS=Arcana (No Check) ~ You touch a normal item and turn it into a magic item of your level or lower. The ritual's component cost is equal to the price of the magic item you create. You can also use this ritual to resize magic armor (for example, shrink a fire giant's magic armor to fit a halfling). There is no component cost for this use.	
Familiarity With Magic (Ex) ~ Gain +2 competence bonus to all saving throws against spells and spell-like abilities (including magic items). Further gain a +2 competence bonus to Armor Class against spells requiring attack rolls.	
Immunity to magic sleep effects.	
Lesser Aspect of Power (Su)	
Lesser Mind Over Matter (Ex) ~ In situations requiring a Strength check, you can make an Intelligence check instead. This ability never affects attack or damage rolls, except that, when making an opposed grapple check to avoid being grappled, you can use your Intelligence modifier rather than his Strength modifier.	
Light Blindness	
Maximum Craft Points 27000	
Summon Familiar	
Third Magnitude - 4 spell energy points - +16 insight bonus to Spellcraft (True Sorcery)	
You gain Lightning Reflexes as a bonus feat.	

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

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

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

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

TEMPLATES	
Elf Wizard Lv:1	
Elf Wizard Lv:3	
Bonus Domain 1	
Domain Choice	
Truename	
Psychic Wild Feat Pool	
1-True Sorcery	
1-True Sorcery (Spell Caster)	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Dancing Lights		None	1 standard action	1 minute/level [D]	Medium (250 ft.)	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> Creates torches or other lights.						<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			<i>Caster Level:</i> 15	
☐	Darkness		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.						<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
☐	Faerie Fire		None	1 standard action	1 minute/level [D]	Long (1000 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: pg.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.						<i>Target:</i> Creatures and objects within a 5-ft.-radius burst			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell										

Wizard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Acid]	PHB: pg.196
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal	PHB: pg.201
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (250 ft.)	V,S	No	Evocation [Light]	PHB: pg.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	20	Will negates	1 standard action	1 round	Close (60 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Divination	PHB: pg.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy	PHB: pg.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation [Electricity]	SC: Pg.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	21	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V	Yes	Evocation [Light]	PHB: pg.232
Ghost Sound <i>Effect:</i> Figment sounds.	20	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (60 ft.)	V,S,M	No	Illusion (Figment)	PHB: pg.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation	SC: Pg.130
Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (60 ft.)	V,S	No	Transmutation	PHB: pg.249
Mending <i>Effect:</i> Makes minor repairs on an object.	20	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (250 ft.)	V,S,F	No	Transmutation [Language-Dependent]	PHB: pg.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	20	Will negates (object)	1 standard action	Instantaneous	Close (60 ft.)	V,S,F	Yes (object)	Transmutation	PHB: pg.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	20	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal	PHB: pg.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation [Cold]	PHB: pg.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation	SC: Pg.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	20	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door>window,etc.].	20	Will negates [object]	1 standard action	1 minute/level [D]	Close (60 ft.)	S	Yes [object]	Illusion (Glamer)	SC: Pg.190
Stick <i>Effect:</i> Sticks one object to another; see text.	20	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	20	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: pg.294

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm <i>Effect:</i> Wards an area for 2 hours/level.		None	1 standard action	2 hours/level [D]	Close (60 ft.)	V,S,F/DF	No	Abjuration	PHB: pg.197
Animate Rope <i>Effect:</i> Makes a rope move at your command.		None	1 standard action	1 round/level	Medium (250 ft.)	V,S	No	Transmutation	PHB: pg.199

* =Domain/Specialty Spell

Wizard Spells

<div><div></div><div></div><div></div><div></div><div></div></div> Burning Hands	22	Reflex half	1 standard Instantaneous action		15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Change to Tenser's Floating Disk	None		1 standard 1 hour/level action		Close (60 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1500 lbs					<i>Target:</i> 3-ft.-diameter disk of force		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Charm Person	21	Will negates	1 standard 1 hour/level action		Close (60 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.209
<i>Effect:</i> Makes one person your friend.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Comprehend Languages	None		1 standard 10 minutes/level action		Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Distract Assailant	21	Will negates	1 swift action	1 round	Close (60 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
<i>Effect:</i> Target is flatfooted till next turn.					<i>Target:</i> One creature		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Enlarge Person	21	Fortitude negates	1 round	1 minute/level [D]	Close (60 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
<i>Effect:</i> Creatures size increases to next category					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Erase	21	See text	1 standard Instantaneous action		Close (60 ft.)	V,S	No	Transmutation	PHB: pg.227
<i>Effect:</i> Mundane or magical writing vanishes.					<i>Target:</i> One scroll or two pages		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Expeditious Retreat	None		1 standard 1 minute/level [D] action		Personal	V,S	No	Transmutation	PHB: pg.228
<i>Effect:</i> Your speed increases by 30 ft.					<i>Target:</i> You		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Familiar Pocket	None		1 standard 1 hour/level [D] action		Touch	V,S,M	No	Universal	SC: Pg.88
<i>Effect:</i> Creates an extra-dimensional safe haven for a Tiny or smaller familiar.					<i>Target:</i> One container or garment with a pocket touched		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Feather Fall	21	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (60 ft.)	V	Yes (object)	Transmutation	PHB: pg.229
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Guided Shot	21	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: Pg.108
<i>Effect:</i> No range increment penalties and target denied AC bonus for anything less than total cover.					<i>Target:</i> You		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Identify	None		1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: pg.243
<i>Effect:</i> Determines properties of magic item.					<i>Target:</i> One touched object		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Instant Search	21	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SC: Pg.124
<i>Effect:</i> You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.					<i>Target:</i> You		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Mage Armor	21	Will negates (harmless)	1 standard 1 hour/level [D] action		Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: pg.249
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Magic Missile	None		1 standard Instantaneous action		Medium (250 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Mount	None		1 round	2 hours/level [D]	Close (60 ft.)	V,S,M	No	Conjuration (Summoning)	PHB: pg.256
<i>Effect:</i> Summons riding horse for 2 hours/level.					<i>Target:</i> One mount		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Orb of Acid, Lesser	None		1 standard Instantaneous action		Close (60 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage.					<i>Target:</i> One orb of acid		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Orb of Cold, Lesser	None		1 standard Instantaneous action		Close (60 ft.)	V,S	No	Conjuration (Creation) [Cold]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of cold damage.					<i>Target:</i> One orb of cold		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Orb of Electricity, Lesser	None		1 standard Instantaneous action		Close (60 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.					<i>Target:</i> One orb of electricity		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Orb of Fire, Lesser	None		1 standard Instantaneous action		Close (60 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.					<i>Target:</i> One orb of fire		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Orb of Sound, Lesser	None		1 standard Instantaneous action		Close (60 ft.)	V,S	No	Conjuration (Creation) [Sonic]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d6/two caster level [max 10d6] points of sonic damage.					<i>Target:</i> One orb of sonic		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Protection from Evil	21	Will negates (harmless)	1 standard 1 minute/level [D] action		Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Scholar's Touch	None		1 standard Concentration, up to 15 rounds action		Personal	V,S,M,F	No	Divination	Race Des: Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Shield	None		1 standard 1 minute/level [D] action		Personal	V,S	No	Abjuration [Force]	PHB: pg.278
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Shocking Grasp	None		1 standard Instantaneous action		Touch	V,S	Yes	Evocation [Electricity]	PHB: pg.279
<i>Effect:</i> Touch delivers 1d6/level [max 5d6] electricity damage.					<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Sleep	21	Will negates	1 round	1 minute/level	Medium (250 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.280
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.					<i>Target:</i> One or more living creatures within a 10-ft.-radius burst		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Monster I	None		1 round	1 round/level [D]	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 15		
<div><div></div><div></div><div></div><div></div><div></div></div> True Strike	None		1 standard See text action		Personal	V, F	No	Divination	PHB: pg.296
<i>Effect:</i> +20 on your next attack roll.					<i>Target:</i> You		<i>Caster Level:</i> 15		
* =Domain/Speciality Spell									

Wizard Spells

Unseen Servant	None	1 standard	1 hour/level	Close (60 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.297
<i>Effect:</i> Invisible force obeys your commands.				<i>Target:</i> One invisible, mindless, shapeless servant				
Weapon Shift	21	Fortitude negates [object]	1 standard 1 minute/level	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.237
<i>Effect:</i> Transforms one non-magic weapon into a different melee weapon of the same size or smaller.				<i>Target:</i> One melee weapon of up to 15 lb.				
				<i>Caster Level:</i> 15				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Arcane Lock		None	1 standard	Permanent	Touch	V,S,M	No	Abjuration	PHB: pg.200
<i>Effect:</i> Magically locks a portal or chest.					<i>Target:</i> The door, chest, or portal touched, up to 30 sq. ft/level in size				
☐☐☐☐ Balor Nimbus	22	N/A	1 standard	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You				
☐☐☐☐ Bear's Endurance	22	Will negates (harmless)	1 standard	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched				
☐☐☐☐ Blur	22	Will negates (harmless)	1 standard	1 minute/level [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	PHB: pg.206
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched				
☐☐☐☐ Cat's Grace	22	Will negates (harmless)	1 standard	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched				
☐☐☐☐ Darkness		None	1 standard	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched				
☐☐☐☐ False Life		None	1 standard	1 hour/level or until discharged; see text	Personal	V,S,M	No	Necromancy	PHB: pg.229
<i>Effect:</i> Gain 1d10 +1/level [max +10] temporary hp					<i>Target:</i> You				
☐☐☐☐ Invisibility	22	Will negates (harmless) or Will negates (harmless, object)	1 standard	1 minute/level [D]	Personal or touch	V,S,M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: pg.245
<i>Effect:</i> Subject is invisible for 1 minutes/level or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lbs/level				
☐☐☐☐ Knock		None	1 standard	Instantaneous; see text	Medium (250 ft.)	V	No	Transmutation	PHB: pg.246
<i>Effect:</i> Opens locked or magically sealed door.					<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level				
☐☐☐☐ Levitate		None	1 standard	1 minute/level [D]	Personal or close	V,S,F	No	Transmutation	PHB: pg.248
<i>Effect:</i> Subject moves up and down at your direction.					<i>Target:</i> You or one willing creature or one object, total weight up to 100 lbs/level				
☐☐☐☐ Mirror Image		None	1 standard	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
<i>Effect:</i> Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					<i>Target:</i> You				
☐☐☐☐ Obscure Object	22	Will negates (object)	1 standard	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 100 lbs/level				
☐☐☐☐ Resist Energy	22	Fortitude negates (harmless)	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched				
☐☐☐☐ Rope Trick		None	1 standard	1 hour/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.273
<i>Effect:</i> As many as eight creatures hide in extradimensional space.					<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long				
☐☐☐☐ Scorch	23	Reflex half	1 standard	Instantaneous	30 ft.	V,S,F	Yes	Evocation [Fire]	SC: Pg.181
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] to all in the area of affect.					<i>Target:</i> 30-ft. line				
☐☐☐☐ Scorching Ray		None	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
<i>Effect:</i> 3 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text]				
☐☐☐☐ See Invisibility		None	1 standard	10 minutes/level [D]	Personal	V,S,M	No	Divination	PHB: pg.275
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> You				
☐☐☐☐ Spider Climb	22	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: pg.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched				
☐☐☐☐ Web	22	Reflex negates; see text	1 standard	10 minutes/level [D]	Medium (250 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.301
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.					<i>Target:</i> Webs in a 20-ft.-radius spread				
☐☐☐☐ Whirling Blade		None	1 standard	Instantaneous	60 ft.	V,S,F	No	Transmutation	SC: Pg.238
<i>Effect:</i> Ranged Touch attack deals weapon damage to all targets on the path can use Intelligence or Charisma for your modifier.					<i>Target:</i> 60-ft. line				
☐☐☐☐ Wraithstrike	22	N/A	1 swift	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.243
<i>Effect:</i> Makes your melee attacks become touch attacks.					<i>Target:</i> You				
☐☐☐☐ Zone of Glacial Cold	22	Fort half	1 standard	15 rounds	Medium (250 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐Arcane Sight		None	1 standard	1 minute/level [D]	Personal	V,S	No	Divination	PHB: pg.201
<i>Effect:</i> Magical auras become visible to you.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐Blink		None	1 standard	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: pg.206
<i>Effect:</i> You randomly vanish and reappear for 1 round/level.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐Dispel Magic		None	1 standard	Instantaneous	Medium (250 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 15	

* =Domain/Speciality Spell

Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Displacement</div> </div>	23	Will negates (harmless)	1 standard action	1 round/level [D]	Touch	V, M	Yes (harmless)	Illusion [Glamer]	PHB: pg.223
<i>Effect:</i> Attacks miss subject 50%.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dragonskin</div> </div>	23	N/A	1 standard action	10 minutes/level	Personal	S,M	N/A	Transmutation	SC: Pg.73
<i>Effect:</i> Gain armor enhancement bonus of +1/2 levels [max +5] and energy resistance 10 [20 after 10th level] to one energy type.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fireball</div> </div>	24	Reflex half	1 standard action	Instantaneous	Long (1000 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fly</div> </div>	23	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,F/DF	Yes (harmless)	Transmutation	PHB: pg.232
<i>Effect:</i> Subject flies at speed of 60 ft.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Force Lightning</div> </div>	24	Fort partial	1 standard action	7	Close (60 ft.)	V,S,M	Yes	Evocation [Electricity]	Custom: Custom
<i>Effect:</i> Ranged touch attack deals 1d4+15. Successful Fort save imposes a -1 to attack and AC for one round, failed save indicates paralyzation for 1 round.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hailstones</div> </div>		None	1 standard action	Instantaneous	Medium (250 ft.)	V,S,M	Yes	Conjuration [Cold]	SC: Pg.109
<i>Effect:</i> Hailstone deals 5d6 cold damage each.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lance of Disruption</div> </div>	24	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
<i>Effect:</i> Beam of force causes 5d4+30 to all in the area of effect									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lightning Bolt</div> </div>	24	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Evocation [Electricity]	PHB: pg.248
<i>Effect:</i> Electricity deals 1d6/level [max 10d6].									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor, Greater</div> </div>	23	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SC: Pg.136
<i>Effect:</i> As mage armor, except gain +6 armor bonus.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nondetection</div> </div>	23	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V,S,M	Yes (harmless, object)	Abjuration	PHB: pg.257
<i>Effect:</i> Hides subject from divination, scrying.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scintillating Sphere</div> </div>	24	Reflex half	1 standard action	Instantaneous	Long (1000 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Weapon of Energy</div> </div>	23	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: Pg.236
<i>Effect:</i> Adds additional damage; see text.									

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Arcane Eye</div> </div>		None		10 minutes 1 minute/level [D]	Unlimited	V,S,M	No	Divination (Scrying)	PHB: pg.200
<i>Effect:</i> Invisible floating eye moves 30 ft./round.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Assay Spell Resistance</div> </div>	24	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: Pg.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Blast of Flame</div> </div>	24	Reflex half	1 standard action	Instantaneous	60 ft.	V,S,M	No	Conjuration (Creation) [Fire]	SC: Pg.31
<i>Effect:</i> Deal 1d6/level [max 10d6] to all creatures in the area.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Scrying</div> </div>		None	1 standard action	24 hours	40 ft.	V,S,M	No	Divination	PHB: pg.219
<i>Effect:</i> Alerts you of magical eavesdropping.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dimension Door</div> </div>	24	None and Will negates (object)	1 standard action	Instantaneous	Long (1000 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.221
<i>Effect:</i> Teleports you short distance.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dragonbreath</div> </div>	25	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SC: Pg.72
<i>Effect:</i> Gain a true dragons breath weapon attack; see text									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Force Missiles</div> </div>		None	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.98
<i>Effect:</i> Each missile deals 2d6 to target and half to any adjacent creature.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ice Storm</div> </div>		None	1 standard action	1 full round	Long (1000 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: pg.243
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ice Web</div> </div>	24	Reflex negates; see text	1 standard action	150 minutes [D]	Medium (250 ft.)	V,S,Coldfire	No	Conjuration (Creation) [Cold]	Custom: Frostburn Pg.100
<i>Effect:</i> Creatures caught in effect are entangled. Any movement through effect causes 1d6 damage per round.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Fire</div> </div>	24	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d6/caster level [max 15d6] points of fire damage. Fort save to avoid becoming dazed for 1 round.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Polymorph</div> </div>		None	1 standard action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.263
<i>Effect:</i> Gives one willing subject a new form.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Curse</div> </div>	24	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
<i>Effect:</i> Frees object or person from curse.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stoneskin</div> </div>	24	Will negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.285
<i>Effect:</i> Ignore 10 points of damage per attack.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Thunderlance</div> </div>		None	1 standard action	1 round/level [D]	0 ft.	V,S,M	No	Evocation [Force]	SC: Pg.220
<i>Effect:</i> Create a retractable spear or quarterstaff of force from 1 foot to 20 feet. Damage is 3d6 [Critx3]. Also may dispels force effect of 3rd or lower level.									

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Baleful Polymorph</div> </div>	25	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 ft.)	V,S	Yes	Transmutation	PHB: pg.202
<i>Effect:</i> Transforms subject into harmless animal.									
					Target: One creature		Caster Level: 15		

* =Domain/Specialty Spell

Wizard Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dancing Flame Blade	26	Fort half	1 standard action	15	Personal	V,S,M	Yes	Evocation [Fire]	Custom: Custom
Effect: Deal an additional 1d8 per successful hit with a weapon, at the caster's discretion the caster can have the flames engulf the target with a successful touch attack for one round dealing 15d8 minus 1d8 for each round of duration. Fort save & SR against engulf maneuver. Takes half damage.					Target: Caster's weapon		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Draconic Might	25	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.72
Effect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.					Target: Living creature touched		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ironguard, Lesser	25	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.125
Effect: Non-magical metal passes right through you.					Target: Creature touched		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Major Creation		None	10 minutes	See text	Close (60 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.252
Effect: As minor creation, plus stone and metal.					Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mordenkainen's Faithful Hound		None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (60 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
Effect: Phantom dog can guard, attack.					Target: Phantom watchdog		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spell Matrix, Lesser	25	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F	N/A	Transmutation	SC: Pg.199
Effect: Allows you to store and cast 1 spell as a free action; see text					Target: Matrix that holds one of your spells		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Telekinesis	25	Will negates (object) or None; see text	1 standard action	Concentration of up to 1 round/level or instantaneous; see text	Long (1000 ft.)	V,S	Yes (object); see text	Transmutation	PHB: pg.292
Effect: Moves object, attacks creature, or hurls object or creature.					Target: See text		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Teleport	25	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.292
Effect: Instantly transports you as far as 100 miles/level.					Target: You and touched objects or other touched willing creatures		Caster Level: 15		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bite of the Weretiger	26	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
Effect: Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.					Target: You		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Chain Lightning	27	Reflex half	1 standard action	Instantaneous	Long (1000 ft.)	V,S,F	Yes	Evocation [Electricity]	PHB: pg.208
Effect: 1d6/level [max 20d6] damage; one secondary bolt/level [max 20] each deal half damage.					Target: One primary target, plus one secondary target/level [each of which must be within 30 ft. of the primary target]		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Contingency		None	At least 10 minutes; see text	1 day/level [D] or until discharged	Personal	V,S,M,F	No	Evocation	PHB: pg.213
Effect: Sets trigger condition for another spell.					Target: You		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Disintegrate	26	Fortitude partial (object)	1 standard action	Instantaneous	Medium (250 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.222
Effect: Makes one creature or object vanish.					Target: Ray		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dispel Magic, Greater		None	1 standard action	Instantaneous	Medium (250 ft.)	V,S	No	Abjuration	PHB: pg.223
Effect: As dispel magic, but +20 on check.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Heroism, Greater	26	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S	Yes (harmless)	Enchantment (Compulsion)	PHB: pg.240
Effect: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.					Target: Creature touched		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resistance, Superior	26	Will negates (harmless)	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: As resistance, except you grant the subject +6 resistance bonus.					Target: Creature touched		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Stone Body		None	1 standard action	15 minutes [D]	Personal	V,S,M	No	Transmutation	PGiF: pg.113
Effect: Acts as iron body except DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text					Target: You		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> True Seeing	26	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
Effect: Lets you see all things as they really are.					Target: Creature touched		Caster Level: 15		

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Banishment	27	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V,S,F	Yes	Abjuration	PHB: pg.203
Effect: Banishes 2 HD/level of extraplanar creatures.					Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bite of the Werebear	27	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
Effect: Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.					Target: You		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Delayed Blast Fireball	28	Reflex half	1 standard action	5 rounds or less; see text	Long (1000 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: pg.217
Effect: Deals 1d6 [max 20d6] fire damage; you can postpone blast for 5 rounds.					Target: 20-ft.-radius spread		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dragon Ally		None	10 minutes	Instantaneous	Close (60 ft.)	V,XP	No	Conjuration (Calling)	SC: Pg.72
Effect: Functions like lesser dragon ally, except you call dragon up to 18 HD.					Target: One called dragon of 18 HD or less		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Emerald Flame Fist	28	See text	1 standard action	1 round/level; see text	Touch	V,S	Yes	Evocation [Fire]	SC: Pg.79
Effect: Flaming fist you deal 3d6 +1/caster level [Max +20] damage.					Target: Creatures or objects touched		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ethereal Jaunt		None	1 standard action	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: pg.227
Effect: You become ethereal for 1 round/level.					Target: You		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Plane Shift	27	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: pg.262
Effect: As many as eight subjects travel to another plane.					Target: Creature touched, or up to eight willing creatures joining hands		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Reverse Gravity	27	None; see text	1 standard action	1 round/level [D]	Medium (250 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.273
Effect: Objects and creatures fall upward.					Target: Up to 1 10-ft. cube/2 levels [S]		Caster Level: 15		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spell Matrix	27	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F	N/A	Transmutation	SC: Pg.199
Effect: Same as lesser spell matrix except it allows you to store and cast 2 spells as a free action; see text					Target: Matrix that holds two of your spells		Caster Level: 15		

* =Domain/Specialty Spell

Wizard Spells

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

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Change to Otiluke's Telekinetic Sphere	29	Reflex negates (object)	1 standard action	1 minute/level [D]	Close (60 ft.)	V,S,M	Yes (object)	Evocation [Force]	PHB: pg.259
<i>Effect:</i> As resilient sphere, but you move sphere telekinetically.					<i>Target:</i> 1 ft./level diameter sphere, centered around creatures or objects				<i>Caster Level:</i> 15
□□□□□ Invisibility, Superior	28	Will negates [harmless]	1 standard action	1 minute/level [D]	Personal or touch	V,S	No	Illusion (Glamer)	SC: Pg.125
<i>Effect:</i> More powerful invisibility.					<i>Target:</i> You or a creature or object weighing no more than 100 lb/level				<i>Caster Level:</i> 15
□□□□□ Iron Body		None	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	No	Transmutation	PHB: pg.245
<i>Effect:</i> Your body becomes living iron.					<i>Target:</i> You				<i>Caster Level:</i> 15
□□□□□ Temporal Stasis	28	Fortitude negates	1 standard action	Permanent	Touch	V,S,M	Yes	Transmutation	PHB: pg.293
<i>Effect:</i> Puts subject into suspended animation.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 15

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Gate		None	1 standard action	Instantaneous or concentration 0; see text	Medium (250 ft.)	V,S, XP; see text	No	Conjuration (Creation, Calling)	PHB: pg.234
<i>Effect:</i> Connects two planes for travel or summoning.					<i>Target:</i> See text				<i>Caster Level:</i> 15
□□□□□ Heavenly Host		None	10 minutes	10 minutes/level	Medium (250 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.113
<i>Effect:</i> Summons multiple creatures; see text					<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 15
□□□□□ Shapechange		None	1 standard action	10 minutes/level [D]	Personal	V,S,F	No	Transmutation	PHB: pg.277
<i>Effect:</i> Transforms you into any creature, and change forms once per round.					<i>Target:</i> You				<i>Caster Level:</i> 15
□□□□□ Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (250 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith				<i>Caster Level:</i> 15

* =Domain/Speciality Spell

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	14	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 6	
□□□□□Create Water		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 6	
□□□□□Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Detect Magic		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Detect Poison		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 6	
□□□□□Guidance	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Inflict Minor Wounds	14	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Light		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 6	
□□□□□Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 6	
□□□□□Purify Food and Drink	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 6	
□□□□□Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 6	
□□□□□Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Virtue	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Bane	15	Will negates	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: pg.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 6	
□□□□□Bless		None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 6	
□□□□□Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 6	
□□□□□Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	V,S	Yes	Necromancy [Fear, Mind-Affecting]	PHB: pg.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 6	
□□□□□Command	15	Will negates	1 standard action	1 round	Close (40 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 6	
□□□□□Comprehend Languages		None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 6	
□□□□□Conviction	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Detect Chaos		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Detect Evil		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Detect Good		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Detect Law		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	

* =Domain/Speciality Spell

Cleric Spells

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

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Aid		None	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	PHB: pg.196
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					Target: Living creature touched				
☐☐☐☐☐Align Weapon	16	Will negates (harmless, object)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.197
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]Caster Level: 6				
☐☐☐☐☐Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: pg.202
Effect: Learns whether an action will be good or bad.					Target: You				
☐☐☐☐☐Bear's Endurance	16	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
Effect: Subject gains +4 to Con for 1 minutes/level.					Target: Creature touched				
					Caster Level: 6				
* =Domain/Specialty Spell									

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Cleric Spells

■■■■■ Bull's Strength	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
■■■■■ Calm Emotions	16	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (160 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 6	
■■■■■ Close Wounds	16	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (40 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature			<i>Caster Level:</i> 6	
■■■■■ Consecrate		None	1 standard action	2 hours/level	Close (40 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pg.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 6	
■■■■■ Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
■■■■■ Darkness		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
■■■■■ Deific Vegeance	16	Will half	1 standard action	Instantaneous	Close (40 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: Pg.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature			<i>Caster Level:</i> 6	
■■■■■ Delay Poison	16	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
■■■■■ Eagle's Splendor	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
■■■■■ Enthral	16	Will negates; see text	1 round	1 hour or less	Medium (160 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level					<i>Target:</i> Any number of creatures			<i>Caster Level:</i> 6	
■■■■■ Find Traps		None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.230
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You			<i>Caster Level:</i> 6	
■■■■■ Gentle Repose	16	Will negates (object)	1 standard action	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched			<i>Caster Level:</i> 6	
■■■■■ Hold Person	16	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (160 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 6	
■■■■■ Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
■■■■■ Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 6	
■■■■■ Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: pg.252
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level			<i>Caster Level:</i> 6	
■■■■■ Owl's Wisdom	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
■■■■■ Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 6	
■■■■■ Resist Energy	16	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
■■■■■ Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
■■■■■ Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (40 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 6	
■■■■■ Shield Other	16	Will negates (harmless)	1 standard action	1 hour/level [D]	Close (40 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 6	
■■■■■ Silence	16	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (640 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: pg.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 6	
■■■■■ Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (40 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: pg.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread			<i>Caster Level:</i> 6	
■■■■■ Spiritual Weapon		None	1 standard action	1 round/level [D]	Medium (160 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: pg.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force			<i>Caster Level:</i> 6	
■■■■■ Status	16	Will negates (harmless)	1 standard action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: pg.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched			<i>Caster Level:</i> 6	
■■■■■ Summon Monster II		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 6	
■■■■■ Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (40 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 6	
■■■■■ Zone of Truth	16	Will negates	1 standard action	1 minute/level	Close (40 ft.)	V,S, DF	Yes	Enchantment (Compulsion)	PHB: pg.303

* =Domain/Specialty Spell

Cleric Spells

Effect:
Subjects within range cannot lie.

Target: 20-ft.-radius emanation

[Mind-Affecting]
Caster Level: 6

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	PHB: pg.203
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					Target: Creature touched			Caster Level: 6	
Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (160 ft.)	V	Yes	Necromancy	PHB: pg.206
Effect: Makes subject blinded or deafened.					Target: One living creature			Caster Level: 6	
Continual Flame		None	1 standard action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
Effect: Makes a permanent, heatless torch.					Target: Object touched Magical, heatless flame			Caster Level: 6	
Create Food and Water		None	10 minutes	24 hours; see text	Close (40 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.214
Effect: Feeds 3 humans or 1 horses/level.					Target: Food and water to sustain 3 humans/level or one horse/level for 24 hours			Caster Level: 6	
Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 3d8 +1/level [max +15] damage.					Target: Creature touched			Caster Level: 6	
Daylight		None	1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
Effect: 60-ft. radius of bright light.					Target: Object touched			Caster Level: 6	
Deeper Darkness		None	1 standard action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.217
Effect: Object sheds supernatural shadow in 60-ft. radius.					Target: Object touched			Caster Level: 6	
Dispel Magic		None	1 standard action	Instantaneous	Medium (160 ft.)	V,S	No	Abjuration	PHB: pg.223
Effect: Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 6	
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.236
Effect: Inscription harms those who pass it.					Target: Object touched or up to 5 sq. ft/level			Caster Level: 6	
Grace	17	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: Pg.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					Target: You			Caster Level: 6	
Helping Hand		None	1 standard action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: pg.239
Effect: Ghostly hand leads subject to you.					Target: Ghostly hand			Caster Level: 6	
Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
Effect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature touched			Caster Level: 6	
Interplanar Message	18	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: Pg.124
Effect: Send 25 words or less to the targeted creature; see text.					Target: One creature			Caster Level: 6	
Invisibility Purge		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: pg.245
Effect: Dispels invisibility within 5 ft./level					Target: You			Caster Level: 6	
Light of Venya		None	1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					Target: You and up to two rays; see text			Caster Level: 6	
Locate Object		None	1 standard action	1 minute/level	Long (640 ft.)	V,S,F/DF	No	Divination	PHB: pg.249
Effect: Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 400 + 40 ft. per level			Caster Level: 6	
Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 6	
Magic Circle against Evil	17	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 6	
Magic Circle against Law	17	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: pg.250
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 6	
Magic Vestment	17	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Armor or shield gains +1/4 levels [max +5] enhancement					Target: Armor or shield touched			Caster Level: 6	
Meld into Stone		None	1 standard action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
Effect: You and your gear merge with stone.					Target: You			Caster Level: 6	
Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
Effect: Masks object against scrying.					Target: One object touched of up to 100 lbs/level			Caster Level: 6	
Prayer		None	1 standard action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.					Target: All allies and foes within a 40-ft.-radius burst centered on you			Caster Level: 6	
Protection from Energy	17	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
Effect: Absorb 12 points of damage/level [max 120] from one kind of energy.					Target: Creature touched			Caster Level: 6	
Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
Effect: Cures normal or magical conditions.					Target: Creature touched			Caster Level: 6	
Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
Effect: Frees object or person from curse.					Target: Creature or item touched			Caster Level: 6	
Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
Effect: Cures all diseases affecting subject.					Target: Creature touched			Caster Level: 6	

* =Domain/Specialty Spell

Cleric Spells

<div>☐☐☐☐☐ Searing Light</div>	None	1 standard	Instantaneous	action	Medium (160 ft.)	V,S	Yes	Evocation	PHB: pg.275
<div>Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 6 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage.</div>					<div>Target: Ray</div>			<div>Caster Level: 6</div>	
<div>☐☐☐☐☐ Speak with Dead</div>	17	Will negates; see text	10 minutes	1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Dependent]	PHB: pg.281
<div>Effect: Corpse answers one question/2 levels.</div>					<div>Target: One dead creature</div>			<div>Caster Level: 6</div>	
<div>☐☐☐☐☐ Stone Shape</div>	None	1 standard	Instantaneous	action	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<div>Effect: Sculpts stone into any shape.</div>					<div>Target: Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level</div>			<div>Caster Level: 6</div>	
<div>☐☐☐☐☐ Summon Monster III</div>	None	1 round	1 round/level	[D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<div>Effect: Calls extraplanar creature to fight for you.</div>					<div>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</div>			<div>Caster Level: 6</div>	
<div>☐☐☐☐☐ Vigor</div>	17	Will negates [harmless]	1 standard	10 rounds + 1 round/level	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<div>Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.</div>					<div>Target: Living creature touched</div>			<div>Caster Level: 6</div>	
<div>☐☐☐☐☐ Water Breathing</div>	17	Will negates (harmless)	1 standard	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<div>Effect: Subjects can breathe underwater.</div>					<div>Target: Living creatures touched</div>			<div>Caster Level: 6</div>	
<div>☐☐☐☐☐ Water Walk</div>	17	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: pg.300
<div>Effect: Subject treads on water as if solid.</div>					<div>Target: One touched creature/level</div>			<div>Caster Level: 6</div>	
<div>☐☐☐☐☐ Wind Wall</div>	18	None; see text	1 standard	1 round/level	Medium (160 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<div>Effect: Deflects arrows, smaller creatures, and gases.</div>					<div>Target: Wall up to 10 ft./level long and 5 ft./level high [S]</div>			<div>Caster Level: 6</div>	
* =Domain/Speciality Spell									

Innate

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

Spellbook: Spellbook (Wizard's/Blank)

Wizard

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|---|--|---|--|
| Level 0 <ul style="list-style-type: none"> <input type="checkbox"/> Acid Splash (DC:) <input type="checkbox"/> Arcane Mark (DC:) <input type="checkbox"/> Dancing Lights (DC:) <input type="checkbox"/> Daze (DC:20) <input type="checkbox"/> Detect Magic (DC:) <input type="checkbox"/> Detect Poison (DC:) <input type="checkbox"/> Disrupt Undead (DC:) <input type="checkbox"/> Electric Jolt (DC:) <input type="checkbox"/> Flare (DC:21) <input type="checkbox"/> Ghost Sound (DC:20) <input type="checkbox"/> Launch Bolt (DC:) <input type="checkbox"/> Light (DC:) <input type="checkbox"/> Mage Hand (DC:) <input type="checkbox"/> Mending (DC:20) <input type="checkbox"/> Message (DC:) <input type="checkbox"/> Open/Close (DC:20) <input type="checkbox"/> Prestidigitation (DC:20) <input type="checkbox"/> Ray of Frost (DC:) <input type="checkbox"/> Read Magic (DC:) <input type="checkbox"/> Repair Minor Damage (DC:) <input type="checkbox"/> Resistance (DC:20) <input type="checkbox"/> Silent Portal (DC:20) <input type="checkbox"/> Stick (DC:20) <input type="checkbox"/> Touch of Fatigue (DC:20) | Level 1 <ul style="list-style-type: none"> <input type="checkbox"/> Alarm (DC:) <input type="checkbox"/> Animate Rope (DC:) <input type="checkbox"/> Burning Hands (DC:22) <input type="checkbox"/> Charm Person (DC:21) <input type="checkbox"/> Comprehend Languages (DC:) <input type="checkbox"/> Distract Assailant (DC:21) <input type="checkbox"/> Enlarge Person (DC:21) <input type="checkbox"/> Erase (DC:21) <input type="checkbox"/> Expeditious Retreat (DC:) <input type="checkbox"/> Feather Fall (DC:21) <input type="checkbox"/> Change to Tenser's Floating Disk (DC:) <input type="checkbox"/> Guided Shot (DC:21) <input type="checkbox"/> Identify (DC:) <input type="checkbox"/> Instant Search (DC:21) <input type="checkbox"/> Mage Armor (DC:21) <input type="checkbox"/> Magic Missile (DC:) <input type="checkbox"/> Mount (DC:) <input type="checkbox"/> Orb of Acid, Lesser (DC:) <input type="checkbox"/> Orb of Cold, Lesser (DC:) <input type="checkbox"/> Orb of Electricity, Lesser (DC:) <input type="checkbox"/> Orb of Fire, Lesser (DC:) <input type="checkbox"/> Orb of Sound, Lesser (DC:) <input type="checkbox"/> Protection from Evil (DC:21) <input type="checkbox"/> Scholar's Touch (DC:) <input type="checkbox"/> Shield (DC:) <input type="checkbox"/> Shocking Grasp (DC:) <input type="checkbox"/> Sleep (DC:21) <input type="checkbox"/> Summon Monster I (DC:) <input type="checkbox"/> True Strike (DC:) <input type="checkbox"/> Unseen Servant (DC:) | Level 2 <ul style="list-style-type: none"> <input type="checkbox"/> Bear's Endurance (DC:22) <input type="checkbox"/> Blur (DC:22) <input type="checkbox"/> Cat's Grace (DC:22) <input type="checkbox"/> Darkness (DC:) <input type="checkbox"/> False Life (DC:) <input type="checkbox"/> Familiar Pocket (DC:) <input type="checkbox"/> Invisibility (DC:22) <input type="checkbox"/> Knock (DC:) <input type="checkbox"/> Levitate (DC:) <input type="checkbox"/> Mirror Image (DC:) <input type="checkbox"/> Resist Energy (DC:22) <input type="checkbox"/> Rope Trick (DC:) <input type="checkbox"/> Scorching Ray (DC:) <input type="checkbox"/> See Invisibility (DC:) <input type="checkbox"/> Spider Climb (DC:22) <input type="checkbox"/> Web (DC:22) <input type="checkbox"/> Wraithstrike (DC:22) <input type="checkbox"/> Zone of Glacial Cold (DC:22) | Level 3 <ul style="list-style-type: none"> <input type="checkbox"/> Blink (DC:) <input type="checkbox"/> Dispel Magic (DC:) |
|---|--|---|--|

Spellbook: Lu's Spellbook #2

Wizard

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|---|--|---|
| Level 5 <ul style="list-style-type: none"> <input type="checkbox"/> Baleful Polymorph (DC:25) <input type="checkbox"/> Dancing Flame Blade (DC:26) <input type="checkbox"/> Dragonbreath (DC:26) <input type="checkbox"/> Ironguard, Lesser (DC:25) <input type="checkbox"/> Telekinesis (DC:25) <input type="checkbox"/> Teleport (DC:25) | Level 3 <ul style="list-style-type: none"> <input type="checkbox"/> Displacement (DC:23) <input type="checkbox"/> Fireball (DC:24) <input type="checkbox"/> Fly (DC:23) <input type="checkbox"/> Force Lightning (DC:24) <input type="checkbox"/> Lance of Disruption (DC:24) <input type="checkbox"/> Lightning Bolt (DC:24) <input type="checkbox"/> Mage Armor, Greater (DC:23) <input type="checkbox"/> Nondetection (DC:23) <input type="checkbox"/> Scintillating Sphere (DC:24) | Level 4 <ul style="list-style-type: none"> <input type="checkbox"/> Blast of Flame (DC:24) <input type="checkbox"/> Detect Scrying (DC:) <input type="checkbox"/> Dimension Door (DC:24) <input type="checkbox"/> Ice Web (DC:24) <input type="checkbox"/> Polymorph (DC:) <input type="checkbox"/> Stoneskin (DC:24) <input type="checkbox"/> Thunderlance (DC:) |
|---|--|---|

Spellbook: Dwarven Blessed Book

Wizard

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|--|---|---|--|--|
| Level 5 <ul style="list-style-type: none"> <input type="checkbox"/> Dimension Door, Greater (DC:25) <input type="checkbox"/> Draconic Might (DC:25) <input type="checkbox"/> Major Creation (DC:) <input type="checkbox"/> Mordenkainen's Faithful Hound (DC:) <input type="checkbox"/> Spell Matrix, Lesser (DC:25) | Level 1 <ul style="list-style-type: none"> <input type="checkbox"/> Familiar Pocket (DC:) <input type="checkbox"/> Weapon Shift (DC:21) | Level 2 <ul style="list-style-type: none"> <input type="checkbox"/> Arcane Lock (DC:) <input type="checkbox"/> Balor Nimbus (DC:22) <input type="checkbox"/> Obscure Object (DC:22) <input type="checkbox"/> Scorch (DC:23) <input type="checkbox"/> Whirling Blade (DC:) | Level 3 <ul style="list-style-type: none"> <input type="checkbox"/> Arcane Sight (DC:) <input type="checkbox"/> Dragonskin (DC:23) <input type="checkbox"/> Hailstones (DC:) <input type="checkbox"/> Weapon of Energy (DC:23) | Level 4 <ul style="list-style-type: none"> <input type="checkbox"/> Arcane Eye (DC:) <input type="checkbox"/> Force Missiles (DC:) <input type="checkbox"/> Ice Storm (DC:) <input type="checkbox"/> Orb of Fire (DC:24) <input type="checkbox"/> Remove Curse (DC:24) |
| Level 6 <ul style="list-style-type: none"> <input type="checkbox"/> Bite of the Weretiger (DC:26) <input type="checkbox"/> Chain Lightning (DC:27) <input type="checkbox"/> Contingency (DC:) <input type="checkbox"/> Disintegrate (DC:26) <input type="checkbox"/> Dispel Magic, Greater (DC:) <input type="checkbox"/> Heroism, Greater (DC:26) <input type="checkbox"/> Stone Body (DC:) | Level 7 <ul style="list-style-type: none"> <input type="checkbox"/> Bite of the Werebear (DC:27) <input type="checkbox"/> Delayed Blast Fireball (DC:28) <input type="checkbox"/> Dragon Ally (DC:) <input type="checkbox"/> Emerald Flame Fist (DC:28) <input type="checkbox"/> Spell Matrix (DC:27) | Level 8 <ul style="list-style-type: none"> <input type="checkbox"/> Invisibility, Superior (DC:28) <input type="checkbox"/> Iron Body (DC:) <input type="checkbox"/> Change to Otiluke's Telekinetic Sphere (DC:29) <input type="checkbox"/> Temporal Stasis (DC:28) | Level 9 <ul style="list-style-type: none"> <input type="checkbox"/> Gate (DC:) <input type="checkbox"/> Heavenly Host (DC:) <input type="checkbox"/> Shapechange (DC:) <input type="checkbox"/> Summon Elemental Monolith (DC:) | |

Lu Than do Cordlebane



Elf (Drow)

RACE

127

AGE

Male

GENDER

Darkvision (120')

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

4' 6"

HEIGHT

94 lbs.

WEIGHT

Lt. Blue-violet

EYE COLOUR

Black

SKIN COLOUR

White, Shoulder

HAIR

Spiders - Minor Aversion

PHOBIAS

?

PERSONALITY TRAITS

Knowledge

INTERESTS

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

SPOKEN STYLE

Far, far away

RESIDENCE

Wandering

LOCATION

None

REGION

Description:

Biography:

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

Notes:

Character Sheet Notes:

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

NPC's:

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

Quests:

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

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

Feats:

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

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

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

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

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

Prerequisite: Spellcaster level 1st

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

skills:

Diplomacy (Cha)

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

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

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

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

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

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

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

knight serving the same king.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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