

Fox (Mage Blade)

Nick Fuller

Neutral Good



NAME	PLAYERNAME	DEITY	ALIGNMENT
MB16	Half-Elf	5' 10"	Low-light
CLASS	RACE	HEIGHT	VISION
16	17	Male	-1
Character Level	AGE	GENDER	POINTS
120000	Medium	170 lbs.	
EXPERIENCE	SIZE	WEIGHT	
136000	Male		
NEXT LEVEL		EYES	HAIR

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED											
STR Strength	18	+4	20	+5	20	+5	HP hit points	138							Walk 40 ft.											
DEX Dexterity	17	+3	17	+3	17	+3	AC armor class	30	27	16	10	10	0	3	0	4	3		25	-3	0					
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST					
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE modifier	+9	+3	+6	SKILLS															
								TOTAL	DEX MODIFIER	MISC MODIFIER	KEY ABILITY															
INT Intelligence	18	+4	18	+4	18	+4	BASE ATTACK bonus	+12/+7/+2	SKILL NAME												SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9/5		
																							RANKS	MISC MODIFIER		
WIS Wisdom	11	+0	11	+0	11	+0			✓ Acrobatics												DEX	0	= 3	+	+	-3
CHA Charisma	13	+1	13	+1	13	+1			✓ Appraise												INT	4	= 4	+	+	
									✓ Athletics												STR	2	= 5	+	+	-3
									✓ Craft (Untrained)												INT	4	= 4	+	+	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	= +7	+1	+2	+0	+0		
REFLEX (dexterity)	+12	= +7	+3	+2	+0	+0		
WILL (wisdom)	+9	= +7	+0	+2	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+16	= +12	+5	+0	-1	+0	
RANGED attack bonus	+14	= +12	+3	+0	-1	+0	
GRAPPLE attack bonus	+16	= +12	+5	+0	-1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+16/+16	1d3+5	20/x2	5 ft.

*Fox's Staff	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B/B	M	19-20/x2/2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+21/+21;+21/+21	2d8+13/+10				
Special Properties	Head1: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Head2: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*Fox's Staff (Head 1 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	N/A	2d8+13	2W-P-(OH)	N/A	2d8+13
1H-O	N/A	2d8+10	2W-P-(OL)	+21/+21	2d8+13
2H	+23/+23	2d8+15	2W-OH	+21/+21	2d8+10
Special Properties	Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*Fox's Staff (Head 2 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+23/+23	2d8+15				
Special Properties	Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +2	Medium	+10	+3	-3	25
30hp/inch and 15 hardness					
*Amulet of Natural Armor +4		+4		+0	0
*Ring of Protection +3		+3		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5
✓ Acrobatics	DEX	0	= 3	+	-3
✓ Appraise	INT	4	= 4	+	+
✓ Athletics	STR	2	= 5	+	-3
✓ Craft (Untrained)	INT	4	= 4	+	+
✓ Deception	CHA	1	= 1	+	+
✓ Endurance	CON	-2	= 1	+	-3
✓ Gather Information	CHA	3	= 1	+	2
✓ Heal	WIS	0	= 0	+	+
Knowledge (Arcana)	INT	16	= 4	+	12.0
Knowledge (Dungeoneering)	INT	14	= 4	+	8.0
✓ Perception	WIS	9	= 0	+	9.0
✓ Persuasion	CHA	1	= 1	+	+
✗ Psychic (Enhance Ability)	WIS	5	= 0	+	5.0
✗ Psychic (Enhance Senses)	WIS	1	= 0	+	1.0
✗ Psychic (Mental Contact)	CHA	6	= 1	+	5.0
✗ Psychic (Psychic Healing)	WIS	1	= 0	+	1.0
✓ Ride	DEX	3	= 3	+	+
✓ Sense Motive	WIS	4	= 0	+	4.0
Spellcraft	INT	17	= 4	+	11.0
✓ Stealth	DEX	9	= 3	+	9.0
✓ Survival	WIS	5	= 0	+	5.0
Survival (Find or follow tracks)	WIS	7	= 0	+	5.0
Survival (Underground)	WIS	7	= 0	+	5.0
✓ Thievery	DEX	3	= 3	+	+
✓ Use Rope	DEX	5	= 3	+	2.0
			=	+	+
			=	+	+

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

Laser (Holdout)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	F	M	20/x2	5 ft.
	30 ft.	75 ft.	150 ft.			225 ft.		300 ft.
TH	+10/+10	+10/+10	+8/+8			+6/+6		+4/+4
Dam	1d10	1d10	1d10			1d10		1d10
Special Properties								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +4	Equipped	1	0.0	32000.0	
Backpack	Equipped	1	2.0	2.0	
3 lbs., 1 Blanket (Winter)					
Blanket (Winter)	Backpack	1	3.0	0.5	
Bracers of Ogre Power	Equipped	1	0.0	4500.0	
Enhancement bonus to ability STR +2					
Cloak of Resistance +2	Equipped	1	1.0	4000.0	
Fox's Staff	Equipped	1	2.0	80600.0	
Head1: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed. Head2: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
Full Plate +2	Equipped	1	25.0	14500.0	
30hp/inch and 15 hardness					
Laser (Holdout)	Carried	1	1.0	200.0	
0 lbs.					
Noble's Outfit	Equipped	1	10.0	75.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Dungeoneering Bonus	Equipped	1	0.0	1000.0	
Spell Component Pouch	Carried	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Carried	1	3.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			39 lbs. 154897.5 gp		

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MAGIC
Fox's Battle Short Staff+4 2d8+4 -Pyschic Weapon: Add 3d8 to weapon damage Duration: 1 round per level Costs: 3 strain Shimmering Shield +6 Deflection AC Bonus for 10 rounds

OTHER COMPANIONS
Desire' = Donnamarie Jessabelle = Bekah Lu = Phil Turk = Jason Grom = Tim ----- Gian = Dan Lo = Cody Aaron = Richard

SPECIAL QUALITIES
Athame Basic empathic link with the mage blade, so the character always knows where the weapon is (distance and direction). +5 enhancement bonus
Athame Defense Anyone other than you picking up the Athame will be attacked
Immunity to magic sleep effects
+2 racial saving throw bonus against enchantment spells or effects
Elven Blood
Familiarity with Magic (Ex) Gain +2 competence bonus to all saving throws against spells and spell-like abilities (including magic items). Further gain a +2 competence bonus to Armor Class against spells requiring attack rolls.
Mage Blade ~ Athame Summon Athame (Free Action)
Shimmering Shield (Sp) Call a shimmering aura that grants a +2 deflection bonus to Armor Class per four class levels. Standard action, lasts 1 round/level.
Slice through Wardings (Su) Once per day per class level, the mage blade can ignore all magic-based protections (Armor Class bonuses, defensive field, and so on) on a foe in a single attack with the athame. (Must declare use before attack).
Spell Parry (Su) Gain the ability to parry spells.
Sprightly Step (Ex) Gains proficiency with medium armor and retains a normal movement rate.

FEATS

Born to the Blade

Gain a +2 bonus on initiative and +1 bonus on save DCs.

Cleave

If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.

Complex Spell

Caster can ready complex spells of one spell level

Fleet of Foot

+10 feet bonus to ground speed

Great Cleave

This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

Improved Athame Defense

Cast without provoking attacks of opportunity while using athame.

Improved Initiative

You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Power Attack

On your action, before making attack rolls for a round, you may choose to subtract up to 12 from all melee attack rolls and add the same number to all melee damage rolls.

Speed Burst

You can take an extra move action 8 times per day

Two-Weapon Fighting

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Weapon Focus (Quarterstaff)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization* (Quarterstaff)

+2 bonus to damage rolls with one weapon

Wild Talent (Psychic (Mental Contact), Psychic (Enhance Senses), Psychic (Enhance Ability), Psychic (Psychic Healing))

You have the potential to learn the selected psychic skills.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Improved Toughness

Gain hp equal to your current HD

Martial Weapon Proficiency

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Simple Weapon Proficiency

You make attack rolls with simple weapons normally.

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.

PROFICIENCIES

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

LANGUAGES

Celestial, Common, Draconic, Elven, Sylvan

TEMPLATES

Truename

Mage Blade Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash		None	Standard action	Instantaneous	Close (65 ft.)		No	Conjuration (Creation) [Acid]	Is This : null
<i>Effect:</i> A globe of acid strikes your target for 1d3 points of damage.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 16		
□□□□□ Animated Tattoo		None	One hour	Permanent	Touch		No	Illusion [Faen, Runic]	Is This : null
<i>Effect:</i> Creates a moving image on a subject's body.					<i>Target:</i> A 3-inch-square area of flesh		<i>Caster Level:</i> 16		
□□□□□ Assess Creature	15	Will negates	Standard action	Instantaneous	Close (65 ft.)		Yes	Divination	Is This : null
<i>Effect:</i> Determine the HD of one creature.					<i>Target:</i> One creature		<i>Caster Level:</i> 16		
□□□□□ Bash			Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gets a +2 competence bonus to next melee attack roll.					<i>Target:</i> You		<i>Caster Level:</i> 16		
□□□□□ Canny Effort			Standard action	Until discharged 0 [D]	Personal			Transmutation	AE: Arcana Evolved
<i>Effect:</i> Caster gains +2 competence bonus on next skill check.					<i>Target:</i> You		<i>Caster Level:</i> 16		
□□□□□ Clarity of Mind		None	Standard action	1 round/level	Personal		No	Enchantment (Compulsion)	Is This : null
<i>Effect:</i> Grants +1 bonus to Concentration checks.					<i>Target:</i> You		<i>Caster Level:</i> 16		
□□□□□ Comrade's Trail		None	Standard action	One hour/level [D]	Touch		Yes	Conjuration (Creation) [Truename]	Is This : null
<i>Effect:</i> You create a magical trail only your friends can see.					<i>Target:</i> A trail up to one mile long/level		<i>Caster Level:</i> 16		
□□□□□ Contact	15	Will negates	Standard action	Instantaneous	Touch		Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Sends mental message to creature touched.					<i>Target:</i> One creature		<i>Caster Level:</i> 16		
□□□□□ Detect Disease		None	Standard action	Instantaneous	Close (65 ft.)		No	Divination	AE: Arcana Evolved
<i>Effect:</i> Detects and identifies a disease.					<i>Target:</i> One creature, one object, or a 5-foot cube		<i>Caster Level:</i> 16		
□□□□□ Detect Magic		None	Standard action	Concentration, up to one minute/level [D]	60 feet		No	Universal	AE: Arcana Evolved
<i>Effect:</i> Detects and identifies magical auras.					<i>Target:</i> Quarter circle emanating from you to the extreme of the range		<i>Caster Level:</i> 16		
□□□□□ Detect Poison		None	Standard action	Instantaneous	Close (65 ft.)		No	Divination	AE: Arcana Evolved
<i>Effect:</i> Detects and identifies poisons.					<i>Target:</i> One creature, one object, or a 5-foot cube		<i>Caster Level:</i> 16		
□□□□□ Disrupt Undead		None	Standard action	Instantaneous	Close (65 ft.)		Yes	Necromancy [Positive Energy]	Is This : null
<i>Effect:</i> Ray deals 1d6 points of damage to undead.					<i>Target:</i> Ray		<i>Caster Level:</i> 16		
□□□□□ Enchanting Flavor		None	1 full round	Instantaneous	Touch		No	Transmutation [Faen, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Gives food better flavor and caster +2 bonus to Charisma checks against diners.					<i>Target:</i> One meal		<i>Caster Level:</i> 16		
□□□□□ Faen Glow		None	Standard action	One minute [D]	Medium (260 ft.)		No	Evocation [Faen, Light]	Is This : null
<i>Effect:</i> Creates magical lights.					<i>Target:</i> Up to four lights, all within a 10 foot-radius area		<i>Caster Level:</i> 16		
□□□□□ Ghost Sound	15	Will disbelief (if interacted with)	Standard action	1 round/level [D]	Close (65 ft.)		No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusionary sounds.					<i>Target:</i> Illusory sounds		<i>Caster Level:</i> 16		
□□□□□ Glowglobe, Lesser		None	Standard action	10 minutes/level [D]	0 feet		No	Evocation [Faen, Light]	AE: Arcana Evolved
<i>Effect:</i> Creates nonmoving magical globe of light.					<i>Target:</i> Glowing sphere		<i>Caster Level:</i> 16		
□□□□□ Hygiene	15	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Cleans one creature and gives +1 circumstance bonus to saves against disease.					<i>Target:</i> One creature		<i>Caster Level:</i> 16		
□□□□□ Ignore	15	Will negates	One standard action	1 round	Close (65 ft.)		Yes	Enchantment (Charm) [Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Distracted creature suffers a #5 penalty to Spot and Listen checks.					<i>Target:</i> One creature		<i>Caster Level:</i> 16		
□□□□□ Keep Dry		None	Standard action	Eight hours [D]	Touch		No	Abjuration	Is This : null
<i>Effect:</i> One object resists water.					<i>Target:</i> One object		<i>Caster Level:</i> 16		
□□□□□ Keep Fresh		None	Standard action	24 hours	Touch		No	Abjuration	Is This : null
<i>Effect:</i> 1 lb. of food does not spoil					<i>Target:</i> 1 lb. of food		<i>Caster Level:</i> 16		
□□□□□ Know Talent	15	Will negates	One standard action	Instantaneous	Touch		Yes	Divination [Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> You learn which skill the target has the most ranks in.					<i>Target:</i> One creature		<i>Caster Level:</i> 16		
□□□□□ Learn Heritage	15	Will negates	Standard action	Instantaneous	Close (65 ft.)		Yes	Divination	Is This : null
<i>Effect:</i> Conveys details about family and ancestry of subject.					<i>Target:</i> One creature		<i>Caster Level:</i> 16		
□□□□□ Light as a Feather			One standard action	1 round + 1 round/two levels	Personal			Divination	Is This : null
<i>Effect:</i> Negates the armor check penalty for your armor and shield.					<i>Target:</i> You		<i>Caster Level:</i> 16		
□□□□□ Long Flame		None	Standard action	See text	Touch		No	Transmutation [Fire, Light]	Is This : null
<i>Effect:</i> Candle, torch, or lantern burns much longer than normal.					<i>Target:</i> One candle, lantern, or torch		<i>Caster Level:</i> 16		
□□□□□ Mental Alarm		None	Standard action	One hour/level	Close (65 ft.)		No	Divination [Psionic]	Is This : null
<i>Effect:</i> Alerts you to events.					<i>Target:</i> One creature/level [maximum eight creatures]		<i>Caster Level:</i> 16		

* =Domain/Speciality Spell

Mage Blade Spells

Minor Illusion	15	Will negates (disbelief)	Standard action	1 round/level [D]	0 feet	No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusion of nonmoving object in caster's hand.					<i>Target:</i> An image up to 6 inches on allsides		<i>Caster Level:</i> 16	
Minor Ward	15	See text	10 minutes	One day/level	Touch	Yes (object)	Abjuration	Is This : null
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 20 square feet		<i>Caster Level:</i> 16	
Monkey Climb			Standard action	1 round/level	Personal		Transmutation [Faen]	Is This : null
<i>Effect:</i> Grant yourself a +5 bonus to one Climb check.					<i>Target:</i> You		<i>Caster Level:</i> 16	
Preserve Ice		None	Standard action	24 hours	Touch	No	Transmutation [Cold]	Is This : null
<i>Effect:</i> Ice you touch will not melt.					<i>Target:</i> 1-foot cube of ice		<i>Caster Level:</i> 16	
Quick Boost		None	Standard action	1d4 rounds [D]	Touch	Yes	Transmutation [Positive Energy]	Is This : null
<i>Effect:</i> Gives +2 bonus to Strength, Dexterity, or Constitution score of one subject.					<i>Target:</i> One living creature		<i>Caster Level:</i> 16	
Read Magic			Standard action	10 minutes/level	Personal		Divination	AE: Arcana Evolved
<i>Effect:</i> Caster can read magical writing, including scrolls and runes.					<i>Target:</i> You		<i>Caster Level:</i> 16	
Remove Minor Malady	15	Fortitude negates (harmless)	Standard action	Instantaneous	Touch	Yes (harmless)	Transmutation [Positive Energy]	Is This : null
<i>Effect:</i> Remove a minor physical malady from the target touched.					<i>Target:</i> One living creature		<i>Caster Level:</i> 16	
Repair, Lesser	15	Will negates (harmless,object)	Standard action	Instantaneous	10 feet	Yes (harmless,object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Repairs one small broken object and repairs 1d10 points of damage to damaged object.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 16	
Saving Grace			Standard action	One round/level [D]	Personal		Abjuration	AE: Arcana Evolved
<i>Effect:</i> Provides +1 luck bonus to one type of saving throw.					<i>Target:</i> You		<i>Caster Level:</i> 16	
Scent Bane	15	Will negates(harmless)	Standard action	One minute/level [D]	Touch	Yes (harmless)	Abjuration [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Negates scent ability.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 16	
Seeker			Standard action	Until discharged 0 [D]	Personal		Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gets a +2 competence bonus to next ranged attack roll.					<i>Target:</i> You		<i>Caster Level:</i> 16	
Sense Thoughts	15	Will negates	Standard action	Concentration 0	Close (65 ft.)	Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Reveals the location and emotional state of any target the caster cast contact upon in the last 24 hours.					<i>Target:</i> One creature		<i>Caster Level:</i> 16	
Sun Bond			Standard action	Instantaneous	Personal		Divination [Litorian,Is This : null Sibeccai]	
<i>Effect:</i> You know the direction of the coming sunrise.					<i>Target:</i> You		<i>Caster Level:</i> 16	
Touch of Weakness	15	Fortitude negates	Standard action	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch attack temporarily damages Strength by 1 point.					<i>Target:</i> One creature		<i>Caster Level:</i> 16	
Trust			One standard action	1 round	Personal		Transmutation [Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Gain a +5 bonus to one Bluff or Diplomacy check made the next round.					<i>Target:</i> You		<i>Caster Level:</i> 16	
Warrior's Competence	15	Will negates (harmless)	Standard action	One minute or until discharged	Touch	Yes (harmless)	Divination [Litorian]	Is This : null
<i>Effect:</i> Gain a +1 bonus on attack roll, save, or skill check.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 16	
Web Splat	15	Reflex negates	Standard action	1 round/level or until destroyed	Close (65 ft.)	Yes	Conjuration (Creation)	Is This : null
<i>Effect:</i> Creates tiny glob of sticky substance.					<i>Target:</i> 3 inches by 3 inches		<i>Caster Level:</i> 16	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acrobatics			Standard action	10 minutes/level	Personal			Transmutation [Faen]	AE: Arcana Evolved
<i>Effect:</i> Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble.					<i>Target:</i> You		<i>Caster Level:</i> 16		
Animal Messenger	16	None (see text)	Special	One day/level	Close (65 ft.)	No		Enchantment (Compulsion) [Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> You summon a Tiny creature to deliver a message for you.					<i>Target:</i> One Tiny animal		<i>Caster Level:</i> 16		
Animate Rope		None	Standard action	1 round/level	Medium (260 ft.)	No		Transmutation [Plant]	Is This : null
<i>Effect:</i> Rope obeys you for 1 round/level.					<i>Target:</i> One ropelike object, length up to 50 feet + 5 feet/level [see text]		<i>Caster Level:</i> 16		
Animate Weapon		None	Standard action	Concentration 0	Close (65 ft.)	No		Transmutation	AE: Arcana Evolved
<i>Effect:</i> Allows weapon to attack on its own with caster's base attack bonus.					<i>Target:</i> A weapon you are proficient with		<i>Caster Level:</i> 16		
Arrow Deflection		None	Standard action	One minute/level	Personal	No		Transmutation	Is This : null
<i>Effect:</i> You make saves to deflect incoming ranged attacks.					<i>Target:</i> You		<i>Caster Level:</i> 16		
Bane	16	Will negates	Standard action	One minute/level	50-foot radius centered on you	Yes		Enchantment (Compulsion) [Dragon, Fear, Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Enemies in 50-foot burst take #1 penalty on attack rolls and saves against fear.					<i>Target:</i> All enemies within a 50-foot-radius burst, centered on you		<i>Caster Level:</i> 16		
Bless		None	Standard action	One minute/level	Self	Yes (harmless)		Enchantment (Compulsion) [Dragon, Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Allies in 50-foot burst gain +1 bonus on attack rolls and saves against fear.					<i>Target:</i> You and all allies within a 50-foot burst, centered on you		<i>Caster Level:</i> 16		
Bless Relationship	16	Will negates	One minute	Instantaneous	Touch	Yes		Enchantment (Charm) [Giant]	Is This : null
<i>Effect:</i> Blessing grants two subjects a +1 inherent bonus to Diplomacy checks made in regard to each other					<i>Target:</i> Two creatures		<i>Caster Level:</i> 16		
Blissful Sleep		None	Standard action	Eight hours	Touch	Yes		Abjuration	Is This : null
<i>Effect:</i> Target can sleep even in uncomfortable conditions.					<i>Target:</i> One willing, living creature		<i>Caster Level:</i> 16		

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Blue Bolt	None	Standard action	Instantaneous	Touch	Yes	Evocation [Faen]	Is This : null	
Effect: Inflicts 1d6 points of subdual damage +1 per level on living target.				Target: One living creature		Caster Level: 16		
Calm the Beast	None	Standard action	One minute/level	Close (65 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic]	Is This : null	
Effect: You gain a +10 bonus on Handle Animal checks, and can change the attitude of animals and magical beasts.				Target: Animals or magical beasts with Intelligence 1 or 2, within 30 feet of each other		Caster Level: 16		
Change Weapon	None	Standard action	One minute/level [D]	Touch	No	Transmutation	Is This : null	
Effect: Transforms a weapon into another.				Target: One weapon		Caster Level: 16		
Charm	16	Will negates	Standard action	Touch	Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved	
Effect: Caster gains +10 bonus to Charisma checks in relation to target.				Target: One creature of the same type as the caster		Caster Level: 16		
Cloud the Mind	16	Will negates	Standard action	Close (65 ft.)	Yes	Enchantment [Mind-Affecting, Psionic]	Is This : null	
Effect: Target suffers a #4 penalty to Listen, Sense Motive, and Spot.				Target: One creature		Caster Level: 16		
Cluatta	16	Will negates (object)	Standard action	Touch	Yes (object)	Transmutation [Plant, Litorian]	Is This : null	
Effect: Club or quarterstaff gains +1 bonus on attack and damage rolls, +2d4 damage.				Target: One touched nonmagical club or quarterstaff		Caster Level: 16		
Compelling Command	16	Will negates	Standard action	Close (65 ft.)	Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved	
Effect: Target must obey one of three Simple, Mage Blade, Magister commands.				Target: One living creature		Caster Level: 16		
Compelling Question, Lesser	16	Will negates	Standard action	Close (65 ft.)	Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved	
Effect: Target must answer a question with a single-word answer.				Target: One creature		Caster Level: 16		
Conjure Weapon, Lesser	None	Standard action	1 round/level [D]	0	No	Conjuration [See Text]	AE: Arcana Evolved	
Effect: Creates a masterwork weapon.				Target: One weapon		Caster Level: 16		
Create Water	None	Standard action	Instantaneous	Close (65 ft.)	No	Conjuration (Creation) [Water]	Is This : null	
Effect: Create two gallons of water/level.				Target: Up to 2 gallons of water/level		Caster Level: 16		
Crystal Shard	None	Standard action	Instantaneous	Long (1040 ft.)	No	Conjuration (Creation) [Earth]	Is This : null	
Effect: Launches crystal that inflicts 1d8 +2 points of damage.				Target: Crystal shard		Caster Level: 16		
Curse of Damnation	16	Will negates	Standard action	Permanent	Yes	Transmutation [Curse, Truename]	AE: Arcana Evolved	
Effect: Exiles target to other plane.				Target: One creature		Caster Level: 16		
Detect Animals or Plants	None	Standard action	Concentration, up to 10 minutes/level [D]	Long (1040 ft.)	No	Divination [Litorian, Is This : null Plant, Sibeccai]	Is This : null	
Effect: Senses the presence of plants and animals.				Target: Cone-shaped emanation		Caster Level: 16		
Detect Secret Doors	None	Standard action	Concentration, up to one minute/level [D]	60 feet	No	Divination	AE: Arcana Evolved	
Effect: Detects the presence of secret doors or compartments.				Target: Quarter circle emanating from you to the extreme of the range		Caster Level: 16		
Discern Preference	16	Will negates	One minute	Instantaneous	Unlimited	Yes	Divination [Mind-Affecting, Psionic]	Is This : null
Effect: Learn the subject's preference regarding an issue you specify.				Target: One creature known to you		Caster Level: 16		
Disrupt Reflexes	16	Will negates	Standard action	Close (65 ft.)	Yes	Enchantment [Mind-Affecting, Psionic]	Is This : null	
Effect: Target suffers a #4 penalty to initiative checks and #2 penalty to Reflex saves.				Target: One creature		Caster Level: 16		
Endure Elements	16	Will negates (harmless)	Standard action	24 hours	Touch	Yes (harmless)	Abjuration [Air, Earth, Fire, Water]	Is This : null
Effect: Target creature becomes immune to natural weather conditions.				Target: Creature touched		Caster Level: 16		
Faen Fires	None	Standard action	One minute/level [D]	Long (1040 ft.)	Yes	Evocation [Faen, Light]	Is This : null	
Effect: Outlines targets in magical lights, making them visible.				Target: Creatures and objects within a 5-foot-radius burst		Caster Level: 16		
Fist of the Elemental Lord	16	See text	Standard action	1 round/level	Medium (260 ft.)	Yes	Conjuration [See Text]	AE: Arcana Evolved
Effect: Inflicts 1d6 points of damage/caster level and special effect.				Target: A fist, size Large, of seething elemental force		Caster Level: 16		
Glamour	16	Will disbelief (if interacted with)	Standard action	10 minutes/level [D]	Personal	No	Illusion [Faen]	AE: Arcana Evolved
Effect: Illusion makes caster look attractive.				Target: You		Caster Level: 16		
Grave Ward	16	Will negates (harmless) (see text)	Standard action	10 minutes/level [D]	Touch	Yes (harmless)	Abjuration [Negative Energy]	Is This : null
Effect: One creature/level can't be detected by undead.				Target: One touched creature/level		Caster Level: 16		
Guilt	16	Will negates	Standard action	1d4 rounds	Medium (260 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic]	Is This : null
Effect: One target is denied an action.				Target: One living creature		Caster Level: 16		
Hunter's Walk	16	Will negates (harmless)	Standard action	One hour/level [D]	Touch	Yes (harmless)	Transmutation [Sibeccai]	Is This : null
Effect: You may pass without a trace in most terrain.				Target: One creature/level touched		Caster Level: 16		
Illusory Object, Lesser	16	Will disbelief (if interacted with)	Standard action	Concentration	Long (1040 ft.)	No	Illusion	AE: Arcana Evolved
Effect: Creates illusion of a static object.				Target: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]		Caster Level: 16		
Inspire Courage	None	Move action	See text	20 feet	Yes (harmless)	Enchantment (Charm) [Mind-Affecting, Sonic]	Is This : null	
Effect: Allies gain a +1 bonus to attack and weapon damage rolls.				Target: All allies within range		Caster Level: 16		
Instill Music	16	Will negates	One standard action	One minute/level	Close (65 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic]	Is This : null
Effect: Put a song of your choosing into another creature's mind.				Target: One creature		Caster Level: 16		

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Jump	16	Will negates (harmless)	Standard action	One minute/level [D]	Touch	Yes (harmless)	Transmutation [Sibeccai]	Is This : null
<i>Effect:</i> Target gains a +10 to +30 bonus on Jump checks.								
Magical Performance		None	Standard action	One minute/level	Personal	No	Transmutation	Is This : null
<i>Effect:</i> Bestows +5 circumstance bonus to Perform checks.								
Magic Ward	16	Will negates (harmless)	Standard action	One minute/level [D]	Touch	No (see text)	Abjuration	Is This : null
<i>Effect:</i> As magic circle, but affects only a single creature.								
Mind Stab		None	Standard action	Instantaneous	Medium (260 ft.)	Yes	Evocation [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level.								
Miracle Mount		None	1 full round	Two hours/level	Close (65 ft.)	No	Conjuration (Summoning)	Is This : null
<i>Effect:</i> Summon a creature of 3 HD or less to ride.								
Mudball		None	Standard action	Instantaneous	Close (65 ft.)	No	Evocation [Earth, Water]	AE: Arcana Evolved
<i>Effect:</i> Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target.								
Oath of Speed			Standard action	One minute/level [D]	Personal		Transmutation [Litorian, Soul]	Is This : null
<i>Effect:</i> Your land speed increases by 30 feet.								
Obscuring Mist		None	Standard action	One minute/level	30 feet	No	Conjuration [Air, Water]	AE: Arcana Evolved
<i>Effect:</i> Cloud of vapor obscures sight and provides concealment.								
Pattern of Sibyllic Fate	16	Will negates	Standard action	Instantaneous	Close (65 ft.)	Yes	Divination [Runic, Truename]	Is This : null
<i>Effect:</i> Reveals general outlook of a creature's future.								
Pebble	16	Will negates (harmless, object)	Standard action	30 minutes or until discharged	Touch	Yes (harmless, object)	Transmutation [Earth]	Is This : null
<i>Effect:</i> Up to three magic pebbles deal 1d6+1 points of damage when thrown.								
Precise Vision			Standard action	10 minutes/level	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +5 competence bonus to Spot and Search checks.								
Predict Weather			One minute	Instantaneous	Personal		Divination [Litorian]	AE: Arcana Evolved
<i>Effect:</i> Provides details of the following day's weather.								
Proficiency		None	Standard action	One hour/level	Personal	No	Transmutation [Litorian, Sibeccai]	Is This : null
<i>Effect:</i> You gain proficiency with a weapon.								
Protective Shell		None	Standard action	One minute/level [D]	0	No	Abjuration	AE: Arcana Evolved
<i>Effect:</i> Hemispheric shield moves with caster, making those inside impervious to attacks.								
Redemptive Redress		None	Standard action	1 round/level	Close (65 ft.)	No	Transmutation	Is This : null
<i>Effect:</i> Compensates for, but does not dispel, the effects of a detrimental spell.								
Resistance	16	Will negates (harmless)	Standard action	10 minutes/level [D]	Close (65 ft.)	Yes (harmless)	Abjuration	AE: Arcana Evolved
<i>Effect:</i> Grants +1 resistance bonus to saves +1/5 caster levels.								
Rogue's Stab		None	Standard action	1 round/level	Touch	Yes	Transmutation	Is This : null
<i>Effect:</i> Target gains +1d6 sneak attack damage.								
Safe Fall	16	Will negates (object)	See text	Until landing	Close (65 ft.)	Yes (object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Creatures and objects in 10-foot radius fall without taking damage.								
Scent Tracker			Standard action	10 minutes/level [D]	Personal		Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Grants scent ability to caster.								
Shelter From The Storm		None	Standard action	10 minutes/level	Close (65 ft.)	No	Abjuration [Force]	Is This : null
<i>Effect:</i> Umbrellalike shield of force over a the Storm subject's head protects it from natural rain, snow, and hail.								
Spirit of Triumph			Standard action	1 round/level	Personal		Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Grants +10 luck bonus to attacks, damage, AC, saves, and checks.								
Summon Elemental Horde		None	1 full round	1 round/level [D]	Medium (260 ft.)	No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Huge elemental/caster level attacks caster's foes.								
Tears of Pain	16	Will negates	Standard action	One day/level	Close (65 ft.)	Yes	Evocation [Curse]	AE: Arcana Evolved
<i>Effect:</i> Target suffers -1 penalty to saves.								
Terrakal's Bounty		None	Standard action	One day/level	Touch	Yes	Transmutation [Plant]	Is This : null
<i>Effect:</i> 2d4 fresh berries give nourishment, heal 1 hit point each.								
Touch of Fear	16	Will negates	Standard action	1 round/level	Touch	Yes	Enchantment [Fear]	AE: Arcana Evolved
<i>Effect:</i> Subject of touch attack is shaken.								
Transfer Wounds, Lesser	16	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals 1d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.								
Unhand		None	Standard action	Instantaneous	Medium (260 ft.)	Yes	Evocation [Force]	Is This : null
<i>Effect:</i> Disarms subject.								
Veil of Darkness		None	One action	10 minutes/level [D]	0 feet	No	Evocation [Darkness]	AE: Arcana Evolved
<i>Effect:</i> Creates immobile area of magic darkness.								
Ventriloquism	16	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Close (65 ft.)	No	Illusion [Fgment] [Faen, Sonic]	Is This : null
<i>Effect:</i> Your voice issues from anywhere in Close range.								

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□□□□□Vow			Standard action	One minute	Personal		Evocation [Soul]	Is This : null
<i>Effect:</i> You gain +1 luck bonus/3 levels on attack and damage rolls.								
□□□□□Web Strand	16	Reflex negates	Standard action	1 round/level	Close (65 ft.)	Yes	Conjuration (Creation)	Is This : null
<i>Effect:</i> Creates ropelike strand that is sticky on one end.								
□□□□□Wilderness Lore	16	Will negates (harmless)	Standard action	10 minutes/level [D]	Touch	Yes (harmless)	Abjuration [Plant, Sibeccai, Truename]	Is This : null
<i>Effect:</i> One creature/level can't be detected by animals.								
					<i>Target:</i> One creature touched/level		<i>Caster Level:</i> 16	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Ability Boost, Lesser		None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Target gets +2 enhancement bonus to highest ability score.					Target: One creature		Caster Level: 16		
Aid		None	Standard action	One minute/level	Touch		Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting, Positive Energy, Psionic]	Is This : null
Effect: Touched target gains temporary hit points and +1 morale bonus on attacks and saves against fear.					Target: Living creature touched		Caster Level: 16		
Aid Plants		None	10 minutes	Four months	Long (1040 ft.)		No	Transmutation [Plant]	AE: Arcana Evolved
Effect: Plants are protected from disease.					Target: 400 feet + 40 feet/level-radius globe, centered on you		Caster Level: 16		
Battle Healing, Lesser	17	Will half(harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [PositiveAE: Arcana Evolved Energy]	AE: Arcana Evolved
Effect: Target is healed of 1d6 points of damage +1 point/caster level [maximum 10].					Target: Creature touched		Caster Level: 16		
Beastskin, Lesser		None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved
Effect: Target gains +2 [or greater] natural armor bonus to AC.					Target: Living creature touched		Caster Level: 16		
Blinding Light	17	Fortitude negates	Standard action	1 round/level	Medium (260 ft.)		Yes	Evocation [Light]	AE: Arcana Evolved
Effect: Target is blinded for 1 round/level.					Target: One creature		Caster Level: 16		
Bonemask	17	Will partial	Standard action	1 round/level or 1 round [see text]	Medium (260 ft.)		Yes	Necromancy [Fear,Is This : null Mind-Affecting, Psionic]	AE: Arcana Evolved
Effect: Creatures of 6 HD or less are frightened or shaken.					Target: One living creature per three levels, no two of which can be more than 30 feet apart		Caster Level: 16		
Cloak of Darkness			Standard action	10 minutes/level [D]	Personal			Evocation [Darkness]	AE: Arcana Evolved
Effect: Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks.					Target: You		Caster Level: 16		
Control Temperature	17	Fortitude negates	Standard action	One hour/level [D]	0 feet		Yes	Transmutation [Air,AE: Arcana Evolved Cold, Fire]	AE: Arcana Evolved
Effect: Raises or lowers temperature by 10 degrees/caster level.					Target: 50-foot radius centered on you		Caster Level: 16		
Darkvision		None	Standard action	One hour/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Target can see 60 feet in total darkness.					Target: Creature touched		Caster Level: 16		
Destructive Grip		None	Standard action	1 round/level [D]	Touch		No	Evocation [Acid]	AE: Arcana Evolved
Effect: Acid touch deals 1d6 points of damage.					Target: Creature or object touched		Caster Level: 16		
Dry Rain	17	Reflex negates	1 round	1 round/level	Long (1040 ft.)		Yes	Conjuration (Summoning) [Earth]	Is This : null
Effect: Rains sand down in a 20-foot radius, inflicting 1d6 points of damage/round and burying targets.					Target: A cylinder up to 100 feet high with a 20-foot radius		Caster Level: 16		
Earthen Claw		None	Standard action	Instantaneous	Close (65 ft.)		No	Conjuration (Summoning) [Earth]	Is This : null
Effect: Summons a claw made of earth that attacks, inflicting 2d6 points of damage.					Target: One Small stone claw		Caster Level: 16		
Faen Motes	17	Will negates (blinding effect only)	Standard action	1 round/level	Medium (260 ft.)		No (see text)	Conjuration (Creation) [Faen, Light]	Is This : null
Effect: Creatures in 10-foot-radius spread are outlined with light and possibly blinded.					Target: Creatures and objects within 10-foot-radius spread		Caster Level: 16		
Feral Song	17	Will negates (see text)	Standard action	Concentration, to a maximum of one minute/level	Close (65 ft.)		Yes	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic, Sonic]	Is This : null
Effect: 2d6 HD of animals and magical beasts are fascinated.					Target: Animals or magical beasts with Intelligence 1 or 2		Caster Level: 16		
Gentle Repose	17	Will negates (object)	Standard action	One day/level	Touch		Yes (object)	Necromancy	AE: Arcana Evolved
Effect: Keeps corpse from decaying and extends time limit on how long it can be dead before being raised.					Target: Corpse touched		Caster Level: 16		
Glowglobe, Greater		None	Standard action	Permanent	0 feet		No	Evocation [Faen, Light]	AE: Arcana Evolved
Effect: Creates permanent nonmoving globe of light.					Target: Glowing sphere		Caster Level: 16		
Gusting Wind	17	Fortitude negates	Standard action	1 full round	Medium (260 ft.)		Yes	Evocation [Air]	AE: Arcana Evolved
Effect: Wind puts out flames, knocks creatures down, and inflicts 2d6 damage.					Target: Gust of wind [10 feet wide, 10 feet high] emanating out from you to the extreme of the range		Caster Level: 16		
Helm of Warding		None	Standard action	One minute/level [D]	Touch		No	Abjuration	Is This : null
Effect: Subject gains +5 bonus to saves against mind-affecting effects.					Target: One creature		Caster Level: 16		
Honeyed Words			Standard action	One minute/level [D]	Personal			Enchantment [Mind-Affecting, Psionic]	Is This : null
Effect: Grants a +4 competence bonus to Bluff, Diplomacy checks involving speaking.					Target: You		Caster Level: 16		
Hunter's Boon			Standard action	One minute/level	Personal			Divination [Sibeccai]	Is This : null
Effect: Grants a bonus on Search checks.					Target: You		Caster Level: 16		
Icebolt		None	Standard action	Instantaneous	Medium (260 ft.)		Yes	Evocation [Cold]	AE: Arcana Evolved
Effect: Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level.					Target: One creature		Caster Level: 16		
Levitate		None	Standard action	10 minutes/level [D]	Personal or Close		No	Transmutation [Air]AE: Arcana Evolved	
Effect: Willing target moves vertically as caster directs, up to 20 feet/round.					Target: You or one willing creature or one object 0		Caster Level: 16		

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<div><div></div><div></div><div></div><div></div><div></div></div> <div>Mist Bank</div>	17	None	Standard action	10 minutes/level	Medium (260 ft.)	No	Conjuration (Creation) [Air]	Is This : null
<i>Effect:</i> 20-foot cloud obscures vision.					Target: Fog spreads in 20-foot radius, 20 feet high		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Mojh Eye</div>	17	Will negates	Standard action	Concentration + 2 rounds	Close (65 ft.)	Yes	Illusion (Figment) [Dragon, Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Your gaze fascinates creatures in a 10-foot-radius spread.					Target: Colorful lights in a 10-foot-radius spread		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Muddy Ground</div>		None	Standard action	1 round/level	Medium (260 ft.)	No	Transmutation [Earth, Water]	AE: Arcana Evolved
<i>Effect:</i> Changes earth to mud, reducing movement through area by half and requiring balance checks.					Target: One 10-foot square/level		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Nimbus of Health</div>			Standard action	One hour/level [but see text]	Personal		Necromancy [Positive Energy, Psionic]	Is This : null
<i>Effect:</i> Gain 1d10 temporary hp +1/level 10.					Target: You		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Peace</div>	17	Will negates	Standard action	Concentration, up to 1 round/level [D]	Medium (260 ft.)	Yes	Enchantment (Compulsion) [Giant, Mind-Affecting, Psionic, Sonic]	Is This : null
<i>Effect:</i> Up to 1d6 creatures stop fighting.					Target: 1d6 living creatures/level, all of whom must be within 30 feet of each other		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Phantom Trap</div>		None	Standard action	Permanent [D]	Touch	No	Illusion (Glamer) [Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Creates a false trap that befuddles thieves.					Target: Object touched		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Plunge Deep to the Core</div>		None	Standard action	One hour/level [D]	Touch	No	Transmutation	Is This : null
<i>Effect:</i> Weapon bypasses +1 damage reduction/5 levels.					Target: One weapon		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Power Craft</div>		None	Standard action	10 minutes/level	Touch	No	Transmutation	Is This : null
<i>Effect:</i> Provides source of locomotion to cart, wagon, boat, or ship.					Target: See text		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Protective Charm</div>	17	Will negates	Standard action	1 round/level	Close (65 ft.)	Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> One creature/level will not attack caster.					Target: Up to one creature/level [of your general type], no two of which may be more than 30 feet apart		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Remove Fear</div>	17	Will negates (harmless)	Standard action	10 minutes [see text]	Close (65 ft.)	Yes (harmless)	Abjuration [Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Suppresses fear or gives a +4 bonus on saves against fear for one subject +1/4 levels.					Target: One creature plus one additional creature per four levels, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Sealed Door, Lesser</div>		None	Standard action	Permanent [D]	Close (65 ft.)	No	Abjuration [Dragon]	AE: Arcana Evolved
<i>Effect:</i> Makes door very difficult to open.					Target: One door, no larger than 10 feet by 10 feet by 2 feet		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Secret of Flame</div>	17	Will negates or Fortitude negates (see text)	Standard action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud [see text]	Long (1040 ft.)	Yes or No (see text)	Transmutation [Fire]	Is This : null
<i>Effect:</i> Target fire explodes in fireworks or smoke.					Target: One fire source, up to a 20-foot cube		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>See Invisibility (Malhavoc)</div>		None	Standard action	10 minutes/level [D]	Medium (260 ft.)	No	Divination	AE: Arcana Evolved
<i>Effect:</i> Caster can see invisible creatures and objects.					Target: Cone		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Shatter</div>	17	Will negates (object); Will negates (object) or Fortitude half (see text)	Standard action	Instantaneous	Close (65 ft.)	Yes (object)	Evocation [Sonic]	Is This : null
<i>Effect:</i> Sonic attack bursts brittle objects.					Target: 5-foot-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Shieldbreaker</div>		None	Standard action	One hour/level or until triggered	Touch	No	Transmutation	Is This : null
<i>Effect:</i> Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield.					Target: One weapon		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Spell's Edge, Lesser</div>	17	Fortitude negates(harmless)	Standard action	One minute/level or until used	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Athame has storied within it a touch attack spell, which it inflicts with one strike.					Target: Your athame		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Startling Touch</div>	17	Will negates	Standard action	Instantaneous	Touch	Yes	Enchantment [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.					Target: One creature		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Status</div>	17	Will negates (harmless)	Standard action	One hour/level	Touch	Yes (harmless)	Divination [Positives This : null Energy, Truename]	Is This : null
<i>Effect:</i> You keep track of the conditions affecting your comrades.					Target: One living creature touched/three levels		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Subtle Steps</div>			Standard action	One hour/level	Personal		Transmutation [Litorian]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +5 competence bonus to Sneak checks.					Target: You		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Thief Ward</div>		None	Standard action	One minute/level	Personal	No	Abjuration	Is This : null
<i>Effect:</i> Hide and Move Silently checks are made at a #10 penalty.					Target: 50-foot-diameter sphere centered on you		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Undaunted Fixture</div>		None	Standard action	Permanent	Touch	No	Transmutation	Is This : null
<i>Effect:</i> Affix two objects together.					Target: Two objects [see below]		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Welter</div>		None	Standard action	Instantaneous	Medium 0	Yes	Evocation [Force]	Is This : null
<i>Effect:</i> One creature/level is shaken and must make a Balance check or fall prone.					Target: One creature/level, all of which are within 20 feet of each other		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Wicked Barb</div>		None	Standard action	Instantaneous	Medium (260 ft.)	Yes	Conjuration [Plant] AE: Arcana Evolved	
<i>Effect:</i> Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.					Target: One creature		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Woodbane</div>	17	Will negates (object)	Standard action	Instantaneous	Close (65 ft.)	Yes (object)	Transmutation [Curse, Plant]	Is This : null
<i>Effect:</i> Wooden objects warp and become useless.					Target: One Small wooden object/level, all within a 20-foot radius burst		<i>Caster Level:</i> 16	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Zone of Truth</div>	17	Will negates	Standard action	One minute/level	Close (65 ft.)	Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Creatures in a 20-foot radius are compelled to tell the truth.					Target: 20-foot-radius emanation		<i>Caster Level:</i> 16	

* =Domain/Specialty Spell

Mage Blade Spells

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Arcane Sight (Lesser)			Standard action	One minute/level [D]	Personal			Divination	Is This : null
<i>Effect:</i> Continual detect magic effect.					<i>Target:</i> You			<i>Caster Level:</i> 16	
□□□□ Compelling Question, Greater	18	Will negates	Standard action	Instantaneous	Close (65 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Target must answer a question.					<i>Target:</i> One creature			<i>Caster Level:</i> 16	
□□□□ Conjure Repast		None	10 minutes	Instantaneous	Close (65 ft.)		No	Conjuration	AE: Arcana Evolved
<i>Effect:</i> Creates food and water for three humans/level for one day.					<i>Target:</i> Food and water to sustain three humans or one horse/level for one day			<i>Caster Level:</i> 16	
□□□□ Contagion	18	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Necromancy	Is This : null
<i>Effect:</i> Touched target contracts disease.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 16	
□□□□ Creation, Lesser		None	One minute	One hour/level	0 feet		No	Conjuration [Giant]	AE: Arcana Evolved
<i>Effect:</i> Creates nonmagical object of vegetable matter.					<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cubic foot/level			<i>Caster Level:</i> 16	
□□□□ Day's Light		None	Standard action	10 minutes/level [D]	Touch		No	Evocation [Light]	Is This : null
<i>Effect:</i> Bright light fills 60-foot-radius area.					<i>Target:</i> Object touched			<i>Caster Level:</i> 16	
□□□□ Deprivation	18	Fortitude negates	Standard action	Permanent [D]	Medium (260 ft.)		Yes	Necromancy [Curse, Negative Energy, Psionic, Truename]	Is This : null
<i>Effect:</i> Target creature is blinded or deafened.					<i>Target:</i> One living creature			<i>Caster Level:</i> 16	
□□□□ Dream Learning	18	Will negates (harmless)	One standard action	Eight hours [or until creature awakens]	Touch		Yes (harmless)	Divination [Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Sleeping creature you touch studies a subject of your choice while asleep.					<i>Target:</i> One sleeping creature			<i>Caster Level:</i> 16	
□□□□ Earth's Clutches	18	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Conjuration [Earth] AE: Arcana Evolved	
<i>Effect:</i> Stone hands reach up and grasp at touched foe.					<i>Target:</i> One creature			<i>Caster Level:</i> 16	
□□□□ Earthbond	18	Reflex partial	Standard action	One hour/level [D]	Medium (260 ft.)		Yes	Transmutation [Earth, Plant]	Is This : null
<i>Effect:</i> Creatures in area take damage while moving, may be slowed.					<i>Target:</i> One 20-foot square/level			<i>Caster Level:</i> 16	
□□□□ Enhance Witchery	18	Will negates (harmless)	Standard action	10 minutes/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Witch gains additional use[s] or increased level for witchery power.					<i>Target:</i> One creature with witchery powers			<i>Caster Level:</i> 16	
□□□□ Geyser	18	Reflex negates	Standard action	1 round/level	Medium (260 ft.)		Yes	Conjuration (Summoning) [Earth, Water]	Is This : null
<i>Effect:</i> Geyser inflicts 3d8 points of damage and knocks down foes.					<i>Target:</i> A cylinder 30 feet high with a 5-foot radius			<i>Caster Level:</i> 16	
□□□□ Giant's Curse	18	Will negates	Standard action	Permanent	Medium (260 ft.)		Yes	Enchantment (Compulsion) [Curse, Mind-Affecting, Truename]	Is This : null
<i>Effect:</i> Foe suffers a #4 penalty to attack smaller creatures and a #4 penalty on Spot checks to notice them.					<i>Target:</i> One creature			<i>Caster Level:</i> 16	
□□□□ Hand of Battle	18	Fortitude half	Standard action	Instantaneous	Touch		Yes	Evocation [Force] AE: Arcana Evolved	
<i>Effect:</i> Touch attack inflicts 1d6 points of force damage/caster level [max 10d6.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 16	
□□□□ Illusory Object, Greater	18	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Long (1040 ft.)		No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusion of an object with sound, smell, texture, and temperature.					<i>Target:</i> Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]			<i>Caster Level:</i> 16	
□□□□ Infusion of Will	18	Will negates (harmless)	Standard action	Instantaneous	Close (65 ft.)		Yes (harmless)	Conjuration [Psionic]	Is This : null
<i>Effect:</i> Up to four creatures are freed from paralysis.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 16	
□□□□ Lethality Denied	18	Will negates	Standard action	One minute/level or until triggered	Close (65 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting]	Is This : null
<i>Effect:</i> Target inflicts subdual damage rather than normal damage on killing blow.					<i>Target:</i> One creature			<i>Caster Level:</i> 16	
□□□□ Master's Summons		None	Standard action	One hour/level [see text]	Five miles		No	Evocation [Giant]	Is This : null
<i>Effect:</i> Ghostly hand can lead a nearby creature back to you.					<i>Target:</i> Ghostly hand			<i>Caster Level:</i> 16	
□□□□ Meld Into Stone			Standard action	10 minutes/level	Personal			Transmutation [Earth]	Is This : null
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You			<i>Caster Level:</i> 16	
□□□□ Melee Arcana		None	Standard action	1 round/level	40 feet		Yes	Enchantment (Compulsion) [Dragon, Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> You and your allies get a +1 bonus on most rolls; enemies get a #1 penalty.					<i>Target:</i> All allies and foes within a 40-foot-radius burst centered on you			<i>Caster Level:</i> 16	
□□□□ Protection From Elements		None	Standard action	10 minutes/level or until discharged	Touch		Yes	Abjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Protects target against 12 points/level of specified elemental type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	
□□□□ Quench	18	None or Will negates (object)	Standard action	Instantaneous	Medium (260 ft.)		No or Yes (object)	Transmutation [Water]	Is This : null
<i>Effect:</i> Extinguishes nonmagical fires, can dispel magical fire, damages fire creatures.					<i>Target:</i> One 20-foot cube/level or one fire-based magic item			<i>Caster Level:</i> 16	
□□□□ Repair, Greater	18	Will negates (harmless, object)	Standard action	Instantaneous	10 feet		Yes (harmless, object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.					<i>Target:</i> One object			<i>Caster Level:</i> 16	
□□□□ Slow ~ MP	18	Will negates	Standard action	1 round/level [D]	Close (65 ft.)		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> One creature/caster level can take only limited actions and suffers a -2 penalty to AC, attacks, damage, and Reflex saves.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 16	
□□□□ Spirit of Prowess			Standard action	10 minutes/level or when used	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +4 competence bonus on one attack + one attack/5 levels.					<i>Target:</i> You			<i>Caster Level:</i> 16	
□□□□ Summon Minor Elemental, Lesser		None	1 full round	1 round/level [D]	Close (65 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Small elemental appears and attacks caster's foes.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 16	

* =Domain/Speciality Spell

Mage Blade Spells

□□□□□ Sweet Honey			Standard action	10 minutes/level [D]	Personal		Transmutation [Language-dependent]	Is This : null
<i>Effect:</i> You gain a +30 bonus on Bluff checks.								
□□□□□ Unbridled Rage	18	Will negates (harmless)	Standard action	Concentration + 1 round/level [D]	Medium (260 ft.)	Yes (harmless)	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> One creature/3 levels gains +2 bonus to Strength and Constitution, +1 on Will saves, #2 Armor Class penalty.					<i>Target:</i> One willing living creature/three levels, no two of which may be more than 30 feet apart		<i>Caster Level:</i> 16	
□□□□□ Warrior's Edge	18	Will negates (harmless, object)	Standard action	10 minutes/level	Close (65 ft.)	Yes (harmless, object)	Transmutation [Litorian]	Is This : null
<i>Effect:</i> Threat range of target weapon improves.					<i>Target:</i> One weapon or 50 projectiles, all of which must be in contact with each other at the time of casting		<i>Caster Level:</i> 16	
□□□□□ Water Breathing	18	Will negates (harmless)	Standard action	Two hours/level [see text]	Touch	Yes (harmless)	Transmutation [Water]	AE: Arcana Evolved
<i>Effect:</i> Allows air-breathers to breathe water.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 16	
□□□□□ Weary Touch	18	Fortitude partial	Standard action	Instantaneous	Touch	Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch attack makes target exhausted.					<i>Target:</i> One creature		<i>Caster Level:</i> 16	
□□□□□ Whisper of Madness	18	Will negates	Standard action	Instantaneous	Close (65 ft.)	Yes	Evocation [Air, Mind-Affecting, Sonic]	AE: Arcana Evolved
<i>Effect:</i> Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels.					<i>Target:</i> One creature		<i>Caster Level:</i> 16	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate the Dead, Lesser		None	One minute	Instantaneous [self-sustaining magic]	Touch		No	Necromancy	AE: Arcana Evolved
<i>Effect:</i> Creates one undead creature.					<i>Target:</i> The corpse of one creature with fewer Hit Dice than you		<i>Caster Level:</i> 16		
□□□□□ Bestow Curse	19	Will negates	Standard action	Permanent	Touch		Yes	Necromancy [Curse, Negative Energy]	Is This : null
<i>Effect:</i> Touched creature is cursed [#6 penalty to an ability, #4 penalty to attacks, saves, ability checks and skill checks].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 16		
□□□□□ Binding Pact	19	See text	1 round	Instantaneous	Close (65 ft.)		See text	Enchantment (Compulsion) [Giant, Language-dependent, Mind-Affecting]	Is This : null
<i>Effect:</i> Compels caster and another to keep a pact or suffer 2 points of damage to all ability scores per day.					<i>Target:</i> You and one other target		<i>Caster Level:</i> 16		
□□□□□ Black Mulching		None	Standard action	1 round/level	Medium (260 ft.)		Yes	Necromancy [Plant]	Is This : null
<i>Effect:</i> Plants 3 HD or less die; others take 1d10 points of damage					<i>Target:</i> 20-foot-diameter sphere		<i>Caster Level:</i> 16		
□□□□□ Blooded Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch		Yes (object, harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> An athame becomes a wounding weapon.					<i>Target:</i> Your athame		<i>Caster Level:</i> 16		
□□□□□ Bone Tattoo	19	Will negates (harmless)	One minute	One minute/level	Touch		Yes	Necromancy [Runic]	Is This : null
<i>Effect:</i> Gives SR 10 + level against shapechange, cold, and mind-affecting attacks.					<i>Target:</i> One living creature		<i>Caster Level:</i> 16		
□□□□□ Bully's Curse	19	Will negates	Standard action	Permanent	Medium (260 ft.)		Yes	Enchantment (Compulsion) [Curse, Mind-Affecting, Truename]	Is This : null
<i>Effect:</i> Foe suffers #4 penalty to attacks and #2 penalty to Armor Class against creatures of fewer Hit Dice.					<i>Target:</i> One creature		<i>Caster Level:</i> 16		
□□□□□ Burning Rain	19	Reflex half	1 full round	1 round/level	Long (1040 ft.)		Yes	Conjuration (Summoning) [Fire, Water]	Is This : null
<i>Effect:</i> Targets suffer 2d6 points of fire damage/ round.					<i>Target:</i> A cylinder up to 100 feet high with a 20-foot radius		<i>Caster Level:</i> 16		
□□□□□ Confusion	19	Will negates	Standard action	1 round/level	Medium (260 ft.)		Yes	Enchantment (Compulsion) [Faen, Mind-Affecting, Psionic]	Is This : null
<i>Effect:</i> Creatures in a 15-foot-radius burst behave erratically.					<i>Target:</i> All creatures in a 15-foot-radius burst		<i>Caster Level:</i> 16		
□□□□□ Conjure Weapon, Greater		None	Standard action	One minute/level [D]	0		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Creates +1 or better weapon.					<i>Target:</i> One weapon		<i>Caster Level:</i> 16		
□□□□□ Curse of Vengeance	19	Will negates	1 full round	Permanent	Medium (260 ft.)		Yes	Evocation [Curse, Truename]	AE: Arcana Evolved
<i>Effect:</i> Target suffers -2 morale penalty on attacks, saves, and checks and a ran dom -10 penalty once/day.					<i>Target:</i> One creature		<i>Caster Level:</i> 16		
□□□□□ Curtain of Flame		None	Standard action	Concentration + 1 round/level	Medium (260 ft.)		Yes	Evocation [Dragon, Fire]	Is This : null
<i>Effect:</i> Opaque sheet or ring of flame deals damage to those close by or passing through it.					<i>Target:</i> Opaque sheet of flame up to 20 feet long/level or a ring of fire with a radius of up to 5 feet/two levels; either form 20 feet high		<i>Caster Level:</i> 16		
□□□□□ Dancing Rune	19	Fortitude negates(harmless)	Standard action	10 minutes/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch-trigger rune animates and attacks.					<i>Target:</i> One password-protected rune		<i>Caster Level:</i> 16		
□□□□□ Death Ward	19	Will negates (harmless)	Standard action	One minute/level	Touch		Yes (harmless)	Necromancy [Positive Energy]	Is This : null
<i>Effect:</i> Touched creature is immune to death and negative energy effects.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 16		
□□□□□ Gaze of Terror	19	Will negates	Standard action	1 round/two levels [D]	Close (65 ft.)		Yes	Enchantment [Fear]	AE: Arcana Evolved
<i>Effect:</i> Gaze attack panics targets, making them flee.					<i>Target:</i> A globe with a radius of 25 feet + 5 feet/two levels		<i>Caster Level:</i> 16		
□□□□□ Gaze of the Sibeccai	19	Will negates	Standard action	Concentration, up to 1 round/level	Close (65 ft.)		No	Divination [Language-dependent, Psionic, Sibeccai]	Is This : null
<i>Effect:</i> Your gaze reveals whether subjects are lying.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 16		
□□□□□ Heroism	19	Will negates (harmless)	Standard action	Five minutes/level	Touch		Yes (harmless)	Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic, Truename]	Is This : null
<i>Effect:</i> Target gains +3 bonus on attacks, saves, and skill checks, +4 bonus on saves against fear, and temporary hit points equal to one-half caster level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 16		

* =Domain/Specialty Spell

Mage Blade Spells

Living Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Athame becomes a dancing weapon.					<i>Target:</i> Your athame		<i>Caster Level:</i> 16	
Oathbind (Lesser)	19	Will negates	1 full round	One day/level or until discharged [D]	Close (65 ft.)	Yes	Enchantment (Compulsion) [Language-dependent, Mind-Affecting, Psionic, Truename]	Is This : null
<i>Effect:</i> Compels target to perform a directive you give it.					<i>Target:</i> One living creature with 7 HD or less		<i>Caster Level:</i> 16	
Precognitive Flashes			Standard action	One minute/level	Personal		Divination [Psionic]	Is This : null
<i>Effect:</i> You gain +1 insight bonus to attack rolls, Armor Class, and Reflex saving throws.					<i>Target:</i> You		<i>Caster Level:</i> 16	
Remove Curse	19	Will negates (harmless)	Standard action	Instantaneous	Touch	Yes (harmless)	Abjuration [Truename]	AE: Arcana Evolved
<i>Effect:</i> Removes one curse from target.					<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 16	
Stamina to Defense	None		Standard action	10 minutes/level	Touch	No	Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Constitution damage but gains a +4 luck bonus to AC for armor.					<i>Target:</i> One armor or shield		<i>Caster Level:</i> 16	
Strength to Strike	None		Standard action	1 round/level	Touch	No	Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Strength damage but gains a +2d6 damage bonus for weapon.					<i>Target:</i> One weapon		<i>Caster Level:</i> 16	
Telepathy	19	Will negates (harmless)	Standard action	1 round/level	One mile/level	Yes (harmless)	Divination [Language-Dependent, Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Caster and creature communicate mentally.					<i>Target:</i> You and one familiar creature		<i>Caster Level:</i> 16	
Tongues	None		Standard action	10 minutes/level	Touch	No	Divination [Giant]	AE: Arcana Evolved
<i>Effect:</i> Target speaks and understands languages.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 16	
Touch of the Tempest	19	Fortitude half	Standard action	Instantaneous	Touch	Yes	Evocation [Air, Water]	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d8 points of damage/caster level and dazes foe for 1 round/4 caster levels.					<i>Target:</i> One creature		<i>Caster Level:</i> 16	
Transfer Wounds, Greater	19	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 16	
Wall of Ice	19	See text	Standard action	One minute/level	Medium (260 ft.)	Yes	Evocation [Cold]	AE: Arcana Evolved
<i>Effect:</i> Creates barrier or hemisphere of ice.					<i>Target:</i> Anchored plane of ice, up to one 10-foot square/level, or hemisphere of ice with a radius of up to 3 feet +1foot/level		<i>Caster Level:</i> 16	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Evolution	20	Fortitude negates (see text)	Standard action	One minute/level	Medium (260 ft.)		Yes	Transmutation [Dragon]	Is This : null
Effect: Enlarges one animal/2 levels.					Target: Up to one animal/two levels, no two of which can be more than 30 feet apart		Caster Level: 16		
Aura of Trust	20	Will negates	Standard action	10 minutes/level	Personal		Yes	Enchantment (Charm) [Faen, Mind-Affecting, Psionic]	Is This : null
Effect: Charm creatures within 25 feet + 5 feet/ 2 levels.					Target: You		Caster Level: 16		
Battle Healing, Greater	20	Will half (harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [PositiveAE: Arcana Evolved Energy]	
Effect: Target is healed of 1d6 points of damage/caster level [maximum 15d6].					Target: Creature touched		Caster Level: 16		
Commune With Nature			10 minutes	Instantaneous	Personal			Divination [Earth, Giant, Plant]	Is This : null
Effect: Gain knowledge of the surrounding area within one mile/level.					Target: You		Caster Level: 16		
Control Water		None	Standard action	10 minutes/level [D]	Long (1040 ft.)		No	Transmutation [Water]	Is This : null
Effect: Raise or lower water to affect ships and creatures in the area.					Target: Water in a volume of 10 feet/level # 10 feet/level # 2 feet/level		Caster Level: 16		
Creation, Greater		None	One minute	Instantaneous	0 feet		No	Conjuration [Giant] AE: Arcana Evolved	
Effect: Creates nonmagical object of any material.					Target: Unattended, nonmagical object of nonliving matter, up to 1 cubic foot/level		Caster Level: 16		
Discordant Chord	20	Will negates	Standard action	1 round/level	Medium (260 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic]	Is This : null
Effect: Music you create causes creatures to attack each other.					Target: Creatures within a 20-foot-radius spread		Caster Level: 16		
Dominate, Lesser	20	Will negates	Standard action	One hour/level	Medium (260 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
Effect: Caster controls actions of any Medium [or smaller] humanoid.					Target: One humanoid of Medium or smaller size		Caster Level: 16		
Earth's Embrace			Standard action	1 round/level [D]	Personal			Evocation	Is This : null
Effect: Gives caster DR 5/adamantine [or 10/+1] and creates a protective shell that wards caster from all attacks.					Target: You		Caster Level: 16		
Earthtrick	20	See text	Standard action	Permanent	Medium (260 ft.)		No	Transmutation [Earth]	Is This : null
Effect: Transform mud to rock or vice versa.					Target: Up to two 10-foot cubes/level [S]		Caster Level: 16		
Enfeebled Mind	20	Will negates (see text)	Standard action	Permanent	Medium (260 ft.)		Yes	Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
Effect: Target's Intelligence drops to 1.					Target: One creature		Caster Level: 16		
Ghost Weapon		None	Standard action	1 round/level	Touch		Yes (harmless)	Transmutation [Force]	AE: Arcana Evolved
Effect: Weapon ignores armor and natural armor.					Target: One melee weapon		Caster Level: 16		
Light of the Earth		None	Standard action	Instantaneous	Medium (260 ft.)		Yes	Evocation [Earth, Light, Positive Energy]	Is This : null
Effect: Light shines up through cracks in the ground, inflicting 1d8 points of damage/2 levels to undead.					Target: 30-foot-radius spread on the ground		Caster Level: 16		
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Mage Blade Spells

Open Door	None	Standard action	Instantaneous	Touch	No	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Opens one door, no matter how sealed, barred, or locked.							
Revivification	20	None (see text)	Standard action	One minute/level [D]	Touch	Yes (harmless)	Transmutation [Positive Energy] Caster Level: 16
<i>Effect:</i> Restores temporary life to a dead creature.							
Sending	None	10 minutes	1 round [see text]	See text	No	Evocation [Language-dependent, Psionic]	Is This : null Caster Level: 16
<i>Effect:</i> You and another creature exchange messages across any distance.							
Spell Resistance	20	Will negates (harmless)	Standard action	One minute/level	Touch	Yes (harmless)	Abjuration Caster Level: 16
<i>Effect:</i> Target gains SR 12 + caster level.							
Summon Minor Elemental, Greater	None	1 full round	1 round/level [D]	Close (65 ft.)	No	Conjuration [See Text]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Medium elemental appears and attacks caster's foes.							
Touch of Dire Doom	20	Fortitude partial	Standard action	Instantaneous	Touch	Yes	Evocation Caster Level: 16
<i>Effect:</i> Touch attack inflicts 1d3 points of ability score damage to all scores.							
Wall of Stone	20	See text	Standard action	Instantaneous	Medium (260 ft.)	No	Conjuration [Earth] AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Creates barrier of stone.							
<i>Target:</i> Stone wall whose area is up to one 5-foot square/level [S]							

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Ability Boost, Greater	None		Standard action	10 minutes/level	Touch		No	Transmutation [Sibecai]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Target gets +8 enhancement bonus to highest ability score.									
Beastskin, Greater	None		Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Target gains +6 [or greater] natural armor bonus to AC.									
Blindsight	21	Fortitude negates(harmless)	Standard action	One minute/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Target gains blindsight.									
Call Guardian, Lesser	21	None (see text)	One minute	Instantaneous	Close (65 ft.)		No (see text)	Conjuration	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Calls monster to serve caster.									
Coma	21	Fortitude negates	Standard action	One hour/level [D]	Close (65 ft.)		Yes	Enchantment [Mind-Affecting]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Target is comatose for one hour/caster level.									
Cursed Locale	None		One minute	Permanent	Long (1040 ft.)		No	Evocation [Curse]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> All attacks, saves, and checks made in the affected area suffer a -2 morale penalty.									
Learn Truename	21	Will negates	12 hours	Instantaneous	Unlimited		Yes	Divination	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Caster learns one creature's truename.									
Protect Soul			One hour	One day/level	Personal			Abjuration	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Protects caster from soul-affecting spells and truename effects.									
Wall of Sound	21	See text	Standard action	Two minutes/level [D]	Medium (260 ft.)		No	Evocation [Sonic]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks.									
<i>Target:</i> Sonic wall whose area is up to one 5-foot square/level [S]									

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Curse of the Chaotic Mind	22	Will negates	Standard action	Permanent	Medium (260 ft.)		Yes	Transmutation [Curse, Faen, Truename]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Randomly lowers target's Intelligence, Wisdom, and Charisma to 1.									
Finger of Destruction	22	Fortitude partial	Standard action	Instantaneous	Close (65 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Target suffers 5 points of damage/caster level.									
Gaze of the Basilisk	22	Fortitude negates	Standard action	1 round/two levels [D]	Close (65 ft.)		Yes	Transmutation [Earth]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Gaze attack turns victims to stone.									
Immunity, Lesser)			Standard action	10 minutes/level [D]	Personal			Abjuration	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Target is immune to one dangerous type of spell, element, energy, or other threat.									
Mental Protection	None		Standard action	One hour/level	Touch		Yes	Abjuration [Mind-Affecting, Psionic]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Caster makes caster power check to negate mental attacks on target.									
Rock's Hand	None		Standard action	1 round/level [D]	Medium (260 ft.)		No	Evocation [Earth, Giant]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Hand of stone rises from the ground and grapples foe.									
Song of Paralysis	22	Fortitude negates	One action	1 round/level	Medium (260 ft.)		Yes	Necromancy [Sonic]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> One creature/level is paralyzed.									
Spell's Edge, Greater	22	Fortitude negates(harmless)	Standard action	1 round/two levels	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Athame has touch-attack spell stored within it, inflicting the spell with each strike.									
Spirit of War			Two minutes	24 hours	Personal			Transmutation [Sibecai]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Caster gains +4 to Strength, Constitution, and Dexterity, and +1 to attack rolls/2 caster levels, but cannot cast spells.									
Stabilize Soul	22	Will negates (harmless)	One minute	Instantaneous	Touch		Yes (harmless)	Transmutation [Truename]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Revivified creature remains alive.									
Summon Major Elemental, Lesser	None		1 full round	1 round/level [D]	Close (65 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved Caster Level: 16
<i>Effect:</i> Huge elemental appears and attacks caster's foes.									
<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 feet apart									

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Mage Blade Spells

Transfer Wounds, Total	22	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals all damage; caster suffers half that amount in subdual damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 16	

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Curse of Languishing Death	23	Fortitude partial	Standard action	Permanent	Medium (260 ft.)		Yes	Transmutation [Curse, Negative Energy, Truename]	AE: Arcana Evolved
<i>Effect:</i> Victim suffers 1d6 points of Constitution damage/day.					Target: One creature			Caster Level: 16	
Dominate, Greater	23	Will negates	Standard action	One day/level	Medium (260 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
<i>Effect:</i> Caster controls actions of one creature.					Target: One living creature with fewer Hit Dice than you			Caster Level: 16	
Primal Release	23	Will negates	Standard action	10 minutes/level	Close (65 ft.)		Yes	Transmutation [Litorian]	AE: Arcana Evolved
<i>Effect:</i> Target gains +10 to Strength and Constitution, +2 to Dexterity, -6 to Intelligence and Charisma, and -2 to Wisdom, and cannot cast spells.					Target: One living creature [not you]			Caster Level: 16	
Roar of Courage				1 full round 10 minutes/level	Close (65 ft.)			Conjuration [Giant, AE: Arcana Evolved Litorian]	
<i>Effect:</i> Grants allies fear immunity and morale bonus.					Target: All allies within range			Caster Level: 16	
Unstoppable Strikes			Standard action	1 round/level	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster makes sneak attacks with every strike, inflicting +3d6 damage [or more].					Target: You			Caster Level: 16	
Wave of Death	23	Fortitude negates	Standard action	Instantaneous	Close (65 ft.)		Yes	Necromancy [Negative Energy]	AE: Arcana Evolved
<i>Effect:</i> Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.					Target: Cone			Caster Level: 16	
Wave of Life	23	Fortitude negates	Standard action	Instantaneous	Close (65 ft.)		Yes	Evocation [PositiveAE: Arcana Evolved Energy]	
<i>Effect:</i> Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.					Target: Cone			Caster Level: 16	
Whirlwind	23	Reflex negates (see text)	Standard action	1 round/level [D]	Long (1040 ft.)		Yes	Evocation [Air]	AE: Arcana Evolved
<i>Effect:</i> Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about.					Target: Cyclone 10 feet wide at base, 30 feet wide at top, and 30 feet tall			Caster Level: 16	

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: