

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask) □□	Handy Haversack	2	1.0 (2.0)	20.0 (40.0)
Amulet CON +4 Enhancement bonus to ability CON +4	Equipped	1	0.0	16000.0
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 (Blessed Book)	Handy Haversack	1	1.0	12500.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Handy Haversack 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 Dwavren 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	Equipped	1	5.0	2000.0
Helmet INT +4 Enhancement bonus to ability INT +4	Equipped	1	0.0	32000.0
Lu's Moondancer (+1) Pro +3 (Sword (Bastard/Bonded/+1 (Enhancement to Weapon or Ammunition)/Masterwork)), (Sword AC Bonus (Deflection) (+5) (Bastard/ENHANCEMENT/Bonded/+1)), (Sword AC Bonus (Deflection) (+3) (Bastard/ENHANCEMENT/Bonded/+1)), Deflection bonus to armor class of +3, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 566 damage if weapon broken, cannot be disarmed.	Equipped	1	6.0	56335.0
Lu's Outfit (Outfit (Artisans/ACCESSORIES, ARCANE, CLOTHING, CUSTOM, ENHANCEMENT, GENERAL, INDIVIDUAL, NATURAL, UNIVERSAL, MASTERWORK), (Outfit Natural Armor Bonus (Enhancement) (+4) (Artisan's/CLOTHING, ENHANCEMENT, MASTERWORK, NATURAL, ROBE)), Natural Armor bonus to armor class of +4	Equipped	1	4.0	64001.0
Lu's Skillful Ring	Equipped	1	0.0	0.0
Lu's Spellbook #2 (Spellbook (Wizard's/Blank))	Handy Haversack	1	0.0	0.0
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) 0 lbs.	Equipped	1	0.5	1.0
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/VA	ALUE		16.5	230758.1

	\	NEIGHT ALLO	WANCE	≣	
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off around	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 g

MAGIC	

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

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) \sim 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

You gain Lightning Reflexes as a bonus feat.

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

	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-ftradius, 30-fthigh), a 40-ftcone, four 10-ft. cubes, a ball (20-ftradius spread) or 120-ftline.
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

	Innate Racial Spells										
	Name	DC Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source			
	Dancing Lights	None	1 standard 1 minute/level [D] action	Medium (250 ft.)	V,S	No	Evocation [Light]	PHB: pg.216			
Effect: Creates to	rches or other lights.			Target: Up to four	lights, all wi	ithin a 10- ftradius are	a Caster Level: 15				
	Darkness	None	1 standard 10 minutes/level [D] action	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216			
Effect: 20-ft. radiu	us of supernatural shadow.			Target: Object tou	ched		Caster Level: 15				
	Faerie Fire	None	1 standard 1 minute/level [D] action	Long (1000 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: pg.229			
Effect: Outlines si	ubjects with light, canceling blur, concealment, a	nd the like.		Target: Creatures burst	and objects	within a 5-ftradius	Caster Level: 15				
			* =Domain/Speciality Spell								

Wizard Spells

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

March Marc				LEVEL 0						
## Company of the Co										
Change C	Acid Splash		None				No	(Creation) [Acid]	PHB: pg.196	
Companies Comp	Orb deals 1d3 acid damage.				-					
Tendent Tend	□□□□□ Arcane Mark		None						PHB: pg.201	
The control of the plane of the					fit within 1 sq. ft.		. ,			
Content cont	Dancing Lights		None		Medium (250 ft.)	V,S	No	Evocation [Light]	PHB: pg.216	
	Effect: Creates torches or other lights.				Target: Up to four li	ghts, all wit	hin a 10- ftradius area	Caster Level: 15		
Page	Daze	20	Will negates		Close (60 ft.)	V,S,M	Yes		PHB: pg.217	
Manual Contention of 11 Manual Contention of 11 Manual Contention of 11 Manual Contention of 11 Manual Contention of 12 Manual Contentio	that:			45.5.1	Target: One human	oid aroutur	o of 4 HD or loop	[Mind-Affecting]		
Pages Content speak and make College C	Humanoid creature of 4 HD or less loses next action.		Nana	4 standard Consentation on to 4 minutes (level ID)	=				DUD: 040	
Came Part	· ·		None						РНВ: рд.219	
Content Cont					- '			Caster Level: 15		
Description non-nonzerous road registration of the property	Detect Poison		None		Close (60 ft.)	V,S	No	Divination	PHB: pg.219	
District Undequal Control Co					Target: One creatur	e, one obje	ct, or a 5-ft. cube	Caster Level: 15		
Company Comp	□□□□ Disrupt Undead		None		Close (60 ft.)	V,S	Yes	Necromancy	PHB: pg.223	
Simple S	iffect:				Target: Ray			Caster Level: 15		
Regist such aliases deliver 1 dal electric damage. February	Deals 106 damage to one undead.		None		Close (60 ft.)	V,S	Yes		SC: Pg.78	
Page	Effect:			action	Target: Ray					
Contact Cont		21	Fortitude negates	1 standard Instantaneous		V	Yes		PHB: pq.232	
Description content of the millaric destall Description content									, 5	
Page	Dazzles one creature [-1 on attack rolls].	20	Will dishaliof /:	1 standard 1 round/leval IDI			No		DHP: 57 005	
Touch V.S.M No Transmutation SC. Pg.130 Sc. P							INU		r-пь: pg.235	
Target Chee Cheek	Figment sounds.									
Trans to as freed from a light crossbow, including any horwards. None 1 standard 10 minutes(level [D]) Tagoch V, MDF No Encotation (Light) PHB: pg 248	⊒□□□□ Launch Bolt		None						SC: Pg.130	
	Effect: Treat bolt as if fired from a light crossbow, including any b	onuses.	, feats or enchantment	s.	Target: One crossb	ow bolt in y	our possession	Caster Level: 15		
Target Closes taken six a truch Closes (80 h.) V.S. No Truchmutation PHB: pg.259	ight Light			1 standard 10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248	
Second Hand Second Hand Second Hand Second Hand Second Hand Second Hand Second Hand Hand Hand Hand Hand Hand Hand Ha	iffect: Object shines like a torch				Target: Object touc	hed		Caster Level: 15		
Transpare Case Convolve C	Mage Hand		None		Close (60 ft.)	V,S	No	Transmutation	PHB: pg.249	
	Effect:			action		gical, unatt	ended object weighing	Caster Level: 15		
						V,S	Yes (harmless, object)) Transmutation	PHB: pg.253	
Make more repairs on an object.	Effect:			action	Target: One object					
	Makes minor repairs on an object.		None	1 standard 10 minutes/level					PHB: pg 253	
Wish perfect conversation at distance.	-							[Language-Depen		
According to the control of the control of the control of the control of closes Target Chipert weighing up to 30 lb. or portal that can be opened or closes Control of the control of close Control of the control of close Control of the control of close Control of the control of t	Whispered conversation at distance.	20	Will pogeter (1 1 1 1 1 1	1 atondord Instant	•		Von (oh:+)		DUD: 050	
Coper or closes small or light things. Department or closes small or light things. Department or closes small or light things. Department or close small or close small or light things. Department or close small or close s	•	20	vviii negates (object)						гпь: pg.258	
	iffect: Opens or closes small or light things.				be opened or close	d Č.	· ·			
Perform minor tricks	Prestidigitation	20	See text		10 ft.	V,S	No	Universal	PHB: pg.264	
Standard Instantaneous action Frost Standard Instantaneous action Frost Fros	iffect: Performs minor tricks.				Target: See text			Caster Level: 15		
	☐☐☐☐ Ray of Frost		None		Close (60 ft.)	V,S	Yes	Evocation [Cold]	PHB: pg.269	
Personal Magic None 1 standard 10 minutes/level Personal V.S.F No Divination PHB: pg.269	Effect:			dollori	Target: Ray			Caster Level: 15		
Read scrolls and spellbooks.	Ray deals 1d3 cold damage.		None		Personal	V,S,F	No	Divination	PHB: pg.269	
Read spellbooks. None 1 standard Instantaneous action Repair Minor Damage ### Agreet Construct touched Target: Construct touched Touch V,S No Transmutation Sci. Pg.173	Effect:			action	Target: You			Caster Level: 15		
## Action Figure	Read scrolls and spellbooks.		None	1 standard Instantaneous		V,S	No		SC: Pg.173	
Repair a construct 1 point of damage. Repair a construct 1 point of damage. Repai	·								3	
Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Subject gains +1 on saving throws. Caster Level: 15 Subject gains +1 on saving throws. Subject gains +1 on	Repair a construct 1 point of damage.	20	Will pogeter	1 standard 1 minut-	· ·		Von (harrier)		DUD: 070	
Subject gains +1 on saving throws. Close (60 ft.) S Yes (object) Illusion (Glamer) SC: Pg.190							res (namiess)	•	rпв: pg.2/2	
action Target: One portal Target: One portal										
Negates the sound of opening/closing any portal [door,window,etc.]. Contact Conta	□□□□ Silent Portal	20	Will negates [object]		Close (60 ft.)	S	Yes [object]	Illusion (Glamer)	SC: Pg.190	
Stick 20 Will negates [object] 1 standard Instantaneous action Touch V,S,M Yes [object] Transmutation SC: Pg.206	ffect: Negates the sound of opening/closing any portal [door,wir	ndow.etc	c.].		Target: One portal			Caster Level: 15		
Target: Nonmagical, unattended object weighing up to Caster Level: 15 Sibs					Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206	
I standard 1 round/level action Touch V,S,M Yes Necromancy PHB: pg.294 Fortitude negates 1 standard 1 round/level action Target: Creature touched Caster Level: 15				aono.i		l, unattende	ed object weighing up to	Caster Level: 15		
ffect: Touch attack fatigues target. Target: Creature touched Caster Level: 15	·	20	Fortitude negates			V,S,M	Yes	Necromancy	PHB: pg.294	
Touch attack fatigues target. Company Com	Effect:			action	Target: Creature to	uched		Caster Level: 15		
Name DC Saving Throw Time Duration Range Comp. Spell Resistance School Source Close (60 ft.) V, S, F/DF No Abjuration PHB: pg.197 Abjuration PHB: pg.197 Target: 20-ftradius emanation centered on a point in Caster Level: 15 space Wards an area for 2 hours/level. Animate Rope None 1 standard 1 round/level action Target: One ropelike object, length up to 50 ft. +5 Target: One ropelike object, length up to 50 ft. +5 Caster Level: 15 Target: One ropelike object, length up to 50 ft. +5 Caster Level: 15					-					
Alarm None 1 standard 2 hours/level [D] action Target: 20-ftradius emanation centered on a point in page 197 Wards an area for 2 hours/level. Wards an area for 2 hours/level. Wards an area for 2 hours/level. Target: 20-ftradius emanation centered on a point in page 205 Space Wedium (250 ft.) V,S No Transmutation PHB: pg.197 Wedium (250 ft.) V,S No Transmutation PHB: pg.199				LEVEL 1						
action Target: 20-ftradius emanation centered on a point in Caster Level: 15 space Wards an area for 2 hours/level. Animate Rope None 1 standard 1 round/level action Target: One ropelike object, length up to 50 ft. + 5 Caster Level: 15 Target: One ropelike object, length up to 50 ft. + 5 Caster Level: 15										
Wards an area for 2 hours/level. Space 1 standard 1 round/level Medium (250 ft.) V,S No Transmutation PHB: pg.199 action Target: One ropelike object, length up to 50 ft. + 5 Caster Level: 15			INOTIC					•	r-пь: pg.19/	
action Target: One ropelike object, length up to 50 ft. +5 Caster Level: 15					space		·			
iffect: Target: One ropelike object, length up to 50 ft. +5 Caster Level: 15	Animate Rope		None		Medium (250 ft.)	V,S	No	Transmutation	PHB: pg.199	
	iffoot:					e object, lei	ngth up to 50 ft. + 5	Caster Level: 15		

				Wizard Spells					
□□□□□ Burning Hands	22	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
Effect: 1d4/level [max 5d4] fire damage			dollori		Target: Cone-shape	d burst		Caster Level: 15	
Change to Tenser's Floating Disk	<	None	1 standard action	1 hour/level	Close (60 ft.) Target: 3-ftdiamete	V,S,M	No	Evocation [Force] Caster Level: 15	PHB: pg.294
Creates 3-ftdiameter horizontal disk that holds 1500 lbs	21	Will negates	1 standard action	1 hour/level	Close (60 ft.) Target: One human	V,S	Yes	Enchantment (Charm) [Mind-Affecting] Caster Level: 15	PHB: pg.209
Makes one person your friend. Comprehend Languages		None	1 standard	10 minutes/level	-	V,S,M/DF		Divination	PHB: pg.212
Effect: You understand all spoken and written languages.	24	MGU		4 annual	Target: You	VCM	V	Caster Level: 15 Enchantment	CC: D= C0
□□□□□ Distract Assailant Effect: Target is flatfooted till next turn.	21	Will negates	1 swift action	1 round	Close (60 ft.) Target: One creatur	V,S,M e	Yes	(Compulsion) [Mind-Affecting] Caster Level: 15	SC: Pg.69
□□□□□ Enlarge Person Effect:	21	Fortitude negates	1 round	1 minute/level [D]	Close (60 ft.) Target: One human	V,S,M oid creature	Yes	Transmutation Caster Level: 15	PHB: pg.226
Creatures size increases to next category	21	See text	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Transmutation	PHB: pg.227
Effect: Mundane or magical writing vanishes.					Target: One scroll o			Caster Level: 15	
□□□□□ Expeditious Retreat Flect:		None	1 standard action	1 minute/level [D]	Personal Target: You	V,S	No	Transmutation Caster Level: 15	PHB: pg.228
Your speed increases by 30 ft.		None	1 standard	1 hour/level [D]	Touch	V,S,M	No	Universal	SC: Pg.88
Effect: Creates an extra-dimensional safe haven for a Tiny or sm	aller fa	ımiliar.			Target: One contain touched	er or garm	ent with a pocket	Caster Level: 15	
□□□□□ Feather Fall	21	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	, ,	V n or smalle	Yes (object)	Transmutation Caster Level: 15	PHB: pg.229
Objects or creatures fall slowly.	21	N/A	1 swift	1 round	creature/level, no tw apart Personal	o of which	may be more than 20 f	t. Divination	SC: Pg.108
Effect: No range increment penalties and target denied AC bonus	s for ar		action		Target: You			Caster Level: 15	
Identify Iffect: Determines properties of magic item.		None	1 hour	Instantaneous	Touch Target: One toucher	V,S,M/DF d object	No	Divination Caster Level: 15	PHB: pg.243
Instant Search	21	N/A	1 swift action	1 round	Personal Target: You	V,S	N/A	Divination Caster Level: 15	SC: Pg.124
You can make one Search check in this round as a free and the search Charles and Mage Armor Street:	ction. \ 21	You gain a +2 insight bo Will negates (harmless)		check. 1 hour/level [D]	Touch Target: Creature tou	V,S,F	No	Conjuration (Creation) [Force] Caster Level: 15	PHB: pg.249
Gives subject +4 armor bonus.		None	1 standard	Instantaneous	-	V,S	Yes	Evocation [Force]	DHR: pg 251
☐☐☐☐ Magic Missile iffect: 1 missile/2 levels [max 5] that do 1d4+1 damage each.		None	action	madital 1000		eatures, no	two of which can be	Caster Level: 15	1115. pg.201
□□□□ Mount		None	1 round	2 hours/level [D]	Close (60 ft.) Target: One mount	V,S,M	No	Conjuration (Summoning) Caster Level: 15	PHB: pg.256
Summons riding horse for 2 hours/level. Orb of Acid, Lesser iffect:		None	1 standard action	Instantaneous	Close (60 ft.) Target: One orb of a	V,S	No	Conjuration (Creation) [Acid] Caster Level: 15	SC: Pg.150
Ranged Touch attack deals 1d8 points per two caster leve	els [3,5	etc max 5d8] of acid da None		Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Cold]	SC: Pg.151
iffect: Ranged Touch attack deals 1d8 points per two caster leve	els [3,5	i,etc max 5d8] points of None	cold damag	e. Instantaneous	Target: One orb of o	cold V,S	No	Caster Level: 15 Conjuration	SC: Pg.151
iffect:			action		Target: One orb of e			(Creation) [Electricity] Caster Level: 15	00.1 g.101
Ranged Touch attack deals 1d8 points per two caster leve Company of Fire, Lesser Effect:		None	1 standard action	Instantaneous	Close (60 ft.) Target: One orb of f	V,S ire	No	Conjuration (Creation) [Fire] Caster Level: 15	SC: Pg.151
Ranged Touch attack deals 1d8 points per two caster leve	els [3,5	,etc max 5d8] points of None		Instantaneous	Close (60 ft.) Target: One orb of s	V,S sonic	No	Conjuration (Creation) [Sonic] Caster Level: 15	SC: Pg.151
Ranged Touch attack deals 1d6/two caster level [max 10c	16] poii 21	nts of sonic damage. Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
iffect: +2 to AC and saves, counter mind control, hedge out elen	nentals	and outsiders.	1 standard	Concentration, up to 15 rounds	Target: Creature tou Personal	v,S,M,F	No	Caster Level: 15 Divination	Race Des: Pg.167
Effect: Absorb the contents of an entire book as if you had read it	t once		action	·	Target: One book/ro			Caster Level: 15	j
Shield Great:		None		1 minute/level [D]	Personal	V,S	No	Abjuration [Force] Caster Level: 15	PHB: pg.278
Invisible disc gives +4 to AC, blocks magic missiles.		None	1 standard action	Instantaneous	Target: You Touch	V,S	Yes	Evocation [Electricity]	PHB: pg.279
Effect:	21	Will negates	1 round	1 minute/level	Target: Creature or Medium (250 ft.)	-	Yes Yes	Caster Level: 15 Enchantment (Compulsion)	PHB: pg.280
Touch delivers 1d6/level [max 5d6] electricity damage.						living cros	atures within a	(Compulsion) [Mind-Affecting] Caster Level: 15	
□□□□ Sleep					Target: One or more 10-ftradius burst				
⊒□□□□ Sleep		None	1 round	1 round/level [D]	10-ftradius burst Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
Sleep Sffect: Puts 4 HD of creatures into magical slumber. Summon Monster I		None	1 round 1 standard		10-ftradius burst	V,S,F/DF	No	Conjuration	PHB: pg.285

DDDDDUneen Conject			Wizard Spells					
□□□□□Unseen Servant		None	1 standard 1 hour/level	Close (60 ft.)	V,S,M	No	Conjuration	PHB: pg.297
Effect:			action	Target: One invisible	e, mindless	, shapeless servant	(Creation) Caster Level: 15	
Invisible force obeys your commands.	21	Fortitude negates	1 standard 1 minute/level	Touch	V,S.M	Yes [object]	Transmutation	SC: Pg.237
Effect:		[object]	action	Target: One melee v			Caster Level: 15	3
Transforms one non-magic weapon into a different melec	e weapo	on of the same size or sr		rargos. One molec i	roupon or o	.p to 10 lb.	00007 20707 10	
			LEVEL 2					
Name	DC	Saving Throw None	Time Duration 1 standard Permanent		Comp. V,S,M	Spell Resistance No	School Abjuration	Source PHB: pg.200
Arcane Lock		None	action				•	FПВ. pg.200
Effect: Magically locks a portal or chest.				ft/level in size		al touched, up to 30 sq		
□□□□□ Balor Nimbus	22	N/A	1 standard 1 round/level action		V,S,M/DF	N/A	Transmutation	SC: Pg.24
Effect: Any creature grappling you takes 6d6 points of fire damage.	ige.			Target: You			Caster Level: 15	
□□□□□ Bear's Endurance	22	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 tou	ched		Caster Level: 15	
⊒□□□□ Blur	22	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V	Yes (harmless)	Illusion (Glamer)	PHB: pg.206
iffect: Attacks miss subject 20% of the time.		(narmoss)	asso.	Target: Creature tou	ched		Caster Level: 15	
Cat's Grace	22	Will negates	1 standard 1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
ffect:		(harmless)	action	Target: Creature tou	iched		Caster Level: 15	
Subject gains +4 to Dex for 1 minutes/level. Darkness		None	1 standard 10 minutes/level [D]	Touch	V, M/DF	No	Evocation	PHB: pg.216
ffect:			action	Target: Object touch	ned		[Darkness] Caster Level: 15	
20-ft. radius of supernatural shadow.		None	1 standard 1 hour/level or until discharged; see text	• ,	V,S,M	No	Necromancy	PHB: pg.229
ffect:			action	Target: You	, - ,	-	Caster Level: 15	. 5
Gain 1d10 +1/level [max +10] temporary hp	22	Will negates	1 standard 1 minute/level [D]	-	V,S,M/DF	Yes (harmless) or Yes		PHR: pg 24F
□□□□ Invisibility	22	(harmless) or Will negates (harmless, object)	1 standard 1 minute/level [D] action	i ersonal di louch	V,O,IVI/DF	(harmless, object)	musion (Gidffier)	PHB: pg.245
Effect: Subject is invisible for 1 minutes/level or until it attacks.		,,		Target: You or a creathan 100 lbs/level	ature or obj	ject weighing no more	Caster Level: 15	
Subject is invisible for 1 minutes/level or until it attacks.		None	1 standard Instantaneous; see text		٧	No	Transmutation	PHB: pg.246
ffect:			action		ox, or chest	with an area of up to	Caster Level: 15	
Opens locked or magically sealed door.		None	1 standard 1 minute/level [D]	10 sq. ft./level Personal or close	V,S,F	No	Transmutation	PHB: pg.248
ffect:			action	Target: You or one v	willing creat	ure or one object, total	Caster Level: 15	
Subject moves up and down at your direction.		None	1 standard 1 minute/level [D]	weight up to 100 lbs. Personal; see text	/level	No		PHB: pg.254
IUUU Mirror Image			action		.,0			pg.zu-
ffect: Creates decoy duplicates of you [1d4 +1/3 levels, max +8		Mell	4 steederd 0 hours /D	Target: You	V0.1175	Van (ah'a a)	Caster Level: 15	DI ID : 056
Obscure Object	22	Will negates (object)	1 standard 8 hours [D] action			Yes (object)	Abjuration	PHB: pg.258
ffect: Masks object against scrying.				Target: One object to			Caster Level: 15	
Company Resist Energy	22	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
ffect: Ignores first 30 points of damage/attack from specified er	nergy tv	/pe.		Target: Creature tou	ched		Caster Level: 15	
Rope Trick	5, ,	None	1 standard 1 hour/level [D] action	Touch	V,S,M	No	Transmutation	PHB: pg.273
ffect: As many as eight creatures hide in extradimensional spa	ice			Target: One touched	d piece of ro	ope from 5 ft. to 30 ft.	Caster Level: 15	
As many as eight creatures nide in extradimensional spar	23	Reflex half	1 standard Instantaneous		V,S,F	Yes	Evocation [Fire]	SC: Pg.181
ffect:			action				Caster Level: 15	
Deal 1d8/2 caster levels [max 5d8] to all in the area of aff	rect			Target: 30-ft. line				
	icot.	None	1 standard Instantaneous	-	V,S	Yes	Evocation [Fire]	PHB: pg.274
Corching Ray	icot.	None	1 standard Instantaneous action	Close (60 ft.)			Evocation [Fire] Caster Level: 15	PHB: pg.274
Corching Ray ffect: 3 rays, ranged touch attack deals 4d6 fire damage.	icot.		action	Close (60 ft.) Target: 1 ray + 1 ray	//4 levels [se	ee text]	Caster Level: 15	
Corching Ray ffect: 3 rays, ranged touch attack deals 4d6 fire damage.	icot.	None		Close (60 ft.) Target: 1 ray + 1 ray Personal			Caster Level: 15 Divination	PHB: pg.274 PHB: pg.275
Gect: 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 4 rays a state of the damage attack. Reveals invisible creatures or objects.		None	action 1 standard 10 minutes/level [D] action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You	//4 levels [si	ee text] No	Caster Level: 15 Divination Caster Level: 15	PHB: pg.275
Grant Scorching Ray ffect: 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. 4 rays, ranged touch attack deals 4d6 fire damage. 5 rays, ranged touch attack deals 4d6 fire damage. 5 rays, ranged touch attack deals 4d6 fire damage. 5 rays, ranged touch attack deals 4d6 fire damage. 5 rays, ranged touch attack deals 4d6 fire damage. 5 rays, ranged touch attack deals 4d6 fire damage. 6 rays, ranged touch attack deals 4d6 fire damage. 6 rays, ranged touch attack deals 4d6 fire damage. 7 rays, ranged touch attack deals 4d6 fire damage. 7 rays, ranged touch attack deals 4d6 fire damage. 8 rays, ranged touch attack deals 4d6 fire damage. 8 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays, ranged touch attack deals 4d6 fire damage. 9 rays,	22		action 1 standard 10 minutes/level [D]	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch	v/4 levels [se V,S,M V,S,M	ee text]	Caster Level: 15 Divination Caster Level: 15 Transmutation	
Grading Ray ffect: 3 rays, ranged touch attack deals 4d6 fire damage. Grading See Invisibility ffect: Reveals invisible creatures or objects.	22	None Will negates (harmless)	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou	v/4 levels [si V,S,M V,S,M uched	ee text] No Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.275 PHB: pg.283
Grants ability to walk on walls and ceilings.		None Will negates (harmless)	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou	v/4 levels [se V,S,M V,S,M	ee text] No	Caster Level: 15 Divination Caster Level: 15 Transmutation	PHB: pg.275
Grants ability to walk on walls and ceilings.	22	None Will negates (harmless) Reflex negates; see	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D]	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou	v/4 levels [si V,S,M V,S,M uched V,S,M	vee text] No Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration	PHB: pg.275 PHB: pg.283
Grants ability to walk on walls and ceilings. Web Web Web Web Web Web Web We	22	None Will negates (harmless) Reflex negates; see	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D]	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20	v/4 levels [si V,S,M V,S,M uched V,S,M	vee text] No Yes (harmless)	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15	PHB: pg.275 PHB: pg.283
### Scorching Ray ###################################	22	Will negates (harmless) Reflex negates; see text None	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20	v/4 levels [si V,S,M V,S,M uched V,S,M	ee text] No Yes (harmless) No spread	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15	PHB: pg.275 PHB: pg.283 PHB: pg.301
Grants ability to walk on walls and ceilings. When the triangle of triang	22	Will negates (harmless) Reflex negates; see text None	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 standard Instantaneous action 1 swift 1 round	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 26 60 ft. Target: 60-ft. line	v/4 levels [si V,S,M V,S,M uched V,S,M	ee text] No Yes (harmless) No spread	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.275 PHB: pg.283 PHB: pg.301
Grants ability to walk on walls and ceilings. Whete: Grants ability to walk on walls and ceilings. Whete:	22 22	None Will negates (harmless) Reflex negates; see text None e path can use Intelligen	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action ace or Charisma for your modifier.	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 26 60 ft. Target: 60-ft. line	v/4 levels [si V,S,M V,S,M uched V,S,M 0-ftradius V,S,F	ee text] No Yes (harmless) No spread No	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238
	22 22	None Will negates (harmless) Reflex negates; see text None e path can use Intelligen	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 standard Instantaneous action 1 swift 1 round action 1 standard 15 rounds	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You	v/4 levels [si V,S,M V,S,M uched V,S,M 0-ftradius V,S,F	ee text] No Yes (harmless) No spread No	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243 Custom: Frostburn
Gect: Specified: Speci	22 22 ts on the 22	Will negates (harmless) Reflex negates; see text None e path can use Intelligen N/A	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action action action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You	v/4 levels [si v,s,M v,s,M uched v,s,M 0-ftradius v,s,F v,s	vee text] No Yes (harmless) No spread No N/A	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243
Gect: Specified: Speci	22 22 ts on the 22	Will negates (harmless) Reflex negates; see text None e path can use Intelligen N/A	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 standard Instantaneous action 1 swift 1 round action 1 standard 15 rounds action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You Medium (250 ft.)	v/4 levels [si v,s,M v,s,M uched v,s,M 0-ftradius v,s,F v,s	vee text] No Yes (harmless) No spread No N/A	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration [Cold]	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243 Custom: Frostburn
Grants ability to walk on walls and ceilings.	22 22 22 ts on the 22 22	Will negates (harmless) Reflex negates; see text None e path can use Intelligen N/A Fort half	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 standard Instantaneous action 1 swift 1 round action 1 standard 15 rounds action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You Medium (250 ft.) Target: You Medium (250 ft.)	v/4 levels [sr v,s,M v,s,M uched v,s,M o-ftradius: v,s,F v,s	ee text] No Yes (harmless) No spread No N/A	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration [Cold] Caster Level: 15	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243 Custom: Frostburn Pg.106
Grants ability to walk on walls and ceilings.	22 22 ts on the 22	Will negates (harmless) Reflex negates; see text None e path can use Intelligen N/A	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 1 round action 1 standard 15 rounds action LEVEL 3 Time Duration	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You Medium (250 ft.) Target: 20-ftradius	v/4 levels [si v,s,M v,s,M uched v,s,M o-ftradius v,s,F v,s v,s,M	vee text] No Yes (harmless) No spread No N/A No Spell Resistance	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration [Cold]	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243 Custom: Frostburn Pg.106
Grants ability to walk on walls and ceilings.	22 22 22 ts on the 22 22	Will negates (harmless) Reflex negates; see text None e path can use Intelligen N/A Fort half	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 standard Instantaneous action 1 swift 1 round action 1 standard 15 rounds action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You Medium (250 ft.) Target: 20-ftradius	v/4 levels [sr v,s,M v,s,M uched v,s,M o-ftradius: v,s,F v,s	ee text] No Yes (harmless) No spread No N/A	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration [Cold] Caster Level: 15	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243 Custom: Frostburn Pg.106
James of Glacial Cold Test: Target Touch attack deals 4d6 fire damage. James Touch attack deals and ceilings. James Touch attack deals weapon damage to all target attacks your melee attacks become touch attacks. James Touch attack deals weapon damage to all target attacks your melee attacks become touch attacks. James Touch attack deals weapon damage to all target attacks your melee attacks become touch attacks. James Touch attack deals weapon damage ach round.	22 22 22 ts on the 22 22	None Will negates (harmless) Reflex negates; see text None e path can use Intelligen N/A Fort half Saving Throw None	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 2 ce or Charisma for your modifier. 1 swift 1 round action 1 standard 15 rounds action 1 standard 15 rounds action Time Duration 1 standard 1 minute/level [D] action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You Medium (250 ft.) Target: 20-ftradius Range Personal Target: You	v/4 levels [st	vee text] No Yes (harmless) No spread No N/A No Spell Resistance No	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration [Cold] Caster Level: 15	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243 Custom: Frostburn Pg.106 Source PHB: pg.201
Grants ability to walk on walls and ceilings.	22 22 22 ts on the 22 22	Will negates (harmless) Reflex negates; see text None e path can use Intelligen N/A Fort half	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 standard Instantaneous action 1 swift 1 round action 1 standard 15 rounds action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You Medium (250 ft.) Target: 20-ftradius	v/4 levels [si v,s,M v,s,M uched v,s,M o-ftradius v,s,F v,s v,s,M	vee text] No Yes (harmless) No spread No N/A No Spell Resistance	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration [Cold] Caster Level: 15 School Divination Caster Level: 15 Transmutation	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243 Custom: Frostburn Pg.106
Greats ability to walk on walls and ceilings. Great: 3 rays, ranged touch attack deals 4d6 fire damage. 3 rays, ranged touch attack deals 4d6 fire damage. Greats ability Spider Climb Greats ability to walk on walls and ceilings.	22 22 22 ts on the 22 22	None Will negates (harmless) Reflex negates; see text None e path can use Intelligen N/A Fort half Saving Throw None	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 switt 1 round action 1 standard 15 rounds action 1 standard 1 minute/level [D] action 1 standard 1 minute/level [D] action 1 standard 1 minute/level [D] action	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You Medium (250 ft.) Target: 20-ftradius Range Personal Target: You Personal Target: You Personal	v/4 levels [si v,s,M v,s,M uched v,s,M o-ftradius v,s,F v,s v,s,F v,s v,s,M	ee text] No Yes (harmless) No spread No N/A No Spell Resistance No	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration [Cold] Caster Level: 15	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243 Custom: Frostburn Pg.106 Source PHB: pg.201 PHB: pg.206
Grants ability to walk on walls and ceilings.	22 22 22 ts on the 22 22	None Will negates (harmless) Reflex negates; see text None e path can use Intelligen N/A Fort half Saving Throw None	action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 1 round action 1 standard 15 rounds action 1 standard 15 rounds action 1 standard 1 minute/level [D] action 1 standard 1 minute/level [D]	Close (60 ft.) Target: 1 ray + 1 ray Personal Target: You Touch Target: Creature tou Medium (250 ft.) Target: Webs in a 20 60 ft. Target: 60-ft. line Personal Target: You Medium (250 ft.) Target: 20-ftradius Range Personal Target: You Personal Target: You Personal	v/4 levels [st	vee text] No Yes (harmless) No spread No N/A No Spell Resistance No	Caster Level: 15 Divination Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration [Cold] Caster Level: 15 School Divination Caster Level: 15 Transmutation	PHB: pg.275 PHB: pg.283 PHB: pg.301 SC: Pg.238 SC: Pg.243 Custom: Frostburn Pg.106 Source PHB: pg.201

			Wizard Spells					
□□□□ Displacement	23	Will negates (harmless)	1 standard 1 round/level [D]	Touch	/, M	Yes (harmless)	Illusion (Glamer)	PHB: pg.223
Effect:		(narmiess)	action	Target: Creature touc	ched		Caster Level: 15	
Attacks miss subject 50%. Dragonskin	23	N/A	1 standard 10 minutes/level	Personal	S,M	N/A	Transmutation	SC: Pg.73
Effect:	. ,		action	Target: You			Caster Level: 15	
Gain armor enhancement bonus of +1/2 levels [max +5] a	nd ene 24	ergy resistance 10 [20 at Reflex half	1 standard Instantaneous	Long (1000 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: pg.231
Effect:			action	Target: 20-ftradius s	spread		Caster Level: 15	
1d6/level [max 10d6] fire damage, 20-ft. radius.	23	Will negates	1 standard 1 minute/level	Touch	/,S,F/DF	Yes (harmless)	Transmutation	PHB: pg.232
Effect:		(harmless)	action	Target: Creature touc	ched		Caster Level: 15	. 5
Subject flies at speed of 60 ft.	24	Fort partial	1 standard 7		/,S,M	Yes	Evocation	Custom: Custom
□□□□□ Force Lightning Effect:	2-7	i ort partial	action	Target: Ray	v,O,IVI	103	[Electricity] Caster Level: 15	Custom: Custom
Ranged touch attack deals 1d4+15. Successful Fort save round.	impos	ses a -1 to attack and A	C for one round, failed save indicates paralyzation for	or			Caster Level. 15	
□□□□□ Hailstones		None	1 standard Instantaneous action	Medium (250 ft.)	/,S,M	Yes	Conjuration [Cold]	SC: Pg.109
Effect:			action	Target: One frigid glo	be/5 level	s	Caster Level: 15	
Hailstone deals 5d6 cold damage each. Lance of Disruption	24	Fortitude half	1 standard Instantaneous	60 ft	V,S	Yes	Evocation [Force,	Custom: Custom
Effect:			action	Target: From caster 5	oft wide be	eam out to 60ft length	Sonic] Caster Level: 15	
Beam of force causes 5d4+30 to all in the area of effect	24	Reflex half	1 standard Instantaneous	120 ft.	/,S,M	Yes	Evocation	PHB: pg.248
Effect:			action	Target: 120-ft. line			[Electricity] Caster Level: 15	
Electricity deals 1d6/level [max 10d6].	23	Will negates	1 standard 1 hour/level [D]		V,S	Yes [harmless]	Conjuration	SC: Pg.136
Effect:		[harmless]	action	Target: Creature touc			(Creation) [Force] Caster Level: 15	Ü
As mage armor, except gain +6 armor bonus.	23	Will negates	1 standard 1 hour/level	<u> </u>	V,S,M	Yes (harmless, object)		PHB: pg.257
בו∟ו∟ Nondetection Effect:		(harmless, object)	action	Target: Creature or o		, , , ,	Caster Level: 15	
Hides subject from divination, scrying.	24	Reflex half	1 standard Instantaneous	-	•	Yes	Evocation	SC: Pg.181
□□□□□ Scintillating Sphere Effect:	24	INCHEA (Idil	action	- ' '	V,S,M	163	[Electricity]	00. r g. 101
As fireball, 1d6/caster level [max 10d6] of electrical damage		Facility de la contraction	4 stee dead 4 second/fectal	Target: 20-ftradius t		Van Bannel	Caster Level: 15	CO: D= 200
⊒⊒⊒⊒ Weapon of Energy	23	Fortitude negates [harmless,object]	1 standard 1 round/level action		V,S	Yes [harmless,object]	Transmutation [See text]	SC: Pg.236
Effect: Adds additional damage; see text.				Target: One weapon			Caster Level: 15	
			LEVEL 4					
Name	DC	Saving Throw	Time Duration		Comp.	Spell Resistance	School	Source
□□□□□Arcane Eye		None	10 minutes 1 minute/level [D]		V,S,M	No	Divination (Scrying)	PHB: pg.200
Effect: Invisible floating eye moves 30 ft./round.				Target: Magical sens			Caster Level: 15	
□□□□□ Assay Spell Resistance	24	N/A	1 swift 1 round/level action		V,S	N/A	Divination	SC: Pg.17
Effect: Gives a +10 bonus on caster level to overcome spell resis	tance			Target: You			Caster Level: 15	
Blast of Flame	24	Reflex half	1 standard Instantaneous action	60 ft.	V,S,M	No	Conjuration (Creation) [Fire]	SC: Pg.31
Effect: Deal 1d6/level [max 10d6] to all creatures in the area.				Target: Cone-shaped	l burst		Caster Level: 15	
Detect Scrying		None	1 standard 24 hours action	40 ft.	V,S,M	No	Divination	PHB: pg.219
Effect: Alerts you of magical eavesdropping.				Target: 40-ftradius e	emanation	centered on you	Caster Level: 15	
Dimension Door	24	None and Will negates (object)	1 standard Instantaneous action	Long (1000 ft.)	/	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.221
Effect: Teleports you short distance.		(00)001/		Target: You and touc willing creatures	hed objec	ts or other touched	Caster Level: 15	
Dragonbreath	25	See text	1 standard 1 round/level action		/,S,M/DF	No	Evocation	SC: Pg.72
Effect: Gain a true dragons breath weapon attack; see text			action	Target: You			Caster Level: 15	
Gain a true dragons breath weapon attack; see text		None	1 standard Instantaneous action	Medium (250 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.98
Effect:			action		eatures, no	two of which are more	: Caster Level: 15	
Each missile deals 2d6 to target and half to any adjacent Company in the storm	creatur	re. None	1 standard 1 full round	than 30 ft. apart Long (1000 ft.)	/,S,M/DF	Yes	Evocation [Cold]	PHB: pg.243
Effect:			action	Target: Cylinder 20			Caster Level: 15	
Hail deals 5d6 damage in cylinder 40 ft. across.	24		1 standard 150 minutes [D]	Medium (250 ft.)	/,S,Coldfi	reNo	Conjuration	Custom: Frostburn
Effect:		text	action	Target: Webs of cold	fire in a 20)-ftradius spread	(Creation) [Cold] Caster Level: 15	Pg.100
Creatures caught in effect are entangled. Any movement	through 24	h effect causes 1d6 dam Fortitude partial	1 standard Instantaneous	-	V,S	No	Conjuration	SC: Pg.151
Effect:			action	Target: One orb of fir			(Creation) [Fire] Caster Level: 15	-
Ranged Touch attack deals 1d6/caster level [max 15d6] p	oints o	of fire damage. Fort save	to avoid becoming dazed for 1 round. 1 standard 1 minute/level [D]	-	V,S,M	No	Transmutation	PHB: pg.263
□□□□□ Polymorph			action	Target: Willing living			Caster Level: 15	rg.200
Gives one willing subject a new form.	24	Will negates	1 standard Instantaneous		v,S	Yes (harmless)	Abjuration	PHB: pg.270
□□□□□ Remove Curse Effect:	24	(harmless)	action				•	. 110. pg.210
Frees object or person from curse.	0.4	Will position	1 stondard 10 minutes/females and Paul and 1	Target: Creature or it			Caster Level: 15	DUD: n= 005
II II II I I I I I I I I I I I I I I I	24	Will negates (harmless)	1 standard 10 minutes/level or until discharged action		V,S,M	Yes (harmless)	Abjuration	PHB: pg.285
				Target: Creature touc			Caster Level: 15	
Effect: Ignore 10 points of damage per attack.							Evocation [Force]	SC: Pg.220
Effect: Ignore 10 points of damage per attack.] Thunderlance		None	1 standard 1 round/level [D] action	0 ft.	√,S,M	No		
Effect: Ignore 10 points of damage per attack. Thunderlance Ffect: Create a retractable spear or quarterstaff of force from 1	foot to		action	Target: A spearlike b		No	Caster Level: 15	
Effect: Ignore 10 points of damage per attack. Thunderlance Effect: Create a retractable spear or quarterstaff of force from 1	foot to		action [Critx3]. Also may dispels force effect of 3rd or lowe	Target: A spearlike b		No		
Effect: Ignore 10 points of damage per attack. Thunderlance Effect: Create a retractable spear or quarterstaff of force from 1 sevel.		20 feet. Damage is 3d6	action [Critx3]. Also may dispels force effect of 3rd or lowe	<i>Target:</i> A spearlike b er	eam		Caster Level: 15	Source
Thunderlance	DC 25	20 feet. Damage is 3d6 Saving Throw Fortitude negates, Wil	action [Critx3]. Also may dispels force effect of 3rd or lower LEVEL 5 Time Duration 1 standard Permanent	Target: A spearlike ber		Spell Resistance Yes		Source PHB: pg.202
Effect: Ignore 10 points of damage per attack.	DC	20 feet. Damage is 3d6 Saving Throw	action [Critx3]. Also may dispels force effect of 3rd or lower LEVEL 5 Time Duration	Target: A spearlike ber	Comp.	Spell Resistance	Caster Level: 15	

			Mizord Spolls					
□□□□□ Dancing Flame Blade	26	Fort half	Wizard Spells 1 standard 15	Personal	V,S,M	Yes	Evocation [Fire]	Custom: Custom
Effect:			action	Target: Caster's we	apon		Caster Level: 15	
Deal an additional 1d8 per successful hit with a weapon successful touch attack for one round dealing 15d8 minus 1								
damage. Draconic Might	25	Fortitude negates [harmless]	1 standard 1 minute/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.72
Effect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natura	l Armo			Target: Living creat	ure touched	l	Caster Level: 15	
Inonguard, Lesser	25	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.125
Effect: Non-magical metal passes right through you.				Target: Creature to	uched		Caster Level: 15	
□□□□ 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.				plant matter, up to	cu. ft./leve		Caster Level: 15	
Mordenkainen's Faithful Hound		None	1 standard 1 hour/level or until discharged, then 1 action round/level; see text	Close (60 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
Effect: Phantom dog can guard, attack.	25	N/A	1 standard 10 minutes/level IDI	Target: Phantom w	-	N/A	Caster Level: 15 Transmutation	SC: Ba 100
Effect:	25	N/A	1 standard 10 minutes/level [D] action	Personal Target: Matrix that I	V,S,F		Caster Level: 15	SC: Pg.199
Allows you to store and cast 1 spell as a free action; see t	ext 25	Will negates (object)	1 standard Concentration of up to 1 round/level or	Long (1000 ft.)	V,S	Yes (object); see text		PHB: pg.292
Effect:	20	or None; see text	action instantaneous; see text	Target: See text	٧,٥	res (object), see text	Caster Level: 15	111b. pg.202
Moves object, attacks creature, or hurls object or creature	. 25	None and Will negates	s1 standard Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration	PHB: pg.292
Effect:	-	(object)	action	Target: You and too			(Teleportation) Caster Level: 15	, o
Instantly transports you as far as 100 miles/level.			1515	willing creatures	.,			
			LEVEL 6		0	0	0.1	
Name Bite of the Weretiger	DC 26	Saving Throw N/A	Time Duration 1 standard 1 round/level	Range Personal	Comp. V,S,M	Spell Resistance N/A	School Transmutation	SC: Pg.28
Effect:	0		action	Target: You			Caster Level: 15	
Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Chain Lightning	27	Reflex half	1 standard Instantaneous	Long (1000 ft.)	V,S,F	Yes	Evocation [Floatrigity]	PHB: pg.208
Effect: 1d6/level [max 20d6] damage; one secondary bolt/level [n	20 20	each deal half damage	action	Target: One primar		s one secondary t be within 30 ft. of the	[Electricity] Caster Level: 15	
	iax 20	None	At least 10 1 day/level [D] or until discharged	primary target] Personal	V,S,M,F		Evocation	PHB: pg.213
Contingency		None	minutes; see text	Cisonal	v,O,IVI,I	110	Evocation	111b. pg.210
Effect: Sets trigger condition for another spell.				Target: You			Caster Level: 15	
Disintegrate	26	Fortitude partial (object)	1 standard Instantaneous action	Medium (250 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.222
Effect: Makes one creature or object vanish.				Target: Ray			Caster Level: 15	
□□□□□Dispel Magic, Greater		None	1 standard Instantaneous action	Medium (250 ft.)	V,S	No	Abjuration	PHB: pg.223
Effect: As dispel magic, but +20 on check.				Target: One spellca 20-ftradius burst	ster, creatu	re, or object; or	Caster Level: 15	
Heroism, Greater	26	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S	Yes (harmless)	Enchantment (Compulsion)	PHB: pg.240
Effect: Gives +4 bonus on attack rolls, saves, skill checks; immur	,			Target: Creature to			Caster Level: 15	
Resistance, Superior	26	Will negates [harmless]	1 standard 24 hours action	Touch		Yes [harmless]	Abjuration	SC: Pg.174
As resistance, except you grant the subject +6 resistance	bonus	None	1 standard 15 minutes [D]	Target: Creature to	V,S,M	No	Caster Level: 15 Transmutation	PGtF: pq.113
Effect:		None	action	Target: You	V,S,IVI	NO	Caster Level: 15	FGIF. pg. 113
Acts as iron body exept DR 10/adamantine and a +4 enha	nceme	ent to Strength, but take Will negates	a -4 penalty to Dexterity; see text 1 standard 1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
True Seeing Effect:	20	(harmless)	action	Target: Creature to		res (namicss)	Caster Level: 15	111b. pg.230
Lets you see all things as they really are.								
			LEVEL 7					
Name DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC 27	Saving Throw Will negates	Time Duration 1 standard Instantaneous	Range Close (60 ft.)	Comp. V,S,F	Spell Resistance Yes	School Abjuration	Source PHB: pg.203
Effect: Banishes 2 HD/level of extraplanar creatures.			action	Target: One or mor	e extraplana	ar creatures, no two of	Caster Level: 15	
Banishes 2 Hibrever of extraplanar creatures. Bite of the Werebear	27	N/A	1 standard 1 round/level action	which can be more Personal	V,S,M	N/A	Transmutation	SC: Pg.28
Effect: Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor.	Gain (laws and hite attack: se		Target: You			Caster Level: 15	
Delayed Blast Fireball	28	Reflex half	1 standard 5 rounds or less; see text action	Long (1000 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: pg.217
Effect: Deals 1d6 [max 20d6] fire damage; you can postpone bla:	st for 5	rounds.		Target: 20-ftradius	spread		Caster Level: 15	
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 u				Target: One called			Caster Level: 15	
□□□□□ Emerald Flame Fist	28	See text	1 standard 1 round/level; see text action	Touch	V,S	Yes	Evocation [Fire]	SC: Pg.79
Effect: Flaming fist you deal 3d6 +1/caster level [Max +20] damage	ge.			Target: Creatures of			Caster Level: 15	
Ethereal Jaunt		None	1 standard 1 round/level [D] action	Personal	V,S	No	Transmutation	PHB: pg.227
Effect: You become ethereal for 1 round/level.				Target: You			Caster Level: 15	
Plane Shift	27	Will negates	1 standard Instantaneous action	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: pg.262
Effect: As many as eight subjects travel to another plane.	07	Name of the	A stondard 4 sounds (170)	Target: Creature to creatures joining ha	inds		Caster Level: 15	DUD 070
Reverse Gravity	27	None; see text	1 standard 1 round/level [D] action	Medium (250 ft.)			Transmutation	PHB: pg.273
Effect: Objects and creatures fall upward.	07	NI/A	A stee dead 40 min. to 40 miles at FD1	Target: Up to 1 10-1			Caster Level: 15	00: P= 400
Spell Matrix	27	N/A	1 standard 10 minutes/level [D] action	Personal Target: Matrix that I	V,S,F	N/A	Transmutation	SC: Pg.199
Effect: Same as lesser spell matrix except it allows you to store a	nd cas	t 2 spells as a free action	on; see text *=Domain/Speciality Spell	Target: Matrix that I	iolus (WO Of	your spells	Caster Level: 15	

				Wizard Spells					
□□□□ Teleport, Greater	27	None and Will negate (object)	es 1 standare action		Personal and touch	ı V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.293
ffect: As teleport, but no range limit and no off-target arrival.					Target: You and to willing creatures	uched objec	cts or other touched	Caster Level: 15	
				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	d 1 minute/level [D]	Close (60 ft.)	V,S,M	Yes (object)	Evocation [Force]	PHB: pg.259
ffect: As resilient sphere, but you move sphere telekinetically.					Target: 1 ft./level d creatures or object		ere, centered around	Caster Level: 15	
Invisibility, Superior	28	Will negates [harmless]	1 standard	1 1 minute/level [D]	Personal or touch		No	Illusion (Glamer)	SC: Pg.125
iffect: More powerful invisibilty.		[nannoooj	dollon		Target: You or a cr	eature or ob	ject weighing no more	Caster Level: 15	
l Iron Body		None	1 standard	1 1 minute/level [D]	Personal	V,S,M/DF	No	Transmutation	PHB: pg.245
Effect: Your body becomes living iron.					Target: You			Caster Level: 15	
]□□□□ Temporal Stasis	28	Fortitude negates	1 standard	d Permanent	Touch	V,S,M	Yes	Transmutation	PHB: pg.293
iffect: Puts subject into suspended animation.					Target: Creature to	uched		Caster Level: 15	
				LEVEL 9					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
] Gate		None	1 standard	Instantaneous or concentration 0; see text	Medium (250 ft.)	V,S, XP; see text	No	Conjuration (Creation, Calling)	PHB: pg.234
Effect: Connects two planes for travel or summoning.					Target: See text			Caster Level: 15	
Heavenly Host		None	10 minute	s 10 minutes/level	Medium (250 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.113
Effect: Summons multiple creatures; see text					Target: Two or more which are more that		ed creatures, no two of rt	Caster Level: 15	
]□□□□ Shapechange		None	1 standard	d 10 minutes/level [D]	Personal	V,S,F	No	Transmutation	PHB: pg.277
					Target: You			Caster Level: 15	
Transforms you into any creature, and change forms once	e per r								
ffect: Transforms you into any creature, and change forms onc DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	e per r	None	1 round	Concentration, up to 1 round/level	Medium (250 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214

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		Comp.	Spell Resistance	School	Source
□□□□ Amanuesis	14	Will negates [object]	1 standard 10 minute/level action		V,S	Yes [object]	Transmutation	SC: Pg.9
Effect: Copies 250 words per minute.				Target: Object or ob	jects with v	vriting	Caster Level: 6	
□□□□□ Create Water		None	1 standard Instantaneous action		V,S	No	Conjuration (Creation) [Water]	PHB: pg.215]
Creates 2 gallons/level of pure water.				Target: Up to 2 gallo			Caster Level: 6	
Cure Minor Wounds	14	Will half (harmless); see text	1 standard Instantaneous action	Touch Target: Creature tou	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	PHB: pg.216
Cures 1 point of damage.		None	1 standard Concentration, up to 1 minutes/level [D]	-	V,S	No	Divination	PHB: pg.219
Detect Magic Effect:		None	action	Target: Cone-shape			Caster Level: 6	F116. pg.219
Detects spells and magic items within 60 ft.		None	1 standard Instantaneous		V,S	No	Divination	PHB: pg.219
Effect:			action	Target: One creature			Caster Level: 6	
Detects poison in one creature or small object.	14	Will negates	1 standard 1 minute or until discharged	-	V,S	Yes	Divination	PHB: pg.238
□□□□ Guidance Effect:		(harmless)	action	Target: Creature tou		103	Caster Level: 6	1 11D. pg.200
+1 on one attack roll, saving throw, or skill check.	14	Will negates	1 standard Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
Effect:	••	TTIII TIOGGICO	action	Target: Creature tou			Caster Level: 6	. 115. pg.2 11
Touch attack, 1 point of damage.		None	1 standard 10 minutes/level [D]	-	V, M/DF	No	Evocation [Light]	PHB: pg.248
⊒□□□□ Light Effect:		None	action	Target: Object touch		110	Caster Level: 6	1 115. pg.240
Object shines like a torch.	14	Will negates	1 standard Instantaneous		V,S	Yes (harmless, object)		PHB: pg.253
□□□□ Mending Effect:	14	(harmless, object)	action	Target: One object of			Caster Level: 6	г нэ. ру.293
Makes minor repairs on an object.	1.4	Will pagetos (=b:==')	1 standard Instantaneous	- '				DHR: p= 267
□□□□□ Purify Food and Drink	14	Will negates (object)	1 standard Instantaneous action		V,S	Yes (object)	Transmutation	PHB: pg.267
Effect: Purifies 1 cu. ft./level of food or water.		None	1 standard 10 minutes/ferrel	-				DUD: n= 200
⊒⊒⊒⊒⊒ Read Magic		None	1 standard 10 minutes/level action		V,S,F	No	Divination	PHB: pg.269
Effect: Read scrolls and spellbooks.				Target: You			Caster Level: 6	
Resistance	14	Will negates (harmless)	1 standard 1 minute action			Yes (harmless)	Abjuration	PHB: pg.272
Effect: Subject gains +1 on saving throws.				Target: Creature tou			Caster Level: 6	
⊒□□□□ Virtue	14	Fortitude negates (harmless)	1 standard 1 min. action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
Effect: Subject gains 1 temporary hp.				Target: Creature tou	ched		Caster Level: 6	
			LFVFL1					
Name	DC	Saving Throw	LEVEL 1	Range	Comp.	Spell Resistance	School	Source
Name 	DC 15	Saving Throw Will negates	LEVEL 1 Time Duration 1 standard 1 minute/level action		Comp. V,S, DF	Spell Resistance Yes	School Enchantment (Compulsion) [Fear, Mind-Affecting]	Source PHB: pg.203
⊒□□□□ Bane			Time Duration 1 standard 1 minute/level		V,S, DF	Yes	Enchantment (Compulsion) [Fear,	
□□□□□ Bane ###################################			Time Duration 1 standard 1 minute/level	50 ft. Target: All enemies	V,S, DF within 50 ft	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	
Bane Effect: Enemies take -1 on attack rolls and saves against fear.		Will negates	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level	50 ft. Target: All enemies 50 ft.	V,S, DF within 50 ft V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6	PHB: pg.203
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear	15	Will negates	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast	V,S, DF within 50 ft V,S, DF and all allies	Yes Yes (harmless) s within a 50-ft. burst,	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	PHB: pg.203 PHB: pg.205
Effect: Enemies take -1 on attack rolls and saves against fear. Beless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Bless Water	15	Will negates	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch	V,S, DF within 50 ft V,S, DF and all allies ter V,S,M	Yes Yes (harmless)	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good]	PHB: pg.203
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water.	15	Will negates	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of water	V,S, DF within 50 ft V,S, DF and all allies ter V,S,M	Yes Yes (harmless) s within a 50-ft. burst,	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	PHB: pg.203 PHB: pg.205 PHB: pg.205
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear	. 15	Will negates None Will negates (object)	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.)	V,S, DF within 50 ft V,S, DF and all allies ter V,S,M er touched V,S	Yes Yes (harmless) s within a 50-ft. burst, Yes (object) Yes	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting]	PHB: pg.203 PHB: pg.205 PHB: pg.205
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds.	. 15	Will negates None Will negates (object)	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or	V,S, DF within 50 ft V,S, DF and all allies ter V,S,M er touched V,S	Yes Yes (harmless) s within a 50-ft. burst, Yes (object) Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment	PHB: pg.203 PHB: pg.205 PHB: pg.205
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds.	15	Will negates None Will negates (object) Will partial	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or	V,S, DF within 50 ft V,S, DF and all allies ter V,S,M er touched V,S eature with	Yes Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 15 or fewer HD	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper	PHB: pg.203 PHB: pg.205 PHB: pg.205 Ar,PHB: pg.208 PHB: pg.211
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command	15	Will negates None Will negates (object) Will partial	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or	V,S, DF within 50 ft V,S, DF and all alliester V,S,M er touched V,S reature with V	Yes Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 15 or fewer HD	Enchantment (Compulsion) (Fear, Mind-Affecting) (Fear, Mind-Affecting) (Caster Level: 6 Enchantment (Compulsion) (Mind-Affecting) (Caster Level: 6 Necromancy [Fea Mind-Affecting) (Caster Level: 6 Enchantment (Compulsion)	PHB: pg.203 PHB: pg.205 PHB: pg.205 Ar,PHB: pg.208 PHB: pg.211
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round.	15	Will negates None Will negates (object) Will partial	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 1 minutes/level	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.)	V,S, DF within 50 ft V,S, DF and all alliester V,S,M er touched V,S reature with V	Yes (harmless) yes (harmless) s within a 50-ft. burst, Yes (object) Yes or fewer HD Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Mind-Affecting] Mind-Affecting]	PHB: pg.203 PHB: pg.205 PHB: pg.205 Ar,PHB: pg.208 PHB: pg.211
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages	15	None Will negates (object) Will partial Will negates	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.)	V,S, DF within 50 ft V,S, DF and all alliester V,S,M er touched V,S reature with V	Yes (harmless) yes (harmless) s within a 50-ft. burst, Yes (object) Yes or fewer HD Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6	PHB: pg.203 PHB: pg.205 PHB: pg.205 ar,PHB: pg.208 PHB: pg.211 adent,
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Compand Effect: One subject obeys selected command for 1 round.	15	Will negates None Will negates (object) Will partial Will negates None	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.) Target: One living or Personal Target: You	V,S, DF within 50 ft V,S, DF and all alliester V,S,M er touched V,S reature with V	Yes (harmless) yes (harmless) s within a 50-ft. burst, Yes (object) Yes or fewer HD Yes	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination	PHB: pg.203 PHB: pg.205 PHB: pg.205 ar,PHB: pg.208 PHB: pg.211 adent,
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages.	15 ·	Will negates (object) Will partial Will negates Will negates Will negates [harmless]	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.) Target: One living or Personal Target: You	V,S,DF within 50 ft V,S,DF und all allies ter V,S,M er touched V,S reature with V reature V,S,M/DF V,S,M/DF	Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 15 or fewer HD Yes	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6	PHB: pg.203 PHB: pg.205 PHB: pg.205 Ar,PHB: pg.208 PHB: pg.211 Adent, PHB: pg.212
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Conviction Effect: -2 morale bonus to saves, +1 for every six levels [max +5]	15 ·	Will negates (object) Will partial Will negates Will negates None Will negates [harmless] h level]; see text. Will half (harmless);	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living of Close (40 ft.) Target: One living of Personal Target: You Touch Target: Creature tou	V,S,DF within 50 ft V,S,DF und all allies ter V,S,M er touched V,S reature with V reature V,S,M/DF V,S,M/DF	Yes (harmless) Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes [harmless]	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration	PHB: pg.203 PHB: pg.205 PHB: pg.205 Ar,PHB: pg.208 PHB: pg.211 Adent, PHB: pg.212
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Effect: You understand bonus to saves, +1 for every six levels [max +5] Cure Light Wounds Effect:	15 15 15 15 at 18th	Will negates (object) Will partial Will negates None Will negates [harmless] h level]; see text.	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard 10 minutes/level action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living of Close (40 ft.) Target: One living of Personal Target: You Touch Target: Creature tou	V,S, DF within 50 ft V,S, DF and all alliester V,S,M er touched V,S eature with V eature V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	Yes (harmless) Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes [harmless]	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Abjuration	PHB: pg.203 PHB: pg.205 PHB: pg.205 Ar,PHB: pg.208 PHB: pg.211 Adent, PHB: pg.212 SC: Pg.52
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Conviction Effect: Torale bonus to saves, +1 for every six levels [max +5] Cures 1d8 +1/level [max +5] damage.	15 15 15 15 at 18th	Will negates (object) Will partial Will negates Will negates None Will negates [harmless] h level]; see text. Will half (harmless);	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard Instantaneous action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.) Target: You Touch Target: You Touch Target: Creature tou	V,S,DF within 50 ft V,S,DF and all allies ter V,S,M er touched V,S eature with V reature V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF ched V,S ched	Yes (harmless) Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes [harmless]	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Healing)	PHB: pg.203 PHB: pg.205 PHB: pg.205 PHB: pg.208 PHB: pg.211 indent, PHB: pg.212 SC: Pg.52 PHB: pg.215
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Conviction Effect: Torale bonus to saves, +1 for every six levels [max +5] Cures 1d8 +1/level [max +5] damage.	15 15 15 15 at 18th	Will negates (object) Will partial Will negates Will negates Will negates None Will negates [harmless] h level]; see text. Will half (harmless); see text	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.) Target: You Touch Target: Creature tou Touch Target: Creature tou 160 ft.	V,S, DF within 50 ft V,S, DF and all allies ter V,S,M er touched V,S eature with V eature V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 15 or fewer HD Yes No Yes [harmless] Yes (harmless); see text	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Feat Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divination (Healing) Caster Level: 6 Divination (Healing) Caster Level: 6 Divination	PHB: pg.203 PHB: pg.205 PHB: pg.205 Ar,PHB: pg.208 PHB: pg.211 Adent, PHB: pg.212 SC: Pg.52
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Conviction Effect: Cure Light Wounds Effect: Cure 1d8 +1/level [max +5] damage. Ceffect: Cures 1d8 +1/level [max +5] damage.	15 15 15 15 15 at 18th 15	Will negates (object) Will negates (object) Will partial Will negates None Will negates [harmless] h level]; see text. Will half (harmless); see text	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard Concentration, up to 10 minutes/level [Direction]	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living cr Close (40 ft.) Target: You Touch Target: Creature tou Touch Target: Creature tou 160 ft. Target: Cone-shape	V,S, DF within 50 ft V,S, DF und all allies ter V,S,M er touched V,S reature with V reature V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF dched V,S dched V,S dched V,S,DF d emanatic	Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 15 or fewer HD Yes No Yes [harmless] Yes (harmless); see text No	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Lev	PHB: pg.203 PHB: pg.205 PHB: pg.205 Ar,PHB: pg.208 PHB: pg.211 adent, PHB: pg.212 SC: Pg.52 PHB: pg.215 PHB: pg.218
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Ceffect: Core Light Wounds Effect: Cures 1d8 +1/level [max +5] damage. Ceffect: Cures 1d8 +1/level [max +5] damage.	15 15 15 15 15 at 18th 15	Will negates (object) Will partial Will negates Will negates Will negates None Will negates [harmless] h level]; see text. Will half (harmless); see text	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard Instantaneous action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.) Target: You Touch Target: Creature tou Touch Target: Creature tou 160 ft. Target: Cone-shape 160 ft.	V,S, DF within 50 ft V,S, DF and all allies ere v,S,M ere touched V,S ereature with V reature V,S,M/DF V,S,M/DF V,S,M ched V,S ched V,S, DF d emanatio V,S, DF	Yes (harmless) Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes [harmless] Yes (harmless); see text No no No	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Divination Caste	PHB: pg.203 PHB: pg.205 PHB: pg.205 PHB: pg.208 PHB: pg.211 Indent, PHB: pg.212 SC: Pg.52 PHB: pg.215
Effect: Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Comprehend Languages Effect: You understand all spoken and written languages. Cause Hiect: You understand all spoken and written languages. Cause Fear Effect: Chect: Comprehend Languages Effect: Comprehend Languages Eff	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates (object) Will partial Will negates None Will negates [harmless] h level]; see text. Will half (harmless); see text None	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 1 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard Concentration, up to 10 minutes/level [D action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of water Close (40 ft.) Target: One living or Close (40 ft.) Target: One living or Close (40 ft.) Target: You Touch Target: Creature tou Touch Target: Creature tou 160 ft. Target: Cone-shape 160 ft. Target: Cone-shape	V,S, DF within 50 ft V,S, DF and all alliester V,S,M er touched V,S reature with V reature V,S,M/DF V,S,M/DF V,S,M/DF d,S,DF d emanatic V,S,DF d emanatic	Yes (harmless) Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 15 or fewer HD Yes No Yes [harmless] Yes (harmless); see text No no No	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination	PHB: pg.203 PHB: pg.205 PHB: pg.205 PHB: pg.208 PHB: pg.211 Indent, PHB: pg.212 SC: Pg.52 PHB: pg.215 PHB: pg.218 PHB: pg.218
Effect: Consider to the content of t	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates (object) Will negates (object) Will partial Will negates None Will negates [harmless] h level]; see text. Will half (harmless); see text	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard Concentration, up to 10 minutes/level [D action]	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.) Target: You Touch Target: Creature tou Touch Target: Creature tou 160 ft. Target: Cone-shape 160 ft. Target: Cone-shape 160 ft.	V,S, DF within 50 ft V,S, DF and all alliester V,S,M er touched V,S eature with V eature V,S,M/DF V,S,M/DF d,S,M/DF d emanatio V,S, DF d emanatio V,S, DF	Yes (harmless) Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes (harmless); see text No no No	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Leve	PHB: pg.203 PHB: pg.205 PHB: pg.205 Ar,PHB: pg.208 PHB: pg.211 Adent, PHB: pg.212 SC: Pg.52 PHB: pg.215 PHB: pg.218
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Effect: Tone subject obeys selected command for 1 round. Comprehend Languages Effect: Curparite for the feather for every six levels [max +5] Conviction Effect: Cures 1d8 +1/level [max +5] damage.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates (object) Will partial Will negates None Will negates [harmless] In level]; see text. Will half (harmless); see text None None	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard Instantaneous 1 standard Instantaneous action 1 standard Concentration, up to 10 minutes/level [D action 1 standard Concentration, up to 10 minutes/level [D action 1 standard Concentration, up to 10 minutes/level [D action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.) Target: One living or Target: You Touch Target: Creature tou Touch Target: Creature tou 160 ft. Target: Cone-shape 160 ft. Target: Cone-shape 160 ft. Target: Cone-shape	V,S, DF within 50 ft V,S, DF and all alliester V,S,M er touched V,S eature with V eature V,S,M/DF V,S,M/DF d,S,M/DF d emanatic V,S, DF d emanatic V,S, DF d emanatic	Yes (harmless) Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes [harmless] Yes (harmless); see text No n No n	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divin	PHB: pg.203 PHB: pg.205 PHB: pg.205 PHB: pg.206 Ar,PHB: pg.208 PHB: pg.211 Adent, PHB: pg.212 SC: Pg.52 PHB: pg.215 PHB: pg.218 PHB: pg.218 PHB: pg.218
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Conviction Effect: You understand all spoken and written languages. Conviction Effect: Cures td8 +1/level [max +5] damage. Cures td8 +1/level [max +5]	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates (object) Will partial Will negates None Will negates [harmless] h level]; see text. Will half (harmless); see text None	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard Concentration, up to 10 minutes/level [D action 1 standard Concentration, up to 10 minutes/level [D action 1 standard Concentration, up to 10 minutes/level [D action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living cr. Close (40 ft.) Target: One living cr. Personal Target: You Touch Target: Creature tou Touch Target: Creature tou 160 ft. Target: Cone-shape 160 ft. Target: Cone-shape 160 ft. Target: Cone-shape 160 ft. Target: Cone-shape 160 ft.	V,S, DF within 50 ft V,S, DF and all allies ter V,S,M er touched V,S eature with V eature V,S,M/DF V,S,M/DF d,S,M/DF d emanatic V,S, DF d emanatic V,S, DF d emanatic V,S, DF	Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 15 or fewer HD Yes No Yes [harmless] Yes (harmless); see text No In	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Mind-Affecting] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6	PHB: pg.203 PHB: pg.205 PHB: pg.205 PHB: pg.208 PHB: pg.211 Indent, PHB: pg.212 SC: Pg.52 PHB: pg.215 PHB: pg.218 PHB: pg.218
Effect: Enemies take -1 on attack rolls and saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Allies gain +1 on attack rolls and +1 on saves against fear Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Ceffect: Tour and Conviction Effect: Cures 1d8 +1/level [max +5] damage. Cures 1d8 +1/level [max +5] damage. Ceffect: Cures 1d8 +1/level [max +5] damage.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates (object) Will partial Will negates None Will negates [harmless] In level]; see text. Will half (harmless); see text None None	Time Duration 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 standard 1d4 rounds or 1 round; see text action 1 standard 1 round action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard Instantaneous 1 standard Concentration, up to 10 minutes/level [D action 1 standard Concentration, up to 10 minutes/level [D action 1 standard Concentration, up to 10 minutes/level [D action 1 standard Concentration, up to 10 minutes/level [D action 1 standard Concentration, up to 10 minutes/level [D action	50 ft. Target: All enemies 50 ft. Target: The caster a centered on the cast Touch Target: Flask of wate Close (40 ft.) Target: One living or Close (40 ft.) Target: One living or Target: You Touch Target: Creature tou Touch Target: Creature tou 160 ft. Target: Cone-shape 160 ft. Target: Cone-shape 160 ft. Target: Cone-shape	V,S, DF within 50 ft V,S, DF and all allies ter V,S,M er touched V,S eature with V eature V,S,M/DF V,S,M/DF d,S,M/DF d emanatic V,S, DF d emanatic V,S, DF d emanatic V,S, DF	Yes (harmless) s within a 50-ft. burst, Yes (object) Yes 15 or fewer HD Yes No Yes [harmless] Yes (harmless); see text No In	Enchantment (Compulsion) [Fear, Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Deper Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divin	PHB: pg.203 PHB: pg.205 PHB: pg.205 PHB: pg.208 PHB: pg.211 adent, PHB: pg.212 SC: Pg.52 PHB: pg.215 PHB: pg.218 PHB: pg.218 PHB: pg.218

Mary					Cleric Spells					
Mary	Detect Undead		None	1 standard Con		60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
Martin M	Effect:			action		Target: Cone-shape	d emanatio	n	Caster Level: 6	
March Sept			None	1 standard 1 mi	inute				Evocation	PHB: pg.224
The proper section of	Effect:									. 5
Part	You gain +1 on attack and damage rolls. [Every three caste			1 standard 1 mi	inute/level		V.S. DF	Yes		r.PHB; pg.225
Continue to the continue to									Mind-Affecting]	, pg.==0
Part	One subject takes -2 on attack rolls, damage rolls, saves, a			1 standard 071	ooure			Vac (harmlans)		DHB: 52 200
This part This	Endure Elements				nours			Yes (narmiess)	•	PHB: pg.226
Part										
Second country Control Con	Entropic Shield		None		inute/level [D]	Personal	V,S	No	Abjuration	PHB: pg.227
Part						Target: You			Caster Level: 6	
Company Comp					antaneous	Touch	V,S	Yes [harmless]		SC: Pg.87
Companies Comp			(Target: Living creatu	ire touched			
Page				10 minutes 24 h	nours	Close (40 ft.)	V,S	Yes [harmless]		SC: Pg.111
Ministry			[narmiess]					wo of which can be		
The Control of Section 1997 (1997) (1		15	Will negates	1 standard 10 n				Yes	Abjuration	PHB: pg.241
Mary			(harmless); see text	action		Target: One touched	d creature/l	evel	Caster Level: 6	
The sheet like 1-2 showing any at 2 showings. The sheet like 1-2 showings is 1-2 showing any at 2 showing and 3 showing a showing a sheet like 1-2 showing any at 2 showing and 3 showing a sheet like 1-2 showing any at 2 showing and 3 showi	Undead can't perceive 1 subject/level.	15	Will half	1 standard Inet	antaneous	-				PHB: ng 244
Trach Section Trach Section Trach Section Trach Section Trach Section Trach Section Sectio	Jajaaninot Eight Wounds							. 50	•	
Content Cont	Touch deals 1d8 +1/level [max +5] damage.		Nana	4 star to 1.4	reinstanders (P)	-		V		00. B. 400
Light marked Spit. and 20 ft America den light, seed took look of the William Spit. and 20 ft American den light as a ray attend dealing first fidentiage of the Committee, Spit. I seed and a minute for all products of the Committee of the Com	· ·		ivone		ninu(es/level [D]				Light]	5U: Pg.132
Margin Signa 1 or willing the part of control (rect) 1 or willing	Light radiating 30-ft. and 20-ft further of dim light, next roun	nd you	can use the light as a	a ray attack dea	ling 1d6 [double against undead and	Target: You and up	to two rays	; see text	Caster Level: 6	
Companies output Companies o	-	15	Will negates	1 standard 30 n	minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Three stores give -1 on attack city, lead of the product of the pr	IIIIIIIIIIIIIIII				ý					. •
Carrelian Carr	Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negator	1 standard 1	inute/level	•				PHR: ng 2F4
		13	(harmless, object)		HIGG/IGVGI			res (namiliess, object)		тть. pg.201
Target Cont	Weapon gains +1 bonus.									
Creame Light 37 Can use as manged count alreads 30 for 1 feb 1 miles	□□□□□ Nimbus of Light	16	N/A		inute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: Pg.148
Content		8 plus	1 point per round that's	elapsed since of	casting to max of [1d8 + caster level].	Target: You			Caster Level: 6	
Target Clouds greats in 23-11, rolls to know, you, 20. 1. Caser Level 6 Toyon V.S.MDF No. See task Apjuration [Level 0] PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration Level 0 PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration Level 0 PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration Level 0 PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration Level 0 PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration Level 0 PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration Level 0 PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration Level 0 PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.256 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.257 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.257 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.257 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.257 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.257 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.257 Caser Level 6 Toyon V.S.MDF No. See task Apjuration PHB. pg.257 Caser Level 6 Toyon V.S.MDF No. See task V.S.MDF				1 standard 1 mi		20 ft.	V,S	No		PHB: pg.258
						Target: Cloud sprea	ds in 20-ft.	radius from you, 20 ft.		
Table		15	Will negates				V,S,M/DF	No; see text	Abjuration [Lawful]] PHB: pg.266
Second process 15				action		Target: Creature tou	ched		Caster Level: 6	
Transfer State				1 standard 1 mi	inute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
**2 to AC and saves, counter mind control, hedge out elementative and outsiders. **1 standard 1 minutelevel [D] **2 standard 1 minutelevel [D] **3 standard 1 minutelevel [D] **3 standard 1 minutelevel [D] **4 standard 1			(harmless)	action		Target: Creature tou	ched		Caster Level: 6	
Chancing	+2 to AC and saves, counter mind control, hedge out eleme			1 standard 1 mi	inute/level IDI	· ·		No: see text		PHR: ng 266
Age Part P	retoction nom Law				indicactor [D]			NO, SEC TEXT	[Chaotic]	1 11b. pg.200
Target: Che creature founds on the special content of the special co	+2 to AC and saves, counter mind control, hedge out eleme					-				
Suppressed fear or gives 4 on a save against fear from or bulle-old will negate a foliation of the solid transport of the solid transpo	□□□□□ Remove Fear				ninutes; see text	Close (40 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
Section Sectio		subject	/4 levels.					no two of which can be	Caster Level: 6	
Target Cicature touched Caster Level: 6 Ca								No	Abjuration	PHB: pg.274
Scholar's Touch Sone Standard Concentration, up to 6 rounds Personal V,S,M,F No Divination Race Des: Pg.167 R				dollori		Target: Creature tou	ched		Caster Level: 6	
Target: One book/round Target: One book/round Target: One book self you had read at one. Not perfect recall and must be able to read the language. Touch V,S,M Yes (harmless) Abjuration PHB: pg.278 Target: One book self you had read at least be able to read the language. Touch V,S,M Yes (harmless) Abjuration PHB: pg.278 Target: One book self you had read at least be able to read the language. Touch V,S,M Yes (harmless) Abjuration PHB: pg.278 Target: One book self you had read at least lea			None		ncentration, up to 6 rounds	Personal	V,S,M,F	No	Divination	Race Des: Pg.167
Specified Spec						Target: One book/ro	und		Caster Level: 6	
Aura grants 43 deflection bonus. Target: Creature touched Caster Level: 6		15	Will negates	1 standard 1 mi		Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
Aura grants -3 deflection bonus. Sign 15 N/A				action				•	•	
action Compulsion Compulsion Compulsion Confidence Compulsion Confidence Confiden	Aura grants +3 deflection bonus.	15	N/A	1 standard 10 s	minutes/level or until discharged			N/A		SC: Pa 180
Target: You Caster Level: 6 Section Computation		10	. 11.1		dosnovoi oi unui discridiged	. oroonar	V,O,IVI		(Compulsion)	50. i g. ioa
Summon Monster None 1 round						Target: You				
Summoning Summ	•		None	1 round 1 ro	und/level [D]	Close (40 ft.)	V,S,F/DF	No		PHB: pg.285
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to under the specified of the duration of the duration of the specified of the duration	Effect:					Target: One summo	ned creatu	re		
Hamless action Hamless action Target: Living creature touched Caster Level: 6 Caster Lev		15	Will negates	1 standard 10 r	ounds + 1 round/level [max 15]	-			Conjuration	SC: Pq.229
Stands target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. Comp. Spell Resistance School Source PHB: pg.196 Selfect: Target: Living creature touched or fifty projectiles [all of which Caster Level: 6 Cast	<u>.</u>								(Healing)	
Name None Saving Throw Time Duration Sange Comp. Spell Resistance School Source		l. Heals	1 hp automatically pe	r round.		gg ordatt	500100		20.01.0	
Aid None 1 standard 1 minute/level action 1 minute/level action 1 minute/level action 2 minute/level 2 minute/level 2 minute/level 3 minute/level 3 minute/level 4 minute/level 3 minute/level 4 minute/level 3 min					LEVEL 2					
action Compulsion Compulsio			•							
Target: Living creature touched Targ	Aid Aid		None		inute/level	Touch	v,s, DF	Yes (harmless)	(Compulsion)	PHB: pg.196
+1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp. Align Weapon 16 Will negates (harmless, object) Tashadard Touch Touch Touch V,S, DF Yes (harmless, object) Transmutation PHB: pg.197						Target: Living creatu	ire touched			
(harmless, object) action Target: Weapon touched or fifty projectiles [all of which Caster Level: 6 must be in contact with each other at the time of casting] Augury None 1 minute Instantaneous Personal V,S,M,F No Divination PHB: pg.202 Target: You Caster Level: 6	+1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to			1 standard 1 mi	inute/level					PHB: pg.197
Weapon becomes good, evil, lawful, or chaotic. Magury	IDDD Alian Wesner									pg o i
Augury None 1 minute Instantaneous Personal V,S,M,F No Divination PHB: pg.202 Target: You Caster Level: 6 Learns whether an action will be good or bad. Divination PHB: pg.202 Target: You Caster Level: 6 Caster Level: 6 Target: Creature touched Target: Creature touched Caster Level: 6 Target: Creature touched Caster Level: 6	JJJJJ / mg// Wodpon								Caster Level: 6	
Effect: Target: You Caster Level: 6 Leams whether an action will be good or bad. DDDDDBear'S Endurance 16 Will negates 1 standard 1 minute/level Touch V,S, DF Yes Transmutation PHB: pg.203 Effect: Target: Creature touched Caster Level: 6	Effect:						nui cacii ot			
DDDDDBear's Endurance 16 Will negates 1 standard 1 minute/level Touch V,S,DF Yes Transmutation PHB: pg.203 (harmless) action Target: Creature touched Caster Level: 6	Effect: Weapon becomes good, evil, lawful, or chaotic.		None	1 minute Insta		casting]		No	Divination	PHB: pg.202
(harmless) action Effect: Target: Creature touched Caster Level: 6	Effect: Weapon becomes good, evil, lawful, or chaotic. Grant Augury Effect:		None	1 minute Insta		casting] Personal		No		PHB: pg.202
	Effect: Weapon becomes good, evil, lawful, or chaotic. DDDDDAugury Effect: Learns whether an action will be good or bad.	16	Will negates	1 standard 1 mi	antaneous	casting] Personal Target: You	V,S,M,F		Caster Level: 6	

Description Part							Cleric Spells			
Part	pg.207	utation	armless)	/DF \	V,S,M/DI	Touch	1 standard 1 minute/level		16	□□□□□ Bull's Strength
		Level: 6			ouched	Target: Creature to	action	(harmless)		Effect:
Control Cont	pg.207			F	V,S, DF	Medium (160 ft.)	1 standard Concentration, up to 1 round/level [D]	Will negates	16	
Description							action			
		Level: 6	ead	tradii	in a 20-ftr	Target: Creatures in				
Sect 14 - 1 final plane 5 1	² g.48			`	V	Close (40 ft.)			16	
Control Cont					ıro	Target: One creatur				Effect
The sea with some warron, making undead warron.	040			ר י		-	4 stee dead 2 house/ferral	Nana		Cure 1d4 +1/level [max +5].
The sease of purpose of the purpos	pg.212									
Section Sect						-				Fills area with positive energy, making undead weaker.
Care Care Total Care Total Care	pg.216	j)							16	
## And Provided the Control of the					ouched	Target: Creature to				
Section of supermand standown Section Se	pg.216)F 1	V, M/DF	Touch				□□□□ Darkness
		Level: 15			ched	Target: Object touch				
Capacit Content build Land Seq or delicated level Travel Search Content Search	² g.62	tion :		F	V,S,DF	Close (40 ft.)			16	
					ure	Target: One creatur	40.00.1		fundo	
California Cal	pg.217			F	V,S, DF	Touch		Fortitude negates		
Part					ouched	Target: Creature to	action	(narmiess)		
Applications of the first interestive components of the first interestive components and when 100 ft interestive components are supposed as a register of the first interestive components and when 100 ft interestive components are supposed above. The first interestive components are supposed as a register of the	pg.225	utation		/DF	V,S,M/DI	Touch			16	
Subject game + 4 to Cale for Introducte/Heat					ouched	Target: Creature to:	action			- '
Clear Control Contro	pg.227			,		•	kt 1 round 1 hour or less	Will negates; see text	16	Subject gains +4 to Cha for 1 minutes/level.
)						. g, 000 toxt		
action Target You Caster Level 8 February 1 Standard 1 (sylvew) action Target You V.S.MOF Yes (object) Necromany PHB: pg: action Target Corps bourhead or control Control (19 to 19	na 230					,	1 standard 1 minute/lovel	None		Captivates all within 100 ft. +10 ft./level
Notice place as rogue does	pg.20U			,	υ,υ			NOTIC		•
Filter Part						-				Notice traps as a rogue does.
Pearly so ne corpose	pg.235	•		/DF \				Will negates (object)	16	aaaaa contto repeas
action Computation Paralyses one humanoid for 1 roundflevel. Paralyses one humanoid flexible flower. Paralyses one humanoid flower. P		Level: 6				- '				
Fleet	pg.241			DF \	V,S,F/DF	Medium (160 ft.)		Will negates; see text	16	□□□□ Hold Person
Paralyses one humanorid for foundefreek (Vounds 16 Will half 1 standard Instantaneous Touch V.S. Yes Necromancy PHB: pg: continued PHB:				ature	noid creatu	Target: One human				Effect:
## action Target Creature touched Caster Level: 6	ng 244						1 standard Instantaneous	Will half	16	·
Touch tatack 28t + Hever [Impar + 10] damage. Climited Climit	pg.244							wiii naii	10	minot infoduction wounds
action Target: You and up to two rays; see text Caster Level: 6 Same as light of Lunia except damage is 2d5 or 4d5 vs. undead or outsiders. Interest Caster Level: 6 Will negates (harmless, object) Climics (harmless) Close (40 ft.) V.S. Yes (harmless, object) Transmutation PHB: pg: Target: One object of up to 10 cu. ft./level Caster Level: 6 Target: One of up to 10 cu. ft./level Caster Level: 6 Target: One object of up to 10 cu. ft./level Caster Level: 6 Target: One object of up to 10	2. 100					-	A standard 40 min to the HEDI	Maria		Touch attack, 2d8 +1/level [max +10] damage.
Same as light of Lunia except damage is 2d6 or 4d6 vs. undead of outsiders. Close (40 ft.) V,S Yes (harmless, object) Transmutation PHB: pg: discin PHB: pg: discin	²g.132	-	I							· ·
Reprise an object. Reprise and object. Reprise. Repri										Same as light of Lunia except damage is 2d6 or 4d6 vs. un
Repairs an object. Comparison of the content of	pg.252	utation				` ′			16	DED Make Whole
Caster Level: 6 Caster Lev		Level: 6	vel	10 cu	t of up to 10	Target: One object				
Subject gains 416 Wils for 1 minutes/level. Close (40 ft.) V,S Yes (harmless) Conjuration (Heating) PHB: pg: action Target: Up to four creatures, no two of which can be more than 30 ft. apart. Target: Up to four creatures, no two of which can be more than 30 ft. apart. Target: Up to four creatures, no two of which can be more than 30 ft. apart. Target: Up to four creatures, no two of which can be more than 30 ft. apart. Target: Up to four creatures, no two of which can be more than 30 ft. apart. Target: Creature touched Touch V,S, DF Yes (harmless) Abjuration PHB: pg: Abjuration PHB	pg.259	utation		/DF \	V,S,M/DI	Touch			16	Owl's Wisdom
Effect: Sonic vibration damages objects or crystalline creatures. To Will negates (object): Visual negates (narmless) action Effect: Sonic vibration damages objects or crystalline creatures. To Will negates (object): Visual negates (narmless) action Effect: Sonic vibration damages objects or crystalline creatures. To Will negates (object): Visual negates (narmless) action Effect: Sonic vibration damages objects or crystalline creatures. To Will negates (object): Visual negates (narmless) action Effect: Sonic vibration damages objects or crystalline creatures. Visual negates (object): V		Level: 6			ouched	Target: Creature to				
Effect: Frees one or more creatures from paralysis or slow effect. Frees one or more creatures from paralysis or slow effect. Frees one or more creatures from paralysis or slow effect. Frees one or more creatures from paralysis or slow effect. Frees one or more creatures from paralysis or slow effect. Frees one or more creatures from paralysis or slow effect. Frees one or more creatures from paralysis or slow effect. Frees one or more creatures from paralysis or slow effect. Frees one or more creatures from paralysis or slow effect. Frees or more than 30 ft. apart from the 30 ft. apart from the 30 ft. apart from the 30 ft. apart from paralysis of the 30 ft. apart from 50 ft. apart	pg.271)	V,S	Close (40 ft.)			16	, ,
Caster Level: 6 Fortitude negates 1 Standard 10 minutes/level action Target: Creature touched Target: Creature touched Target: Creature touched Target: Creature touched Caster Level: 6 Target: Creature touched Target: Creature touched Caster Level: 6 Target: Crea				s, no t	creatures, i	Target: Up to four c	46.6.1	(10.1111000)		
Effect: gnores first 10 points of damage/attack from specified energy type.	pg.272	on	armless)	F					16	
Conjuration Cheating Conjuration PHB: pg.		Level: 6			ouched	Target: Creature to	acuon			Effect:
Effect: Dispels magical ability penalty or repairs 1d4 ability damage. Caster Level: 6 Caster Lev	pg.272			١	V,S	Touch	3 rounds Instantaneous	Will negates		
Dispels magical ability penalty or repairs 1d4 ability damage. Will negates (object) Vill negates (object) Shatter Vill negates (object) Shield Other					ouched	Target: Creature to		(harmless)		Effect:
Will negates (object) or Fortitude half; see text ### Target: 5-ftradius spread; or one solid object or one Caster Level: 6 ### Sonic vibration damages objects or crystalline creatures. ### Close (40 ft.) V,S,F Yes (harmless) Abjuration PHB: pg. ### Caster Level: 6 ### Caster Level: 6 ### Caster Level: 6 ### Close (40 ft.) V,S Yes; see text or no lillusion (Glamer) (object) ### Close (40 ft.) V,S Yes; see text or no lillusion (Glamer) (object) ### Target: 20 ft. radius emanation centered on a creature, Caster Level: 6 ### Object, or point in space ### Close (40 ft.) V,S,F/DF Yes Evocation [Sonic] PHB: pg. ### Close (40 ft.) V,S,F/DF Yes Evocation [Sonic] PHB: pg. ### Close (40 ft.) V,S,F/DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes Evocation [Force] PHB: pg. ### Close (40 ft.) V,S, DF Yes (40 ft.) V	pg.278			/DF \		-	; 1 standard Instantaneous	Will negates (object):		Dispels magical ability penalty or repairs 1d4 ability damag
Effect: Sonic vibration damages objects or crystalline creatures.	-					, ,	action	Will negates (object) or Fortitude half; see		
Sonic vibration damages objects or crystalline creature		Level: 6	d object or one	or on	s spread: or	Target: 5-ftradius				Effect:
(harmless) action Target: One creature Caster Level: 6 You take half of subject's damage. Silence 16 Will negates; see text or noe (object) action Target: 20 ft. radius emanation centered on a creature, Caster Level: 6 Negates sound in 15-ft. radius. Sound Burst 17 Fortitude partial 1 standard Instantaneous action Target: 10-ft. radius spread Caster Level: 6 Caster	na 278		•		e	crystalline creature	1 standard 1 hour/level IDI	Will negates	16	Sonic vibration damages objects or crystalline creatures.
You take half of subject's damage. Output	pg.210					` ′			10	
or none (object) Effect: Deals 1d8 sonic damage to subjects; may stun them. Feffect: Deals 1d8 sonic damage to subjects; may stun them. Feffect: Deals 1d8 sonic damage to subjects; may stun them. Feffect: Deals 1d8 sonic damage to subjects; may stun them. Feffect: Deals 1d8 sonic damage to subjects; may stun them. Feffect: Deals 1d8 sonic damage to subjects; may stun them. Feffect: Deals 1d8 sonic damage to subjects; may stun them. Feffect: Deals 1d8 sonic damage to subjects; may stun them. Feffect: Deals 1d8 sonic damage to subjects; may stun them. Feffect: Deals 1d8 sonic damage to subjects; may stun them. Target: 10-ftradius spread Deals 1d8 sonic damage to subjects; may stun them. Target: 10-ftradius spread Caster Level: 6 Evocation [Force] PHB: pg.: Target: Magic weapon of force Caster Level: 6 Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: Magic weapon of force Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: Magic weapon of force Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: Magic weapon of force Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: Magic weapon of force Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: Magic weapon of force Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: Magic weapon of force Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: 10-ftradius spread Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: 10-ftradius spread Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: 10-ftradius spread Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: 10-ftradius spread Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: 10-ftradius spread Caster Level: 6 Deals 1d8 sonic damage to subjects; may stun them. Target: 10-ftradius spread Caster Le	ng 270					-	at 1 standard 1 minute/femal/D1	Will possesses	10	You take half of subject's damage.
Negates sound in 15-ft. radius. Object, or point in space Close (40 ft.) V.S.F/DF Yes Evocation [Sonic] PHB: pg.:	pg.∠19		t)	(ıb	
action Target: 10-ftradius spread Caster Level: 6 Effect: Deals 1d8 sonic damage to subjects; may stun them. Dipining Spiritual Weapon None 1 standard 1 round/level [D] action Target: Magic weapon of force Caster Level: 6 Effect: Magical weapon attacks on its own. Dipining Status 16 Will negates 1 standard 1 hour/level Touch V,S Yes (harmless) Divination PHB: pg.:					space	object, or point in sp				Negates sound in 15-ft. radius.
Deals 1d8 sonic damage to subjects; may stun them. Deals 1d8 sonic damage to subjects; may stun them. Deals 1d8 sonic damage to subjects; may stun them. None 1 standard 1 round/level [D]	pg.281	on [Sonic]		DF \	V,S,F/DF	Close (40 ft.)			17	□□□□□ Sound Burst
□□□□□Spiritual Weapon None 1 standard 1 round/level [D] Medium (160 ft.) V,S, DF Yes Evocation [Force] PHB: pg.: Effect: Target: Magic weapon of force Caster Level: 6 Magical weapon attacks on its own. □□□□□Status 16 Will negates 1 standard 1 hour/level Touch V,S Yes (harmless) Divination PHB: pg.:		Level: 6		t	us spread	Target: 10-ftradius				
Effect: Target: Magic weapon of force Caster Level: 6 Magical weapon attacks on its own. □□□□□□□Status 16 Will negates 1 standard 1 hour/level Touch V,S Yes (harmless) Divination PHB: pg.:	pg.283	on [Force]		F	V,S, DF	Medium (160 ft.)		None		
□□□□□ Status 16 Will negates 1 standard 1 hour/level Touch V,S Yes (harmless) Divination PHB: pg.i		Level: 6		orce	pon of forc	Target: Magic weap				
(narmiess) action	pg.284	on I	armless))	V,S	Touch	1 standard 1 hour/level action		16	
Effect: Target: One/per 3 levels living creatures touched Caster Level: 6		Level: 6	es touched	ing cr	levels living	Target: One/per 3 le	actori	(11411111455)		
Monitors condition, position of allies. DDDDDSummon Monster II None 1 round 1 round/level [D] Close (40 ft.) V,S,F/DF No Conjuration PHB: pg.:	pg.286	tion		DF N	V,S,F/DF	Close (40 ft.)	1 round 1 round/level [D]	None		
(Summoning) Effect: Target: One or more summoned creatures, no two of Caster Level: 6										Effect:
Calls extraplanar creature to fight for you. Which can be more than 30 ft. apart Undetectable Alignment 16 Will negates (object) 1 standard 24 hours Close (40 ft.) V,S Yes (object) Abjuration PHB: pg.:	pg.297			ft. ap	e than 30 ft.	which can be more	1 standard 24 hours	Will negates (object)	16	Calls extraplanar creature to fight for you.
action Target: One creature or object Close (40 fb.) v,3 1 es (object) Abjurdation 1 fb. pg. Effect: Target: One creature or object Caster Level: 6	, 5					` ′		ga.co (object)		
Conceals alignment for 24 hours.	ng 202					-	1 standard 1 minute //	Will no setse	10	Conceals alignment for 24 hours.
□□□□□Zone of Truth 16 Will negates 1 standard 1 minute/level Close (40 ft.) V,S, DF Yes Enchantment (Compulsion) *=Domain/Speciality Spell	pg.303	lsion)		'r)	v,5, DF	Giose (40 π.)	action		ıb	UUUUUZone of I ruth

Effect: Subjects within range cannot lie.

Target: 20-ft.-radius emanation

[Mind-Affecting] Caster Level: 6

Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse	17	Will negates	1 standard Permanent action	Touch	V,S	Yes	Necromancy	PHB: pg.203
ffect: -6 to an ability score; -4 on attack rolls, saves, and check				Target: Creature t			Caster Level: 6	
□□□□ Blindness/Deafness	17	Fortitude negates	1 standard Permanent [D] action	Medium (160 ft.)		Yes	Necromancy	PHB: pg.206
fect: Makes subject blinded or deafened.		Name	A steeded Description	Target: One living		Ma	Caster Level: 6	DUD O.C.
□□□□ Continual Flame fect:		None	1 standard Permanent action	Touch	V,S,M	No		PHB: pg.213
Makes a permanent, heatless torch.		News	40	Target: Object tou			Caster Level: 6	DUD O44
□□□□□ Create Food and Water ffect: Feeds 3 humans or 1 horses/level.		None	10 minutes 24 hours; see text	Close (40 ft.) Target: Food and one horse/level fo		No tain 3 humans/level or	Conjuration (Creation) Caster Level: 6	PHB: pg.214
Cure Serious Wounds	17	Will half (harmless); see text	1 standard Instantaneous action	Touch Target: Creature t	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	PHB: pg.216
Cures 3d8 +1/level [max +15] damage. Daylight		None	1 standard 10 minutes/level [D] action	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>fect:</i> 60-ft. radius of bright light.				Target: Object tou	iched		Caster Level: 6	
Deeper Darkness		None	1 standard 1 day/level [D] action	Touch Target: Object tou	V, M/DF	No	Evocation [Darkness] Caster Level: 6	PHB: pg.217
Object sheds supernatural shadow in 60-ft. radius.		None	1 standard Instantaneous	Medium (160 ft.)		No		PHR: ng 223
□□□□ Dispel Magic fect:		NOTIC	action	Target: One spelle			Abjuration Caster Level: 6	PHB: pg.223
Cancels magical spells and effects.	17	See text	10 minutes Permanent until discharged [D]	20-ftradius burst Touch		No (object) and Yes;	Abjuration	PHB: pg.236
Glyph of Warding	17	JUD IUAL	.omacos i ermanent unui discriatgeu [D]	Target: Object tou		see text	Caster Level: 6	. 115. pg.230
Inscription harms those who pass it.	17	N/A	1 swift 1 round/level action	Personal	٧	N/A	Transmutation [Good]	SC: Pg.107
fect: +2 sacred bonus to Dex, Land speed increases by 10 ft.	-20 per	nalty to Hide checks.		Target: You			Caster Level: 6	
□□□□ Helping Hand		None	1 standard 1 hour/level action	5 miles	V,S, DF	No	Evocation	PHB: pg.239
fect: Ghostly hand leads subject to you.				Target: Ghostly ha			Caster Level: 6	
□□□□ Inflict Serious Wounds	17	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy Caster Level: 6	PHB: pg.244
Touch attack, 3d8 +1/level [max +15] damage.	18	Will negates	1 standard 24 hours/level	Target: Creature t	V,S	Yes [harmless]	Evocation	SC: Pg.124
□□□□Interplanar Message	10	[harmless]	action	Target: One creat		res [namiless]	[Language-Depen Caster Level: 6	
Send 25 words or less to the targeted creature; see text.		None	1 standard 1 minute/level [D]	Personal	V,S	No	Evocation	PHB: pg.245
fect:			action	Target: You			Caster Level: 6	
Dispels invisibility within 5 ft./level Light of Venya		None	1 standard 10 minutes/level [D] action	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
fect: Same as light of Lunia except damage is 3d6 or 6d6 vs.	undead			Target: You and u			Caster Level: 6	
□□□□ Locate Object fect:		None	1 standard 1 minute/level action	Long (640 ft.)	V,S,F/DF	No u, with a radius of 400 +	Divination Caster Level: 6	PHB: pg.249
Senses direction toward object [specific or type].	17	Will negator	1 standard 10 minutes/lovel	40 ft. per level				1 PHR: ng 240
□□□□ Magic Circle against Chaos	17	Will negates (harmless)	1 standard 10 minutes/level action			No; see text	Abjuration [Lawful]	ј г п о. р д.249
+2 to AC and saves, counter mind control, hedge out ele	mentals		radius and 10 minutes/level. 1 standard 10 minutes/level	Target: 10-πradii		No; see text	Abjuration [Good]	PHB: no 249
□□□□ Magic Circle against Evil	17	(harmless)	action			no; see text		. 115. pg.249
+2 to AC and saves, counter mind control, hedge out ele	mentals	and outsiders in 10-ft. Will negates	radius and 10 minutes/level. 1 standard 10 minutes/level	Touch		No; see text	Abjuration	PHB: pg.250
fect:		(harmless)	action			n from touched creature	[Chaotic]	F3.E00
+2 to AC and saves, counter mind control, hedge out ele	mentals 17	Will negates	1 standard 1 hour/level	Touch		Yes (harmless, object		PHB: pg.251
fect:		(harmless, object)	action	Target: Armor or s		,	Caster Level: 6	
Armor or shield gains +1/4 levels [max +5] enhancement		None	1 standard 10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
fect: You and your gear merge with stone.				Target: You			Caster Level: 6	
□□□□Obscure Object fect:	17	Will negates (object)	1 standard 8 hours [D] action	Touch		Yes (object) up to 100 lbs/level	Abjuration Caster Level: 6	PHB: pg.258
Masks object against scrying.		None	1 standard 1 round/level	40 ft.	V,S, DF		Enchantment	PHB: pg.264
□□□□ Prayer		. 40110	action			in a 40-ftradius burst	(Compulsion) [Mind-Affecting] Caster Level: 6	. 115. pg.204
Allies +1 bonus on most rolls, enemies -1 penalty.	17	Fortitude negates	1 standard 10 minutes/level or until discharged	centered on you Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
fect:		(harmless)	action	Target: Creature t			Caster Level: 6	10
Absorb 12 points of damage/level [max 120] from one kii	nd of en 17	Fortitude negates	1 standard Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: pg.270
fect:		(harmless)	action	Target: Creature t	ouched		(Healing) Caster Level: 6	
Cures normal or magical conditions. Curse	17	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
fect: Frees object or person from curse.		(11011111655)	aouoli	Target: Creature of	or item touch	ed	Caster Level: 6	
Prees object or person from curse. Remove Disease	17	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
ffect:		(a		Target: Creature t	oughod		Caster Level: 6	

				Cleric Spells					
Searing Light		None	1 standard action	Instantaneous	Medium (160 ft.)	V,S	Yes	Evocation	PHB: pg.275
iffect: Range deals 1d8/2 levels [max 5d8] damage; 1d6 nanimate object only takes 3d6 damage.	/level [max	10d6] against undead;	6 to undea	ad vulnerable to bright light; construct	Target: Ray or			Caster Level: 6	
Speak with Dead	17	Will negates; see text	10 minutes	1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Deper	PHB: pg.281 ndent]
Effect: Corpse answers one question/2 levels.					Target: One dead	creature		Caster Level: 6	
Cone Shape		None	1 standard action	Instantaneous	Touch	V,S,M/DF		Transmutation [Earth]	PHB: pg.284
Effect: Sculpts stone into any shape.					Target: Stone or st +1 cu. ft./level	one object t	ouched, up to 10 cu. ft.	Caster Level: 6	
Summon Monster III		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
iffect: Calls extraplanar creature to fight for you.					Target: One or mo which can be more		ed creatures, no two of apart	Caster Level: 6	
☐☐☐☐ Telepathic Bond, Lesser		None	1 standard action	60 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells
Effect: You forge a telepathic bond with another willing crea	ture with an	Intelligence score of 6	or higher.		Target: You and O	ne willing cr	eature within 30'	Caster Level: 6	
Upper Vigor	17	Will negates [harmless]		10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as lesser vigor except it grants target fast heal	ling ability fo	ir the duration of the so	all at 2 hn ai	itomatically healed per round	Target: Living creature touched Caster Level: 6				
Water Breathing	17	Will negates (harmless)		2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
Effect: Subjects can breathe underwater.					Target: Living crea	tures touche	ed	Caster Level: 6	
〕□□□□ Water Walk	17	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: pg.300
Effect: Subject treads on water as if solid.					Target: One touche	ed creature/	level	Caster Level: 6	
□□□□□ Wind Wall	18	None; see text	1 standard action	1 round/level	Medium (160 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to [S]	10 ft./level lo	ong and 5 ft./level high	Caster Level: 6	
				* =Domain/Speciality Spell					

Innate

□Dancing Lights (DC:) □Darkness (DC:) □Faerie Fire (DC:)

Spellbook: Spellbook (Wizard's/Blank)

Wizard

Level 0 □Acid Splash (DC:) □Arcane Mark (DC:) □Dancing Lights (DC:) □Daze (DC:20)
□Detect Magic (DC:) Detect Poison (DC:) □Disrupt Undead (DC:) □Electric Jolt (DC:) Flare (DC:21) Ghost Sound (DC:20) □Launch Bolt (DC:) □Light (DC:) □Mage Hand (DC:) ☐Mending (DC:20) □Message (DC:)
□Open/Close (DC:20) Prestidigitation (DC:20) Ray of Frost (DC:) □Read Magic (DC:) □Repair Minor Damage (DĊ:) □Resistance (DC:20)
□Silent Portal (DC:20) □Stick (DC:20) ☐Touch of Fatigue (DC:20)

Level 1 □□Alarm (DC:) □Animate Rope (DC:) □Burning Hands (DC:22) □Charm Person (DC:21) □Comprehend Languages (DC:) □Distract Assailant (DC:21)

□Enlarge Person (DC:21) □Erase (DC:21) □Expeditious Retreat (DC:) Feather Fall (DC:21)

□Change to Tenser's Floating Disk (DC:)

Guided Shot (DC:21) □Identify (DC:)
□Instant Search (DC:21) ☐Mage Armor (DC:21) ☐Magic Missile (DC:)

■Mount (DC:) □Orb of Acid, Lesser (DC:) □Orb of Cold, Lesser (DC:) □Orb of Electricity, Lesser

(DC:) □Orb of Fire, Lesser (DC:) □Orb of Sound, Lesser (DC:) □Protection from Evil

(DC:21)

Scholar's Touch (DC:) □Shield (DC:) Shocking Grasp (DC:) □Sleep (DC:21) □Summon Monster I (DC:) True Strike (DC:)

□Unseen Servant (DC:)

Level 2 □Bear's Endurance (DC:22) □Blur (DC:22) □Cat's Grace (DC:22) □Darkness (DC:)
□False Life (DC:) Familiar Pocket (DC:) □Invisibility (DC:22) □Knock (ĎC:) Levitate (DĆ:) ☐Mirror Image (DC:) □Resist Energy (DC:22)
□Rope Trick (DC:) □Scorching Ray (DC:) □See Invisibility (DC:)
□Spider Climb (DC:22)

□Web (DC:22)

(DC:22)

☐Wraithstrike (DC:22)

Zone of Glacial Cold

Level 3 □Blink (DC:) □Dispel Magic (DC:)

Spellbook: Lu's Spellbook #2

Wizard

Level 3 □Displacement (DC:23) □Fireball (DC:24) □Fly (DC:23) □Force Lightning (DC:24) □Lance of Disruption (DC:24) □Lightning Bolt (DC:24) ■Mage Armor, Greater (DC:23) □Nondetection (DC:23) □Scintillating Sphere (DC:24)

Level 4 □Blast of Flame (DC:24) Detect Scrying (DC:) Dimension Door (DC:24) □Ice Web (DC:24) □Polymorph (DC:) □Stoneskin (DC:24) ☐Thunderlance (DC:)

Level 5 □Baleful Polymorph (DC:25) □Dancing Flame Blade (DC:26) □Dragonbreath (DC:26) □Ironguard, Lesser (DC:25) □Telekinesis (DC:25) □Teleport (DC:25)

Spellbook: Dwarven Blessed Book

Wizard

Level 5 □Dimension Door, Greater □Draconic Might (DC:25) □Major Creation (DC:) □Mordenkainen's Faithful

Level 6 ☐Bite of the Weretiger (DC:26) □Chain Lightning (DC:27) □Contingency (DC:) □Disintegrate (DC:26) □Dispel Magic, Greater (DC·) □Heroism, Greater (DC:26) Stone Body (DC:)

Level 1

□Familiar Pocket (DC:)

□Weapon Shift (DC:21)

Level 2 □Arcane Lock (DC:) □Balor Nimbus (DC:22) □Obscure Object (DC:22) □Scorch (DC:23) □Whirling Blade (DC:) Level 7 □Bite of the Werebear (DC:27) □Delayed Blast Fireball (DC:28)

Dragon Ally (DC:) □Emerald Flame Fist (DC:28)

Level 3 □Arcane Sight (DC:) □Dragonskin (DC:23) □Hailstones (DC:) □Weapon of Energy (DC:23) Level 8

□Invisibility, Superior (DC:28) □Îron Body (DC:) □Change to Otiluke's Telekinetic Sphere (DC:29)

Temporal Stasis (DC:28)

Level 4 □Arcane Eye (DC:) □Force Missiles (DC:) □Ice Storm (DC:) □Orb of Fire (DC:24) □Remove Curse (DC:24) Level 9 □Gate (DC:) Heavenly Host (DC:) Shapechange (DC:) □Summon Elemental Monolith (DC:)

(DC:25)

Hound (DC:)

(DC:25)

□Spell Matrix, Lesser

□Spell Matrix (DC:27)

Lu Than do Cordlebane



	Elf (Drow)
	RACE
	127
	AGE
_	Male
1	GENDER
1	Darkvision (120')
	VISION
1	Neutral Good
ш	ALIGNMENT
1	Right
ı	DOMINANT HAND
1	4' 6"
1	HEIGHT
ı	94 lbs.
ı	WEIGHT
ı	Lt. Blue-voilet
н	EYE COLOUR

PERSONALITY TRAITS

Spiders - Minor Aversion

Knowledge

INTERESTS

PHOBIAS

Black SKIN COLOUR White, Shoulder

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 pyschic, 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

MANA: 233 - 39 = 194 F
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 confered by the Duke

Tom - Friend - Messenger from Duke Borba Drefus

The Hunter - ENEMY - An agent of the drow to retrieve property of wealthly drow house. - (DEAD)

Belak - Énemy/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 - Aquired key to Dragon Priest Tomb

Find Siblings in Sunless Citadel - Monentary 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.