

Character Name	
Conjurer 7	
CLASS	
7 (6)	35000 / 51000
Character Level (CR)	EXP/NEXT LEVEL

Player Name	
Elf / Humanoid	
RACE	
142	Male
AGE	GENDER

Deity
Medium / 5 ft.
SIZE / FACE
Hazel
EYES

Region
6' 3" / 139 lbs.
HEIGHT / WEIGHT
Platinum, Long
HAIR

Alignment

Low-Light Vision

VISION

Points

[illegible]

+2 vs. enchantment spells and effects

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	=	+3	+2	+0	+0	0	
RANGED attack bonus	+7	=	+3	+4	+0	+0	0	
CMB attack bonus	+5	=	+3	+2	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+5	+5	+5	+5	+5	+5
CMD	19	19	19	19	19	19

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+5	1d3+2	20/x2	5 ft.
Special Properties:				

*Forest's Whisper				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x3	5 ft.
Ammunition: Arrow								
Range: 30 ft.		To Hit: +9		Damage: 1d8+2				
	110 ft.	220 ft.	330 ft.	440 ft.		550 ft.		
TH	+9	+7	+5	+3		+1		
Dam	1d8+2	1d8+2	1d8+2	1d8+2		1d8+2		
	660 ft.	770 ft.	880 ft.	990 ft.		1100 ft.		
TH	-1	-3	-5	-7		-9		
Dam	1d8+2	1d8+2	1d8+2	1d8+2		1d8+2		
Special Properties: (Masterwork Composite Longbow STR +2)). Strength bonus to damage								

Oil				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.		
TH	+7	+5	+3	+1		-1		
Dam	1d6	1d6	1d6	1d6		1d6		

Special Properties: splash weapon, full-round action to prepare, 50% chance to ignite

Longsword				Hand	Type	Size	Critical	Reach
				Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
1H-P	+5	1d8+2	2W-P-(OH)	-1				1d8+2
1H-O	+1	1d8+1	2W-P-(OL)	+1				1d8+2
2H	+5	1d8+3	2W-OH	-5				1d8+1

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor +2		+2		+0	0

Uses per day ☐☐☐☐☐ ☐☐☐

Acid Dart (Sp): As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+3 points of acid damage. You can use this ability 8 times per day. [Paizo Inc. - Core Rulebook, p.80]

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Ring of Sustenance	Equipped	1	0 / 2,500
Aura: faint conjuration, Caster Level: 5th, Construction Cost: 1,250 gp, Construction Requirements: Forge Ring, create food and water, Slot: ring			
Forest's Whisper	Equipped	1	3 / 600
(Masterwork Composite Longbow STR +2)), Strength bonus to damage1.5 lbs., 10 Arrow			
Arrow	Carried	10	0.1 (1.5) / 0.1 (0.5)
Arrow	Forest's Whisper	10	0.1 (1.5) / 0.1 (0.5)
Arrow	Handy Haversack	10	0.1 (1.5) / 0.1 (0.5)
Bracers of Armor +2	Equipped	1	1 / 4,000
Aura: moderate conjuration, Caster Level: 7th, Construction Cost: 2,000 gp, Construction Requirements: Craft Wondrous Item, mage armor, creator's caster level must be at least two times that of the bonus placed in the bracers, plus any requirements of the armor special abilities, Slot: wrists			
Outfit (Explorer's)	Equipped	1	8 / 0
Handy Haversack	Equipped	1	5 / 2,000
Aura: moderate conjuration, Caster Level: 9th, Construction Cost: 1,000 gp, Construction Requirements: Craft Wondrous Item, secret chest, Slot: none97.53 lbs., 2 Silk Rope (50 ft.), 5 Candle, 5 Chalk, 1 Ink, 1 Inkpen, 1 Lamp, 5 Oil, 1 Sealing Wax, 1 Waterskin, 1 Spell Component Pouch, 1 Merchant's Scale, 2 String (50 ft.), 1 Twine (50 ft.), 1 Sewing Needle, 1 Thread (50 ft.), 1 Tea Set (Ceremony), 10 Arrow (Whistling), 10 Arrow, 3 Journal, 4 Powder, 3 Vial, 4 Potion of Cure Light Wounds, 12 Elven Wine, 2 Ink Pouch, 3 Potion of Cure Moderate Wounds, 5 Grappling Arrow, 2 Artisan's Tools, Masterwork, 3 Crafting Components - Cloak of Elvenkind, 1 Case, Scroll, 5 Necro Skeleton Spellbook, 1 Case, Scroll, 4 Soap, 3 Runalvarin Spellbook, 1 Mug, Clay			
Silk Rope (50 ft.)	Handy Haversack	2	5 (10) / 10 (20)
Candle	Handy Haversack	5	0 (0) / 0 (0.1)
Duration: 1 hr., Increases light level by one step: 5 ft.			
Chalk	Handy Haversack	5	0 (0) / 0 (0.1)
Ink	Handy Haversack	1	0 / 8
Inkpen	Handy Haversack	1	0 / 0.1
Lamp	Handy Haversack	1	1 / 0.1
Bright Illumination: 15 ft., Duration: 6 hr./pint, Shadowy Illumination: 30 ft.			
Oil	Handy Haversack	5	1 (5) / 0.1 (0.5)
splash weapon, full-round action to prepare, 50% chance to ignite			
Sealing Wax	Handy Haversack	1	1 / 1
Waterskin	Handy Haversack	1	4 / 1
Spell Component Pouch	Equipped	1	2 / 5
Spell Component Pouch	Handy Haversack	1	2 / 5
Merchant's Scale	Handy Haversack	1	1 / 2
+2 to appraise items valued by weight			
String (50 ft.)	Handy Haversack	2	0.5 (1) / 0 (0)
Twine (50 ft.)	Handy Haversack	1	0.5 / 0
Sewing Needle	Handy Haversack	1	0 / 0.5
Thread (50 ft.)	Handy Haversack	1	0.5 / 0
Tea Set (Ceremony)	Handy Haversack	1	5 / 25
Arrow (Whistling)	Carried	5	0.1 (0.8) / 0.1 (0.5)
Arrow (Whistling)	Handy Haversack	10	0.1 (1.5) / 0.1 (1)
Journal	Handy Haversack	3	1 (3) / 10 (30)
a blank, lightweight book with an oilskin cover. It has 50 paper pages.			
Powder	Handy Haversack	4	0.5 (2) / 0 (0)
Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals whether an invisible creature is there.			
Powder	Belt Pouch	1	0.5 / 0
Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals whether an invisible creature is there.			
Vial	Handy Haversack	3	0 (0) / 1 (3)
TOTAL WEIGHT CARRIED/VALUE		61.29 lbs.	218,872.4gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Vial	Belt Pouch	2	0 (0) / 1 (2)
Potion of Cure Light Wounds	Handy Haversack	4	0 (0) / 50 (200)
Cures 1d8+1 points of damageAura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, cure light wounds, Slot: none			
Elven Wine	Handy Haversack	12	1.5 (18) / 10 (120)
(Wine (Fine/Bottle))			
Ink Pouch	Handy Haversack	2	0 (0) / 8 (16)
(Ink (1 oz Vial))			
Potion of Cure Moderate Wounds	Handy Haversack	3	0 (0) / 300 (900)
Cures 2d8+3 points of damageAura: faint conjuration (healing), Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, cure moderate wounds, Slot: none			
Grappling Arrow	Carried	5	0.5 (2.5) / 1 (5)
A small grappling hook designed to be tied to a silk rope and fired from a bow. When fired, it has a range increment of 30 feet.			
Grappling Arrow	Handy Haversack	5	0.5 (2.5) / 1 (5)
A small grappling hook designed to be tied to a silk rope and fired from a bow. When fired, it has a range increment of 30 feet.			
Artisan's Tools, Masterwork	Handy Haversack	2	5 (10) / 55 (110)
Crafting Components - Cloak of Elvenkind	Handy Haversack	3	0 (0) / 1,250 (3,750)
(Spell Component)			
Case, Scroll	Handy Haversack	1	0.5 / 1
Case, Scroll	Handy Haversack	1	0.5 / 1
0.03 lbs., 1 Scroll Components, 2 Scroll of Shocking Grasp			
Scroll Components	Case, Scroll	1	0 / 50
(Scroll)			
Scroll of Shocking Grasp	Case, Scroll	2	0 (0) / 25 (50)
Touch delivers 1d6/level electricity damage (max 5d6).Aura: faint evocation [electricity], Caster Level: 1st, Construction Cost: 12 gp 5 sp, Construction Requirements: Scribe Scroll, shocking grasp, Slot: none			
Necro Skeleton Spellbook	Handy Haversack	5	3 (15) / 15 (75)
(Spellbook)			
Soap	Handy Haversack	4	0.5 (2) / 0 (0)
Runalvarin Spellbook			
Runalvarin Spellbook	Handy Haversack	3	3 (9) / 15 (45)
(Spellbook)			
Mug, Clay	Handy Haversack	1	1 / 0
Belt Pouch	Equipped	1	0.5 / 1
4.54 lbs., 1 Flint and Steel, 1 Whetstone, 1 Whistle, Signal, 1 Powder, 2 Vial, 1 Magnet, 1 Marbles, 15 Silver Piece, 12 Copper Piece			
Flint and Steel	Belt Pouch	1	0 / 1
Whetstone	Belt Pouch	1	1 / 0
Whistle, Signal	Belt Pouch	1	0 / 0.8
Magnet	Belt Pouch	1	0.5 / 0.5
Marbles	Belt Pouch	1	2 / 0.1
Pathfinder Pouch	Equipped	1	1 / 1,000
19.38 lbs., 1 White Pearl, 471 Gold Piece, 267 Silver Piece, 211 Copper Piece, 1 Silver Nosering, 8 Ruby, 20 Coin, Platinum Piece, 26 Obsidian			
Silver Nosering	Pathfinder Pouch	1	0 / 10
(Jewelry)			
Parchment	Equipped	10	0 (0) / 0.2 (2)
Longsword	Carried	1	4 / 15
Masterwork Dagger	Carried	1	1 / 302
Staff of Acid	Carried	1	5 / 28,600
Staff of Fire	Carried	1	5 / 18,950
Aura: moderate evocation, Caster Level: 8th, Construction Cost: 9,475 gp, Construction Requirements: Craft Staff, burning hands, fireball, wall of fire, Slot: none			
Staff of Frost	Carried	1	5 / 41,400
Aura: moderate evocation, Caster Level: 10th, Construction Cost: 20,700 gp, Construction Requirements: Craft Staff, cone of cold, ice storm, wall of ice, Slot: none			
Staff of Electricity	Carried	1	5 / 31,900
Staff of Necromancy	Carried	1	5 / 82,000
Aura: strong necromancy, Caster Level: 13th, Construction Cost: 41,000 gp, Construction Requirements: Craft Staff, cause fear, circle of death, enervation, ghoul touch, halt undead, waves of fatigue, Slot: none			
Horse, Light (Combat Trained)		1	1,200 / 110
42 lbs., 1 Saddle, Riding, 1 Saddlebags, 1 Bit and Bridle			
Saddle, Riding	Horse, Light (Combat Trained)	1	25 / 10
Saddlebags	Horse, Light (Combat Trained)	1	8 / 4
TOTAL WEIGHT CARRIED/VALUE		61.29 lbs.	218,872.4gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
8 lbs., 1 Bedroll, 1 Blanket, Winter				
Bedroll	Saddlebags	1	5 / 0.1	
Blanket, Winter	Saddlebags	1	3 / 0.5	
Bit and Bridle	Horse, Light (Combat Trained)	1	1 / 2	
Donkey		1	600 / 8	
145 lbs., 1 Saddle, Pack, 1 Barrel				
Donkey		1	600 / 8	
105 lbs., 1 Saddle, Pack				
Saddle, Pack	Donkey	1	15 / 5	
100 lbs., 10 Feed, Per Day				
Saddle, Pack	Donkey	1	15 / 5	
90 lbs., 9 Feed, Per Day				
Feed, Per Day	Saddle, Pack	19	10 (190) / 0.1 (1)	
🍪🍪				

WEIGHT ALLOWANCE					
Light 66		Medium 133		Heavy 200	
Lift over head 200		Lift off ground 400		Push / Drag 1000	

MONEY	
Coin, Platinum Piece: 20[Pathfinder Pouch]	
Gold Piece: 471[Pathfinder Pouch]	
Silver Piece: 267[Pathfinder Pouch]	
Silver Piece: 15[Belt Pouch]	
Copper Piece: 211[Pathfinder Pouch]	
Copper Piece: 12[Belt Pouch]	
8 x Ruby (5000) [Pathfinder Pouch]	
1 x White Pearl (100) [Pathfinder Pouch]	
26 x Obsidian (10) [Pathfinder Pouch]	
Total= 41,061.4 gp	

MAGIC	
Languages	
Azlanti, Celestial, Common, Draconic, Elven, Gnome, Goblin, Sylvan, Varisian	
Other Companions	

Traits	
Focused Mind	[Paizo Inc. - Advanced Player's Guide, p.329]
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.	
Rich Parents	[Paizo Inc. - Advanced Player's Guide, p.330]
You were born into a rich family, perhaps even the nobility. Your starting cash increases to 900 gp.	

Special Attacks	
Acid Dart (Sp)	[Paizo Inc. - Core Rulebook, p.80]
As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+3 points of acid damage. You can use this ability 8 times per day.	

Special Qualities	
Arcane Bond (Su)	[Paizo Inc. - Core Rulebook, p.78]
You have selected to establish a powerful arcane bond with an object.	
Arcane School	[Paizo Inc. - Core Rulebook]
Bonded Object	[Paizo Inc. - Core Rulebook, p.78]
Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school). A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger	

must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type. If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Bonus Arcane School Power Use (2x)	[Paizo Inc. - Advanced Race Guide]
Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.	

Bonus Feats	[Paizo Inc. - Core Rulebook]
--------------------	------------------------------

At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Cantrips	[Paizo Inc. - Core Rulebook, p.79]
-----------------	------------------------------------

You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Conjuration School	[Paizo Inc. - Core Rulebook, p.80]
---------------------------	------------------------------------

You have chosen to specialize in conjuration spells.

Elven Immunities (Ex)	[Paizo Inc. - Core Rulebook, p.22]
------------------------------	------------------------------------

Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex)	[Paizo Inc. - Core Rulebook, p.22]
-------------------------	------------------------------------

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Enchantment Opposition School	[Paizo Inc. - Core Rulebook, p.78]
--------------------------------------	------------------------------------

You have chosen enchantment spells as an opposition school. Preparing an enchantment spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an enchantment spell as a prerequisite.

Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.22]
-------------------------	------------------------------------

Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
------------------------------	-------------------------

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Necromancy Opposition School	[Paizo Inc. - Core Rulebook, p.78]
-------------------------------------	------------------------------------

You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.

Summoner's Charm (Su)	[Paizo Inc. - Core Rulebook, p.80]
------------------------------	------------------------------------

When casting Conjuration (summoning) spells the duration is increased by 3 rounds.

Weapon Familiarity (Ex)	[Paizo Publishing - Core Rulebook, p.22]
--------------------------------	--

Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Feats	
Augment Summoning	[Paizo Inc. - Core Rulebook, p.118]
Your summoned creatures are more powerful and robust than most.	

Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Craft Magic Arms and Armor [Paizo Inc. - Core Rulebook, p.120]

You can create magic armor, shields, or weapons.

You can create magic weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. See the magic item creation rules in Chapter 15 for more information. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost. You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

Craft Wondrous Item [Paizo Inc. - Core Rulebook, p.120]

You can create wondrous items, a type of magic item.

You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 for more information. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

Spell Focus (Conjuration) [Paizo Inc. - Core Rulebook, p.134]

Any spells you cast of your chosen school of magic are more difficult to resist.

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Weapon Focus (Longbow) [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

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

Scribe Scroll [Paizo Inc. - Core Rulebook, p.132]

You can create magic scrolls.

You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Proficiencies

Club, Heavy Crossbow, Light Crossbow, Dagger, Grapple,
Longbow, Longsword, Quarterstaff, Rapier, Shortbow,
Ray Spells, Touch Spells, Splash Weapon, Unarmed Strike

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+0	6+1	4+1	3+1	2+1	—	—	—	—	—
Concentration	+14									

LEVEL 0 / Per Day:4+0 / Caster Level:7

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ *Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
☐☐☐☐☐ Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark. [SR:No]					
☐☐☐☐☐ Bleed	Necromancy	1 standard action	Instantaneous	Close (40 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐ Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (170 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
☐☐☐☐☐ Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (40 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐ Detect Magic	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
☐☐☐☐☐ Detect Poison	Divination	1 standard action	Instantaneous	Close (40 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
☐☐☐☐☐ Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (40 ft.)	CR:p.273
[V, S] TARGET: Ray; EFFECT: You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR:Yes]					
☐☐☐☐☐ Flare	Evocation [Light]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.284
[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. [SR:Yes; DC:15, Fortitude negates]					
☐☐☐☐☐ Ghost Sound	Illusion (Figment)	1 standard action	7 rounds [D]	Close (40 ft.)	CR:p.289
[V, S, M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:15, Will disbelief]					
☐☐☐☐☐ Haunted Fey Aspect	Illusion (Glamour)	1 standard action	7 rounds [D]	Personal	UC:p.230
[S] TARGET: You; EFFECT: You surround yourself with disturbing illusions.					
☐☐☐☐☐ Light	Evocation [Light, WoodSchool]	1 standard action	70 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
☐☐☐☐☐ Mage Hand	Transmutation	1 standard action	Concentration	Close (40 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
☐☐☐☐☐ Mending	Transmutation [MetalsSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 7 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐ Message	Transmutation, AirSchool [Language-Deper]	1 standard action	70 minutes	Medium (170 ft.)	CR:p.313
[V, S, F] TARGET: 7 creatures; EFFECT: You can whisper messages and receive whispered replies. [SR:No]					
☐☐☐☐☐ Open/Close	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	CR:p.317
[V, S, F] TARGET: Object weighing up to 30 lbs. or portal that can be opened or closed; EFFECT: You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. [SR:Yes (object); DC:15, Will negates (object)]					
☐☐☐☐☐ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]					
☐☐☐☐☐ Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.330
[V, S] TARGET: Ray; EFFECT: A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					
☐☐☐☐☐ Read Magic	Divination	1 standard action	70 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					
☐☐☐☐☐ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐ Sotto Voce	Necromancy [Fear, Mind-Affecting, Sonic]	1 standard action	1 round	Close (40 ft.)	PCFG:p.61
[V] TARGET: One humanoid creature of 4 HD or less; EFFECT: Your dry, rasping whisper fills a living creature of 4 or fewer Hit Dice with unnatural dread. The affected creature must make a Will save or be shaken for 1 round. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (40 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:15, Fortitude negates (object)]					
☐☐☐☐☐ Touch of Fatigue	Necromancy	1 standard action	7 rounds	Touch	CR:p.360
[V, S, M] TARGET: Creature touched; EFFECT: You channel negative energy through your touch, fatiguing the target. [SR:Yes; DC:15, Fortitude negates]					

LEVEL 1 / Per Day:6+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ *Abundant Ammunition	Conjuration (Summoning)	1 standard action	7 minutes		UC:p.222
[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical ammunition every round. [SR:No]					
☐☐☐☐☐ Alarm	Abjuration	1 standard action	14 hours [D]	Close (40 ft.)	CR:p.240
[V, S, F/DF] TARGET: 20-ft.-radius emanation centered on a point in space; EFFECT: Alarm creates a subtle ward on an area you select. [SR:No]					
☐☐☐☐☐ Animate Rope	Transmutation [WoodSchool]	1 standard action	7 rounds	Medium (170 ft.)	CR:p.242
[V, S] TARGET: One rope-like object, length up to 85ft.; see text; EFFECT: You can animate a nonliving rope-like object. [SR:No]					
☐☐☐☐☐ Ant Haul	Transmutation	1 standard action	14 hours	Touch	APG:p.202
[V, S, M/DF] TARGET: creature touched; EFFECT: Triples carrying capacity of a creature. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐☐ Bungle	Enchantment (Compulsion)	1 standard action	Concentration + 2 rounds or until trigger	Close (40 ft.)	UM:p.209
[V, S] TARGET: One humanoid; EFFECT: Target takes a -20 penalty on its next attack roll or check. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:16, Will partial]					
☐☐☐☐☐ Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	CR:p.255
[V, S] TARGET: Up to 7 creatures touched; EFFECT: A touch from your hand, which glows with blue energy, disrupts the life force of living creatures dealing 1d6 points of damage. [SR:Yes; DC:16, Fortitude partial or Will negates; see text]					
☐☐☐☐☐ Color Spray	Illusion (Pattern) [Mind-Affecting]	1 standard action	Instantaneous; see text	15 ft.	CR:p.256
[V, S, M] TARGET: Cone-shaped burst; EFFECT: A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ *Corrosive Touch	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Touch	UM:p.213
[V, S] TARGET: Creature or object touched; EFFECT: Touch attack deals 5d4 acid damage. [SR:Yes]					
☐☐☐☐☐ Decompose Corpse	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] TARGET: One corpse or corporeal undead; EFFECT: Turn corpse into clean skeleton. [SR:Yes (object); DC:16, Fortitude negates (object)]					
☐☐☐☐☐ Discern Next of Kin	Divination [Mind-Affecting]	1 standard action	concentration, up to 7 minutes [D]	60 Ft.	ACG:p.179
[V, S, F] TARGET: one creature; EFFECT: Read the target's mind to learn about its family. [SR:yes; DC:16, Will negates (see text)]					
☐☐☐☐☐ Ear-Piercing Scream	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (40 ft.)	UM:p.218
[V, S] TARGET: One creature; EFFECT: You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 3d6 points of sonic damage. A successful save negates the daze effect and halves the damage. [SR:Yes; DC:16, Fortitude partial (see text)]					
☐☐☐☐☐ Enlarge Person	Transmutation	1 round	7 minutes [D]	Close (40 ft.)	CR:p.277
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:16, Fortitude negates]					
☐☐☐☐☐ Flare Burst	Evocation (Light)	1 standard action	Instantaneous	Close (40 ft.)	APG:p.223
[V] TARGET: 10-ft.-radius burst of light; EFFECT: This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point. [SR:Yes; DC:16, Fortitude negates]					

* =Domain/Speciality Spell

Wizard Spells

***** *Grease	Conjuration, EarthSchool (Creation)	1 standard action	7 minutes [D]	Close (40 ft.)	CR:p.291
[V, S, M] TARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:17, See text]					
***** Hold Portal	Abjuration	1 standard action	7 minutes [D]	Medium (170 ft.)	CR:p.297
[V] TARGET: One portal, up to 140 sq. ft.; EFFECT: This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. [SR:No]					
***** Hydraulic Push	Evocation, WaterSchool [Water]	1 standard action	Instantaneous	Close (40 ft.)	APG:p.228
[V, S] TARGET: one creature or object; EFFECT: Wave of water bull rushes an enemy. [SR:Yes]					
***** *Icicle Dagger	Conjuration (Creation) [Cold]	1 standard action	7 minutes	0 ft.	UM:p.224
[V, S] TARGET: One icicle; EFFECT: Masterwork ice dagger deals +1 cold damage. [SR:No]					
***** Identify	Divination	1 standard action	21 rounds [D]	60 ft.	CR:p.299
[V, S, M] TARGET: Cone-shaped emanation; EFFECT: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. [SR:No]					
***** *Infernal Healing	Conjuration (Healing) [Evil]	1 round	1 minute	Touch	ISWG:p.295
[V, S, M] TARGET: Creature touched; EFFECT: Anoint a wounded creature with devil's blood or unholy water giving it fast healing 1. Does not repair silver or good damage. Target detects as evil for the duration. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
***** *Mage Armor	Conjuration (Creation) [Force]	1 standard action	7 hours [D]	Touch	CR:p.306
[V, S, F] TARGET: Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. [SR:No; DC:17, Will negates (harmless)]					
***** Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (170 ft.)	CR:p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 4 missiles that do 1d4+1 damage each. [SR:Yes]					
***** Memory Lapse	Enchantment [Mind-Affecting]	1 standard action	Instantaneous	Close (40 ft.)	APG:p.232
[V, S] TARGET: one living creature; EFFECT: Subject forgets events back to last turn. [SR:Yes; DC:16, Will negates]					
***** *Mount	Conjuration (Summoning)	1 round	14 hours [D]	Close (40 ft.)	CR:p.315
[V, S, M] TARGET: One mount; EFFECT: You summon a light horse or a pony [your choice] to serve you as a mount. [SR:No]					
***** Obscure Poison	Abjuration	1 standard action	7 hours	Touch	UI:p.220
[S,M] TARGET: One dose of poison or one venomous creature; EFFECT: Make it harder to detect a poison or a venomous creature. [SR:No]					
***** *Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	7 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
***** Phantom Blood	Necromancy	1 standard action	70 minutes	Personal	ACG:p.190
[V, S] TARGET: you; EFFECT: Gain temporary hp if Con loss would knock you out or kill you.					
***** Protection from Good	Abjuration [Evil]	1 standard action	7 minutes [D]	Touch	CR:p.328
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:16, Will negates (harmless)]					
***** Ray of Enfeeblement	Necromancy	1 standard action	7 rounds	Close (40 ft.)	CR:p.329
[V, S] TARGET: Ray; EFFECT: A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+3. [SR:Yes; DC:16, Fortitude half]					
***** Ray of Sickness	Necromancy	1 standard action	7 minutes	Close (40 ft.)	UM:p.234
[V, S, M] TARGET: Ray; EFFECT: Ray makes the subject sickened. [SR:Yes; DC:16, Fortitude partial; see text]					
***** Repair Undead	Necromancy	1 standard action	instantaneous	Touch	ACG:p.191
[V, S] TARGET: one undead creature touched [see text]; EFFECT: Heals one undead of 1d8 hp + 1/level [max +5]. [SR:yes (harmless); DC:16, Will half (harmless)]					
***** Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Corpse touched; EFFECT: Skeletal corpse grows flesh. [SR:No]					
***** Sculpt Corpse	Necromancy	1 standard action	Instantaneous	Touch	APG:p.241
[V, S, M] TARGET: one dead creature touched; EFFECT: Makes corpse look like another creature. [SR:No; DC:16, Will partial; see text]					
***** Shield	Abjuration [Force]	1 standard action	7 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you.					
***** Shocking Grasp	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	Touch	CR:p.343
[V, S] TARGET: Creature or object touched; EFFECT: Your successful melee touch attack deals 5d6 points of electricity damage. [SR:Yes]					
***** *Snowball	Conjuration (Creation) [Cold,Water]	1 standard action	Instantaneous	Close (40 ft.)	POTN:p.26
[V,S] TARGET: One ball of ice and snow; EFFECT: You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 5d6 points of cold damage on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round. [SR:No; DC:17, Fortitude partial]					
***** *Summon Minor Monster	Conjuration (Summoning)	1 round	10 rounds [D]	Close (40 ft.)	UM:p.241
[V, S, F/DF] TARGET: 1d3 summoned creatures; EFFECT: Summon 1d3 Tiny animals [SR:No]					
***** *Summon Monster I	Conjuration (Summoning)	1 round	10 rounds [D]	Close (40 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature. [SR:No]					
***** Touch of Gracelessness	Transmutation	1 standard action	7 rounds	Touch	APG:p.249
[V, S] TARGET: creature touched; EFFECT: Subject loses 1d6 + 3 Dex and is prone to falling down. [SR:Yes; DC:16, Fortitude partial]					
***** *Unseen Servant	Conjuration (Creation)	1 standard action	7 hours	Close (40 ft.)	CR:p.364
[V, S, M] TARGET: One invisible, mindless, shapeless servant; EFFECT: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. [SR:No]					

LEVEL 2 / Per Day:4+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
***** *Acid Arrow	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	3 rounds	Long (680 ft.)	CR:p.239
[V, S, M, F] TARGET: One arrow of acid; EFFECT: An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage. [SR:No]					
***** Ant Haul (Communal)	Transmutation	1 standard action	14 hours	Touch	UC:p.223
[V, S, M/DF] TARGET: creatures touched; EFFECT: As ant haul, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
***** Blindness/Deafness	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (170 ft.)	CR:p.250
[V] TARGET: One living creature; EFFECT: You call upon the powers of unlife to render the subject blinded or deafened, as you choose. [SR:Yes; DC:17, Fortitude negates]					
***** Blur	Illusion (Glamer)	1 standard action	7 minutes [D]	Touch	CR:p.251
[V] TARGET: Creature touched; EFFECT: The subject's outline appears blurred, shifting, and wavering granting the subject concealment [20% miss chance]. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
***** Bull's Strength	Transmutation	1 standard action	7 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
***** Command Undead	Necromancy	1 standard action	7 days	Close (40 ft.)	CR:p.257
[V, S, M] TARGET: One undead creature; EFFECT: This spell allows you a degree of control over an undead creature. [SR:Yes; DC:17, Will negates; see text]					
***** Companion Life Link	Necromancy	1 standard action	7 minutes [see below]	Touch	ACG:p.177
[V, S, M/DF] TARGET: one of your animal companions or your familiar; EFFECT: Sense whenever your companion is wounded and call out to it in a time of need. [SR:yes (harmless); DC:17, Fortitude negates (harmless)]					
***** Compulsive Liar	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 hours [D]	Touch	UI:p.206
[V,S] TARGET: Creature touched; EFFECT: Prevent target from speaking the truth. [SR:Yes; DC:17, Will negates]					
***** Continual Flame	Evocation [Light]	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] TARGET: Object touched; EFFECT: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No]					
***** Corpse Lanterns	Necromancy [Light]	1 standard action	7 minutes [D]	Medium (170 ft.)	PFSFG:p.57
[V, S] TARGET: Effect up to 4 lights, all within a 10-ft.-radius area; EFFECT: Create a sickly version of dancing lights. [SR:No]					
***** *Create Pit	Conjuration, EarthSchool (Creation)	1 standard action	8 rounds	Medium (170 ft.)	APG:p.213
[V, S, F] TARGET: 10-ft.-by-10-ft. hole, 30 ft. deep; EFFECT: Creates an extradimensional pit [SR:No; DC:18, Reflex negates]					
***** Darkness	Evocation [Darkness]	1 standard action	7 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
***** Defending Bone	Necromancy	1 standard action	7 hours or until discharged	Personal	ISG:p.232
[V, S, F] TARGET: You; EFFECT: You animate a bone with necromantic energy, giving it the power to float near your body and interpose itself against physical attacks. This gives you damage reduction 5/bludgeoning. Once the bone has prevented a total of 5 points of damage per caster level [maximum 50 points], it is destroyed and the spell is discharged. This spell has no effect if you have damage reduction from another source.					
***** Defensive Shock	Evocation [Electricity, MetalSchool]	1 standard action	7 minutes or until discharged	Personal	UM:p.216
[V, S, M] TARGET: You; EFFECT: Electricity damages your attackers.					

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Disfiguring Touch	Transmutation [Curse]	1 standard action	7 days	Touch	UM:p.217
[V, S] TARGET: Creature touched; EFFECT: Target becomes disfigured. [SR:Yes; DC:17, Will negates]					
□□□□□ Dress Corpse	Necromancy	1 standard action	Instantaneous	Touch	UI:p.212
[V,S,M] TARGET: Corpse touched; EFFECT: Doctor the evidence on a corpse. [SR:No]					
□□□□□ *Dust of Twilight	Conjuration [Darkness]	1 standard action	Instantaneous	Medium (170 ft.)	APG:p.217
[V, S, M] TARGET: creatures and objects in a 10-ft. spread; EFFECT: Black particles extinguish light sources within area. [SR:No; DC:18, Fortitude negates (fatigue only)]					
□□□□□ False Life	Necromancy	1 standard action	7 hours or until discharged; see text	Personal	CR:p.280
[V, S, M] TARGET: You; EFFECT: You harness the power of unlfe to grant yourself a limited ability to avoid death.					
□□□□□ Fire Breath	Evocation, FireSchool [Fire]	1 standard action	7 rounds or until discharged; see text	15 ft.	APG:p.221
[V, S, M] TARGET: cone-shaped burst; EFFECT: Exhale a cone of flame at will. [SR:Yes; DC:17, Reflex half; see text]					
□□□□□ Flaming Sphere	Evocation, FireSchool [Fire]	1 standard action	7 rounds	Medium (170 ft.)	CR:p.283
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; EFFECT: A burning globe of fire rolls in whichever direction you point and burns those it strikes. [SR:Yes; DC:17, Reflex negates]					
□□□□□ Flurry of Snowballs	Evocation [Cold,Water]	1 standard action	Instantaneous	30 ft.	POTN:p.26
[V,S] TARGET: Cone-shaped burst; EFFECT: You send a flurry of snowballs hurtling at your foes. Any creature in the area takes 4d6 points of cold damage from being pelted with the icy spheres. [SR:No; DC:17, Reflex half]					
□□□□□ Frigid Touch	Evocation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Creature touched; EFFECT: Target takes 4d6 cold damage and is staggered. [SR:Yes]					
□□□□□ Ghostly Disguise	Illusion (Glamer)	1 standard action	70 minutes [D]	Personal	UM:p.222
[V, S] TARGET: You; EFFECT: You look like a ghost of yourself.					
□□□□□ Ghoul Hunger	Necromancy [Evil, Mind-Affecting]	1 standard action	7 rounds; see text	Close (40 ft.)	ISG:p.234
[V, S] TARGET: One humanoid creature; EFFECT: You awaken an unnatural hunger in the target, compelling it to fall upon a nearby helpless or dead humanoid creature and begin eating its flesh. The target defends itself normally but takes no other actions while eating. The target does not take extraordinary risks to satisfy this urge [it wouldn't jump over a pit or swim through lava to reach a suitable victim]. If the target can't fulfill this urge on its next turn, the spell fails. Each round on its turn, the target can attempt a new saving throw to end the effect. [SR:Yes; DC:17, Will negates; see text]					
□□□□□ Ghoul Touch	Necromancy [Poison]	1 standard action	1d6+2 rounds	Touch	CR:p.289
[V, S, M] TARGET: Living humanoid touched; EFFECT: Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack. [SR:Yes; DC:17, Fortitude negates]					
□□□□□ Haunting Mists	Illusion (Figment) [Fear, Shadow]	1 standard action	7 minutes [D]	20 ft.	UM:p.222
[V, S] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Creatures are shaken and take Wis damage. [SR:No; DC:17, Will partial (see text)]					
□□□□□ Invisibility	Illusion (Glamer)	1 standard action	7 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 700 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:17, Will negates (harmless) or Will negates (harmless, object)]					
□□□□□ Knock	Transmutation	1 standard action	Instantaneous; see text	Medium (170 ft.)	CR:p.303
[V] TARGET: One door, box, or chest with an area of up to 70 sq. ft.; EFFECT: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. [SR:No]					
□□□□□ Languid Venom	Necromancy [Poison]	1 standard action	Permanent until discharged [D]	Touch	UI:p.218
[V,S,M] TARGET: One dose of poison or one venomous creature; EFFECT: Delay a poison's onset and hide its presence. [SR:Yes; DC:17, Fortitude negates]					
□□□□□ Life Pact	Necromancy	1 standard action	7 minutes	Close (40 ft.)	ACG:p.186
[V, S, DF/M] TARGET: 7 willing living creatures, no two of which can be more than 30 ft. apart; EFFECT: Affected creatures automatically donate hp to stabilize fallen ally. [SR:Yes; DC:17, Will negates (harmless)]					
□□□□□ Locate Object	Divination	1 standard action	7 minutes	Long (680 ft.)	CR:p.305
[V, S, F/DF] TARGET: Circle, centered on you, with a radius of 680 ft.; EFFECT: You sense the direction of a well-known or clearly visualized object. [SR:No]					
□□□□□ Mark of Blood	Necromancy	1 standard action	1 minute and permanent; see text	Touch	PCFG:p.61
[V,S,M] TARGET: One weapon and one living creature [see text]; EFFECT: You place a drop of your blood on a weapon and charge it with magic so that you transfer a small amount of your life essence to the next creature you strike with the weapon. Thereafter, you may spend a move action to know the direction and general distance of that creature. You must strike a creature within 1 minute of casting this spell or the magic is wasted. [SR:Yes; DC:17, Will negates]					
□□□□□ Masterwork Transformation	Transmutation	1 hour	Instantaneous	Touch	UM:p.228
[V, S, M] TARGET: One weapon, suit of armor, tool, or skill kit touched; EFFECT: Make a normal item into a masterwork one. [SR:No]					
□□□□□ Minor Image	Illusion (Figment)	1 standard action	Concentration + 2 rounds	Long (680 ft.)	CR:p.314
[V, S, F] TARGET: Visual figment that cannot extend beyond 11 10-ft. cubes [S]; EFFECT: This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech. [SR:No; DC:17, Will disbelief (if interacted with)]					
□□□□□ Mirror Image	Illusion (Figment)	1 standard action	7 minutes	Personal	CR:p.314
[V, S] TARGET: You; EFFECT: This spell creates a number of illusory doubles of you that inhabit your square.					
□□□□□ Molten Orb	Evocation [Earth, Fire]	1 standard action	instantaneous	Close (40 ft.)	ACG:p.188
[V, S] TARGET: ranged attack; EFFECT: Molten metal splash weapon deals 2d6 fire damage plus ongoing damage. [SR:yes; DC:17, none]					
□□□□□ Page-Bound Epiphany	Divination	1 round	7 rounds [see text]	Personal	PFSP:p.10
[V,S,F] TARGET: You; EFFECT: You magically scour the world's libraries for information that might refresh your memory about a topic. Upon casting this spell, the focus book's pages fill with snippets and selections from countless books. You can spend up to 7 rounds. You may cease reading at any time, and when you do you can immediately attempt one Knowledge check with a +1 circumstance bonus for each round you spent studying the book. The writing disappears when the spell ends, and if you fail to succeed at a Knowledge check on the round you stop reading the notes, you don't gain the benefits of this spell.					
□□□□□ Protection from Good (Communal)	Abjuration [Evil]	1 standard action	7 minutes [D]	Touch	UC:p.240
[V, S, M/DF] TARGET: creatures touched; EFFECT: As protection from good, but you may divide the duration among creatures touched. [SR:No; see text; DC:17, Will negates (harmless)]					
□□□□□ Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	70 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
□□□□□ *Returning Weapon	Conjuration (Teleportation)	1 standard action	7 minutes	Close (40 ft.)	UC:p.242
[V, S] TARGET: one weapon that can be thrown; EFFECT: Grants a weapon the returning special weapon quality. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
□□□□□ Scare	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	7 rounds or 1 round; see text for cause fe	Medium (170 ft.)	CR:p.336
[V, S, M] TARGET: 2 living creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened. [SR:Yes; DC:17, Will partial]					
□□□□□ Scorching Ray	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.337
[V, S] TARGET: One or more rays; EFFECT: You blast your enemies with up to 2 searing beams of fire dealing 4d6 points of fire damage. [SR:Yes]					
□□□□□ Sonic Scream	Evocation [Sonic]	1 standard action	7 rounds or until discharged [see text]	15 Ft.	ACG:p.193
[V, S] TARGET: cone-shaped burst; EFFECT: Create a cone of damaging sound at will. [SR:yes; DC:17, Reflex half (see text)]					
□□□□□ Spider Climb	Transmutation	1 standard action	70 minutes	Touch	CR:p.347
[V, S, M] TARGET: Creature touched; EFFECT: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□□ Spontaneous Immolation	Evocation [Fire]	1 standard action	instantaneous	Medium (170 ft.)	UC:p.245
[V, S, M] TARGET: one creature; EFFECT: Target takes 3d6 points of fire damage and catches on fire. [SR:Yes; DC:17, Fortitude half and Reflex (see description)]					
□□□□□ *Stone Call	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	7 rounds	Medium (170 ft.)	APG:p.247
[V, S, DF] TARGET: cylinder 40; EFFECT: 2d6 damage to all creatures in area. [SR:No]					
□□□□□ *Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	10 rounds [D]	Close (40 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No]					
□□□□□ *Summon Swarm	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (40 ft.)	CR:p.354
[V, S, M/DF] TARGET: One swarm of bats, rats, or spiders; EFFECT: You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [SR:No]					
□□□□□ Touch of Bloodletting	Necromancy	1 standard action	7 rounds	Touch	ISG:p.243
[V, S] TARGET: living creature touched; EFFECT: This spell causes any existing wounds that the target possesses to bleed profusely. If the creature's current total hit points are less than its maximum, this spell causes the creature to take 1 point of bleed damage each round and become exhausted for the duration of the spell. A successful DC 15 Heal check or any spell that cures hit point damage negates the effects of this spell. [SR:Yes; DC:17, Will negates]					
□□□□□ Touch of Idiocy	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	70 minutes	Touch	CR:p.360
[V, S] TARGET: Living creature touched; EFFECT: With a touch, you reduce the target's mental faculties. [SR:Yes]					
□□□□□ Unshakable Chill	Necromancy [Cold]	1 standard action	70 minutes; see text	Close (40 ft.)	UM:p.246
[V, S, M] TARGET: One creature; EFFECT: Target is afflicted with severe cold. [SR:Yes; DC:17, Fortitude negates (see text)]					
□□□□□ *Web	Conjuration (Creation) [WoodSchool]	1 standard action	70 minutes [D]	Medium (170 ft.)	CR:p.368
[V, S, M] TARGET: Webs in a 20-ft.-radius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. [SR:No; DC:18, Reflex negates; see text]					

* =Domain/Speciality Spell

Wizard Spells

LEVEL 3 / Per Day:3+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
■■■■■ Blood Biography	Divination	1 minute	Instantaneous	Touch	APG:p.206
[V, S, M/DF] TARGET: one creature's blood or one bloodstain; EFFECT: Learn about a creature with its blood. [SR:No; DC:18, Will negates (see text)]					
■■■■■ Chain of Perdition	Evocation [Force]	1 standard action	7 rounds [D]	Close (40 ft.)	UC:p.225
[V, S, M/DF] TARGET: 10-ft. chain; EFFECT: Creates a floating chain of force. [SR:Yes]					
■■■■■ *Conjure Carriage	Conjuration (Creation)	1 round	7 hours [D]	Close (40 ft.)	UI:p.207
[V,S,M] TARGET: One quasi-real carriage, horses, and driver; EFFECT: Create a fine carriage. [SR:No]					
■■■■■ Deep Slumber	Enchantment (Compulsion) [Mind-Affecting]	1 round	7 minutes	Close (40 ft.)	CR:p.265
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: This spell functions like sleep, except that it affects 10 HD of targets. [SR:Yes; DC:18, Will negates]					
■■■■■ Deflect Blame	Enchantment (Compulsion) [Mind-Affecting]	1 immediate action	Instantaneous	Close (40 ft.)	UI:p.210
[V,S] TARGET: One creature; EFFECT: Blame someone else for your action. [SR:Yes; DC:18, Will negates]					
■■■■■ Detect Anxieties	Divination [Mind-Affecting]	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	UI:p.211
[V,S,F/DF] TARGET: Cone-shaped emanation; EFFECT: Learn what makes creatures anxious. [SR:No; DC:18, Will negates; see text]					
■■■■■ Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (170 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]					
■■■■■ Displacement	Illusion (Glamer)	1 standard action	7 rounds [D]	Touch	CR:p.273
[V, M] TARGET: Creature touched; EFFECT: The subject of this spell appears to be about 2 feet away from its true location granting a 50% miss chance as if it had total concealment. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ Draconic Reservoir	Evocation, AirSchool, EarthSchool, FireSchool	1 standard action	70 minutes or until discharged; see text	Touch	APG:p.217
[V, S, M] TARGET: creature touched; EFFECT: Subject can absorb energy damage and enhance melee attacks with it. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ Fireball	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (680 ft.)	CR:p.283
[V, S, M] TARGET: 20-ft.-radius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 7d6 points of fire damage to every creature within the area. [SR:Yes; DC:18, Reflex half]					
■■■■■ Flame Arrow	Transmutation, FireSchool [Fire]	1 standard action	70 minutes	Close (40 ft.)	CR:p.283
[V, S, M] TARGET: Fifty projectiles, all of which must be together at the time of casting; EFFECT: This spell allows you to turn ammunition [such as arrows, crossbow bolts, shuriken, and sling stones] into fiery projectiles. [SR:No]					
■■■■■ Fly	Transmutation, AirSchool	1 standard action	7 minutes	Touch	CR:p.284
[V, S, F] TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ Halt Undead	Necromancy	1 standard action	7 rounds	Medium (170 ft.)	CR:p.294
[V, S, M] TARGET: Up to three undead creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell renders as many as three undead creatures immobile. [SR:Yes; DC:18, Will negates (see text)]					
■■■■■ Haste	Transmutation	1 standard action	7 rounds	Close (40 ft.)	CR:p.293
[V, S, M] TARGET: 7 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ Healing Thief	Necromancy	1 standard action	7 rounds or until discharged	Touch	UC:p.231
[V, S, M] TARGET: creature touched; EFFECT: You siphon half of all magical healing that the targeted creature receives. [SR:Yes]					
■■■■■ Howling Agony	Necromancy [Death, Pain]	1 standard action	7 rounds	Close (40 ft.)	UM:p.223
[V, S, M] TARGET: 7 living creatures, no two of which can be more than 30 ft. apart; EFFECT: Screaming pain limits the target's actions. [SR:Yes; DC:18, Fortitude negates]					
■■■■■ Lightning Bolt	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	120 ft.	CR:p.304
[V, S, M] TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 7d6 points of electricity damage to each creature within its area. [SR:Yes; DC:18, Reflex half]					
■■■■■ Magic Circle against Good	Abjuration [Evil]	1 standard action	70 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either. [SR:No; see text; DC:18, Will negates (harmless)]					
■■■■■ Major Image	Illusion (Figment)	1 standard action	Concentration + 3 rounds	Long (680 ft.)	CR:p.311
[V, S, F] TARGET: Visual figment that cannot extend beyond 11 10-ft. cubes [S]; EFFECT: This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. [SR:No; DC:18, Will disbelief (if interacted with)]					
■■■■■ Marionette Possession	Necromancy	1 standard action	70 minutes or until you return to your body	Medium (170 ft.)	UM:p.228
[V, S, F] TARGET: One willing creature; EFFECT: As magic jar, but limited to line of sight. [SR:Yes; DC:18, Will negates (see text)]					
■■■■■ Pain Strike	Evocation [Evil, Pain]	1 standard action	7 rounds [D]	Close (40 ft.)	APG:p.234
[V, S] TARGET: one living creature; EFFECT: Inflicts 1d6 nonlethal damage 7 rounds. [SR:Yes; DC:18, Fortitude negates]					
■■■■■ Ray of Exhaustion	Necromancy	1 standard action	7 minutes	Close (40 ft.)	CR:p.330
[V, S, M] TARGET: Ray; EFFECT: A black ray projects from your pointing finger. The subject is immediately exhausted for the spell's duration. [SR:Yes; DC:18, Fortitude partial; see text]					
■■■■■ Secret Page	Transmutation	10 minutes	Permanent	Touch	CR:p.338
[V, S, M] TARGET: Page touched, up to 3 sq. ft. in size; EFFECT: Secret page alters the contents of a page so that it appears to be something entirely different. [SR:No]					
■■■■■ *Silver Darts	Conjuration (Creation)	1 standard action	instantaneous	15 Ft.	ACG:p.192
[V, S, M] TARGET: cone-shaped burst; EFFECT: Cone of silver darts deals 1d6 piercing damage/level, less against armored targets. [SR:yes; DC:19, Reflex half]					
■■■■■ *Sleet Storm	Conjuration, WaterSchool (Creation) [Cold]	1 standard action	7 rounds	Long (680 ft.)	CR:p.344
[V, S, M/DF] TARGET: Cylinder 40; EFFECT: Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy. [SR:No]					
■■■■■ *Spiked Pit	Conjuration, EarthSchool (Creation)	1 standard action	8 rounds	Medium (170 ft.)	APG:p.246
[V, S, F] TARGET: 10-ft.-by-10-ft. hole, 35 ft. deep; EFFECT: This spell functions as create pit, except that the pit is lined with wickedly sharp spikes along its bottom and walls. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20. [SR:No; DC:19, Reflex negates]					
■■■■■ *Stinking Cloud	Conjuration, EarthSchool (Creation) [Poison]	1 standard action	7 rounds	Medium (170 ft.)	CR:p.349
[V, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. [SR:No; DC:19, Fortitude negates; see text]					
■■■■■ *Summon Monster III	Conjuration (Summoning)	1 round	10 rounds [D]	Close (40 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					
■■■■■ Vampiric Touch	Necromancy	1 standard action	Instantaneous/1 hour; see text	Touch	CR:p.364
[V, S] TARGET: Living creature touched; EFFECT: Your touch deals 3d6 points of damage. [SR:Yes]					
■■■■■ Vision of Hell	Illusion (Glamer) [Evil, Fear]	1 standard action	7 minutes [D]	Medium (170 ft.)	UM:p.248
[V, M] TARGET: 50-ft. radius emanation; EFFECT: Illusory hellscape makes creatures shaken. [SR:No; DC:18, Will negates]					
■■■■■ Wall of Nausea	Illusion (Pattern) [Mind-Affecting]	1 standard action	7 rounds	Close (40 ft.)	ACG:p.199
[V, S] TARGET: transparent wall whose area is up to 7 10-ft. squares; EFFECT: Creatures that pass through the wall are nauseated and might fall prone. [SR:no; DC:18, see text]					

LEVEL 4 / Per Day:2+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
■■■■■ Ball Lightning	Evocation, AirSchool [Air, Electricity]	1 standard action	7 rounds	Medium (170 ft.)	APG:p.204
[V, S, M/DF] TARGET: two or more 5-ft.-diameter spheres; EFFECT: Flying balls of lightning deal 3d6 electricity damage each. [SR:Yes; DC:19, Reflex negates]					
■■■■■ *Black Tentacles	Conjuration (Creation)	1 standard action	7 rounds [D]	Medium (170 ft.)	CR:p.248
[V, S, M] TARGET: 20-ft.-radius spread; EFFECT: This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. [SR:No]					
■■■■■ *Conjure Deadfall	Conjuration (Creation)	1 standard action	Instantaneous	Medium (170 ft.)	DH:p.30
[V, S, M] TARGET: ; EFFECT: You conjure a large metal cube covered in sharp spikes. [SR:Yes; DC:20, Reflex Negates]					
■■■■■ *Create Armaments	Conjuration (Creation)	1 minute	instantaneous	0 ft.	ArcA:p.7
[V, S, M] TARGET: one nonmagical weapon, shield, or set of armor; EFFECT: You create one non-magical weapon, shield, or set of armor but it might be broken. [SR:no; DC:20, none]					
■■■■■ *Dimension Door	Conjuration (Teleportation)	1 standard action	Instantaneous	Long (680 ft.)	CR:p.269
[V] TARGET: You and touched objects or other touched willing creatures; EFFECT: You instantly transfer yourself from your current location to any other spot within range. [SR:No and yes (object); DC:20, None and Will negates (object)]					
■■■■■ Protection from Energy (Communal)	Abjuration	1 standard action	70 minutes or until discharged	Touch	UC:p.240
[V, S, DF] TARGET: creatures touched; EFFECT: As protection from energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
■■■■■ Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove all curses on an object or a creature. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
* =Domain/Specialty Spell					

Wizard Spells

☐☐☐☐☐ *Secure Shelter	Conjuration (Creation) [WoodSchool]	10 minutes	14 hours [D]	Close (40 ft.)	CR:p.338
[V, S, M] TARGET: 20-ft.-square structure; EFFECT: You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. [SR:No]					
☐☐☐☐☐ *Solid Fog	Conjuration, WaterSchool (Creation)	1 standard action	7 minutes	Medium (170 ft.)	CR:p.345
[V, S, M] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; EFFECT: This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that it impedes movement. [SR:No]					
☐☐☐☐☐ *Stoneskin	Abjuration, EarthSchool [MetalSchool]	1 standard action	70 minutes or until discharged	Touch	CR:p.349
[V, S, M] TARGET: Creature touched; EFFECT: The warded creature gains resistance to blows, cuts, stabs, and slashes. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
☐☐☐☐☐ *Summon Monster IV	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	10 rounds [D]	Close (40 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					

* =Domain/Speciality Spell

Prepared Spell List: Prepared Spells

Wizard

Level 0	Level 1	Level 2
☐Prestidigitation (DC:15)	☐Enlarge Person (DC:16)	☐*Acid Arrow
☐Mage Hand	☐*Mage Armor (DC:17)	☐*Stone Call
☐Message	☐Magic Missile	☐*Summon Monster II
☐Detect Magic	☐*Snowball (DC:17)	☐*Web (DC:18)
	☐☐*Summon Monster I	

Spell Book: Necro Skeleton Spellbook

Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
☐Bleed (DC:15)	☐*Abundant Ammunition	☐Blindness/Deafness (DC:17)	☐Displacement (DC:18)	☐*Black Tentacles
☐Disrupt Undead	☐Alarm	☐Blur (DC:17)	☐Fireball (DC:18)	☐Protection from Energy (Communal) (DC:19)
☐Sotto Voce (DC:15)	☐Bungle (DC:16)	☐Command Undead (DC:17)	☐Magic Circle against Good (DC:18)	
☐Touch of Fatigue (DC:15)	☐Cause Fear (DC:16)	☐Companion Life Link (DC:17)	☐Major Image (DC:18)	
☐Mending (DC:15)	☐Decompose Corpse (DC:16)	☐Compulsive Liar (DC:17)	☐Vampiric Touch	
☐Open/Close (DC:15)	☐Enlarge Person (DC:16)	☐Ghostly Disguise	☐Vision of Hell (DC:18)	
☐Mage Hand	☐Hydraulic Push	☐Ghoul Touch (DC:17)	☐Wall of Nausea (DC:18)	
☐Detect Poison	☐*Mage Armor (DC:17)	☐Haunting Mists (DC:17)		
☐*Acid Splash	☐Magic Missile	☐Invisibility (DC:17)		
☐Read Magic	☐Phantom Blood	☐Protection from Good (Communal) (DC:17)		
☐Arcane Mark	☐Protection from Good (DC:16)	☐Scare (DC:17)		
☐Resistance (DC:15)	☐Ray of Enfeeblement (DC:16)	☐Touch of Idiocy		
☐Message	☐Ray of Sickening (DC:16)			
☐Detect Magic	☐Sculpt Corpse (DC:16)			
☐Dancing Lights	☐Shocking Grasp			
	☐Touch of Gracelessness (DC:16)			

Spell Book: Necro Skeleton Spellbook #2

Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
☐Bleed (DC:15)	☐Cause Fear (DC:16)	☐Command Undead (DC:17)	☐*Conjure Carriage	☐*Dimension Door (DC:20)
☐Disrupt Undead	☐Color Spray (DC:16)	☐Compulsive Liar (DC:17)	☐Deflect Blame (DC:18)	☐*Secure Shelter
☐Sotto Voce (DC:15)	☐*Corrosive Touch	☐Darkness	☐Dispel Magic	
☐Touch of Fatigue (DC:15)	☐Discern Next of Kin (DC:16)	☐Defensive Shock	☐Halt Undead (DC:18)	
☐Spark (DC:15)	☐*Infernal Healing (DC:17)	☐Dress Corpse	☐Ray of Exhaustion (DC:18)	
☐Ray of Frost	☐Memory Lapse (DC:16)	☐*Dust of Twilight (DC:18)	☐*Spiked Pit (DC:19)	
☐Ghost Sound (DC:15)	☐Phantom Blood	☐Ghoul Touch (DC:17)	☐Vampiric Touch	
☐Haunted Fey Aspect	☐Protection from Good (DC:16)	☐Mark of Blood (DC:17)		
☐*Acid Splash	☐Ray of Enfeeblement (DC:16)	☐Touch of Bloodletting (DC:17)		
☐Read Magic	☐Ray of Sickening (DC:16)	☐Unshakable Chill (DC:17)		
☐Arcane Mark	☐Repair Undead (DC:16)			
☐Detect Magic	☐Restore Corpse			
☐Dancing Lights	☐Sculpt Corpse (DC:16)			
	☐Shield			
	☐Shocking Grasp			
	☐*Summon Minor Monster			

Spell Book: Necro Skeleton Spellbook #3

Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
☐Bleed (DC:15)	☐Ant Haul (DC:16)	☐Ant Haul (Communal) (DC:17)	☐Chain of Perdition	☐*Conjure Deadfall (DC:20)
☐Disrupt Undead	☐Chill Touch (DC:16)	☐Command Undead (DC:17)	☐Deep Slumber (DC:18)	☐*Create Armaments (DC:20)
☐Sotto Voce (DC:15)	☐*Corrosive Touch	☐Corpse Lanterns	☐Detect Anxieties (DC:18)	
☐Touch of Fatigue (DC:15)	☐Decompose Corpse (DC:16)	☐*Create Pit (DC:18)	☐Healing Thief	
☐Spark (DC:15)	☐Flare Burst (DC:16)	☐Darkness	☐Marionette Possession (DC:18)	
☐Ray of Frost	☐*Icicle Dagger	☐Ghoul Touch (DC:17)	☐*Spiked Pit (DC:19)	
☐Flare (DC:15)	☐*Infernal Healing (DC:17)	☐Languid Venom (DC:17)		
☐Ghost Sound (DC:15)	☐Magic Missile	☐Life Pact (DC:17)		
☐Open/Close (DC:15)	☐Obscure Poison	☐Sonic Scream (DC:17)		
☐Prestidigitation (DC:15)				
☐Mage Hand				

- ☐ Haunted Fey Aspect
- ☐ Detect Poison
- ☐ *Acid Splash
- ☐ Read Magic
- ☐ Arcane Mark
- ☐ Resistance (DC:15)
- ☐ Dancing Lights
- ☐ Protection from Good (DC:16)
- ☐ Ray of Enfeeblement (DC:16)
- ☐ Ray of Sickening (DC:16)
- ☐ Repair Undead (DC:16)
- ☐ Sculpt Corpse (DC:16)
- ☐ Shield
- ☐ Unshakable Chill (DC:17)

Spell Book: Necro Skeleton Spellbook #4

Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Bleed (DC:15) <input type="checkbox"/> Daze (DC:15) <input type="checkbox"/> Disrupt Undead <input type="checkbox"/> Sotto Voce (DC:15) <input type="checkbox"/> Touch of Fatigue (DC:15) <input type="checkbox"/> Spark (DC:15) <input type="checkbox"/> Ray of Frost <input type="checkbox"/> Mending (DC:15) <input type="checkbox"/> Open/Close (DC:15) <input type="checkbox"/> Prestidigitation (DC:15) <input type="checkbox"/> Mage Hand <input type="checkbox"/> Haunted Fey Aspect <input type="checkbox"/> *Acid Splash <input type="checkbox"/> Read Magic <input type="checkbox"/> Resistance (DC:15) <input type="checkbox"/> Message <input type="checkbox"/> Light <input type="checkbox"/> Detect Magic	<input type="checkbox"/> Alarm <input type="checkbox"/> Chill Touch (DC:16) <input type="checkbox"/> *Corrosive Touch <input type="checkbox"/> Decompose Corpse (DC:16) <input type="checkbox"/> Ear-Piercing Scream (DC:16) <input type="checkbox"/> *Infernal Healing (DC:17) <input type="checkbox"/> *Mage Armor (DC:17) <input type="checkbox"/> Magic Missile <input type="checkbox"/> *Obscuring Mist <input type="checkbox"/> Protection from Good (DC:16) <input type="checkbox"/> Ray of Enfeeblement (DC:16) <input type="checkbox"/> Ray of Sickening (DC:16) <input type="checkbox"/> Repair Undead (DC:16) <input type="checkbox"/> Touch of Gracelessness (DC:16)	<input type="checkbox"/> Command Undead (DC:17) <input type="checkbox"/> Darkness <input type="checkbox"/> Defending Bone <input type="checkbox"/> Disfiguring Touch (DC:17) <input type="checkbox"/> False Life <input type="checkbox"/> Fire Breath (DC:17) <input type="checkbox"/> Flurry of Snowballs (DC:17) <input type="checkbox"/> Frigid Touch <input type="checkbox"/> Ghoul Hunger (DC:17) <input type="checkbox"/> Ghoul Touch (DC:17) <input type="checkbox"/> *Returning Weapon (DC:18) <input type="checkbox"/> Unshakable Chill (DC:17)	<input type="checkbox"/> Howling Agony (DC:18) <input type="checkbox"/> Pain Strike (DC:18) <input type="checkbox"/> Ray of Exhaustion (DC:18) <input type="checkbox"/> *Sleet Storm <input type="checkbox"/> *Stinking Cloud (DC:19) <input type="checkbox"/> Vampiric Touch	<input type="checkbox"/> *Solid Fog <input type="checkbox"/> *Summon Monster IV

Spell Book: Necro Skeleton Spellbook #5

Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Bleed (DC:15) <input type="checkbox"/> Disrupt Undead <input type="checkbox"/> Sotto Voce (DC:15) <input type="checkbox"/> Touch of Fatigue (DC:15) <input type="checkbox"/> Spark (DC:15) <input type="checkbox"/> Ray of Frost <input type="checkbox"/> Flare (DC:15) <input type="checkbox"/> Mending (DC:15) <input type="checkbox"/> Open/Close (DC:15) <input type="checkbox"/> Prestidigitation (DC:15) <input type="checkbox"/> *Acid Splash <input type="checkbox"/> Read Magic <input type="checkbox"/> Arcane Mark <input type="checkbox"/> Resistance (DC:15) <input type="checkbox"/> Message <input type="checkbox"/> Light <input type="checkbox"/> Detect Magic <input type="checkbox"/> Dancing Lights	<input type="checkbox"/> Animate Rope <input type="checkbox"/> Chill Touch (DC:16) <input type="checkbox"/> *Corrosive Touch <input type="checkbox"/> Decompose Corpse (DC:16) <input type="checkbox"/> Ear-Piercing Scream (DC:16) <input type="checkbox"/> Enlarge Person (DC:16) <input type="checkbox"/> Hold Portal <input type="checkbox"/> *Infernal Healing (DC:17) <input type="checkbox"/> Protection from Good (DC:16) <input type="checkbox"/> Ray of Enfeeblement (DC:16) <input type="checkbox"/> Ray of Sickening (DC:16) <input type="checkbox"/> Repair Undead (DC:16) <input type="checkbox"/> Restore Corpse <input type="checkbox"/> Touch of Gracelessness (DC:16)	<input type="checkbox"/> Bull's Strength (DC:17) <input type="checkbox"/> Command Undead (DC:17) <input type="checkbox"/> Darkness <input type="checkbox"/> Defending Bone <input type="checkbox"/> Flaming Sphere (DC:17) <input type="checkbox"/> Flurry of Snowballs (DC:17) <input type="checkbox"/> Molten Orb (DC:17) <input type="checkbox"/> Page-Bound Epiphany <input type="checkbox"/> Resist Energy (DC:17) <input type="checkbox"/> Scorching Ray <input type="checkbox"/> Spider Climb (DC:17) <input type="checkbox"/> Spontaneous Immolation (DC:17)	<input type="checkbox"/> Blood Biography (DC:18) <input type="checkbox"/> Fireball (DC:18) <input type="checkbox"/> Flame Arrow <input type="checkbox"/> Fly (DC:18) <input type="checkbox"/> Haste (DC:18) <input type="checkbox"/> Vampiric Touch	<input type="checkbox"/> Remove Curse (DC:19) <input type="checkbox"/> Stoneskin (DC:19)

Spell Book: Runalvarin Spellbook

Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Bleed (DC:15) <input type="checkbox"/> Disrupt Undead <input type="checkbox"/> Spark (DC:15) <input type="checkbox"/> Ray of Frost <input type="checkbox"/> Flare (DC:15) <input type="checkbox"/> Mending (DC:15) <input type="checkbox"/> Ghost Sound (DC:15) <input type="checkbox"/> Open/Close (DC:15) <input type="checkbox"/> Prestidigitation (DC:15) <input type="checkbox"/> Mage Hand <input type="checkbox"/> Haunted Fey Aspect <input type="checkbox"/> Detect Poison <input type="checkbox"/> *Acid Splash <input type="checkbox"/> Read Magic <input type="checkbox"/> Arcane Mark <input type="checkbox"/> Resistance (DC:15) <input type="checkbox"/> Message <input type="checkbox"/> Light <input type="checkbox"/> Detect Magic <input type="checkbox"/> Dancing Lights	<input type="checkbox"/> *Abundant Ammunition <input type="checkbox"/> Enlarge Person (DC:16) <input type="checkbox"/> *Grease (DC:17) <input type="checkbox"/> Identify <input type="checkbox"/> *Mage Armor (DC:17) <input type="checkbox"/> Magic Missile <input type="checkbox"/> *Mount <input type="checkbox"/> *Obscuring Mist <input type="checkbox"/> Shocking Grasp <input type="checkbox"/> *Snowball (DC:17) <input type="checkbox"/> *Summon Monster I <input type="checkbox"/> *Unseen Servant	<input type="checkbox"/> *Acid Arrow <input type="checkbox"/> Continual Flame <input type="checkbox"/> Invisibility (DC:17) <input type="checkbox"/> Knock <input type="checkbox"/> Locate Object <input type="checkbox"/> Masterwork Transformation <input type="checkbox"/> *Stone Call <input type="checkbox"/> *Summon Monster II <input type="checkbox"/> *Summon Swarm <input type="checkbox"/> *Web (DC:18)	<input type="checkbox"/> Draconic Reservoir (DC:18) <input type="checkbox"/> Lightning Bolt (DC:18) <input type="checkbox"/> Secret Page <input type="checkbox"/> *Silver Darts (DC:19) <input type="checkbox"/> *Summon Monster III	<input type="checkbox"/> Ball Lightning (DC:19) <input type="checkbox"/> *Minor Creation <input type="checkbox"/> *Secure Shelter

Caldurel Runalvarin

Elf

RACE

142

AGE

Male

GENDER

Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

DOMINANT HAND

6' 3"

HEIGHT

139 lbs.

WEIGHT

Hazel

EYE COLOUR

Pale

SKIN COLOUR

Platinum, Long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Kyonin

REGION

Yuelral

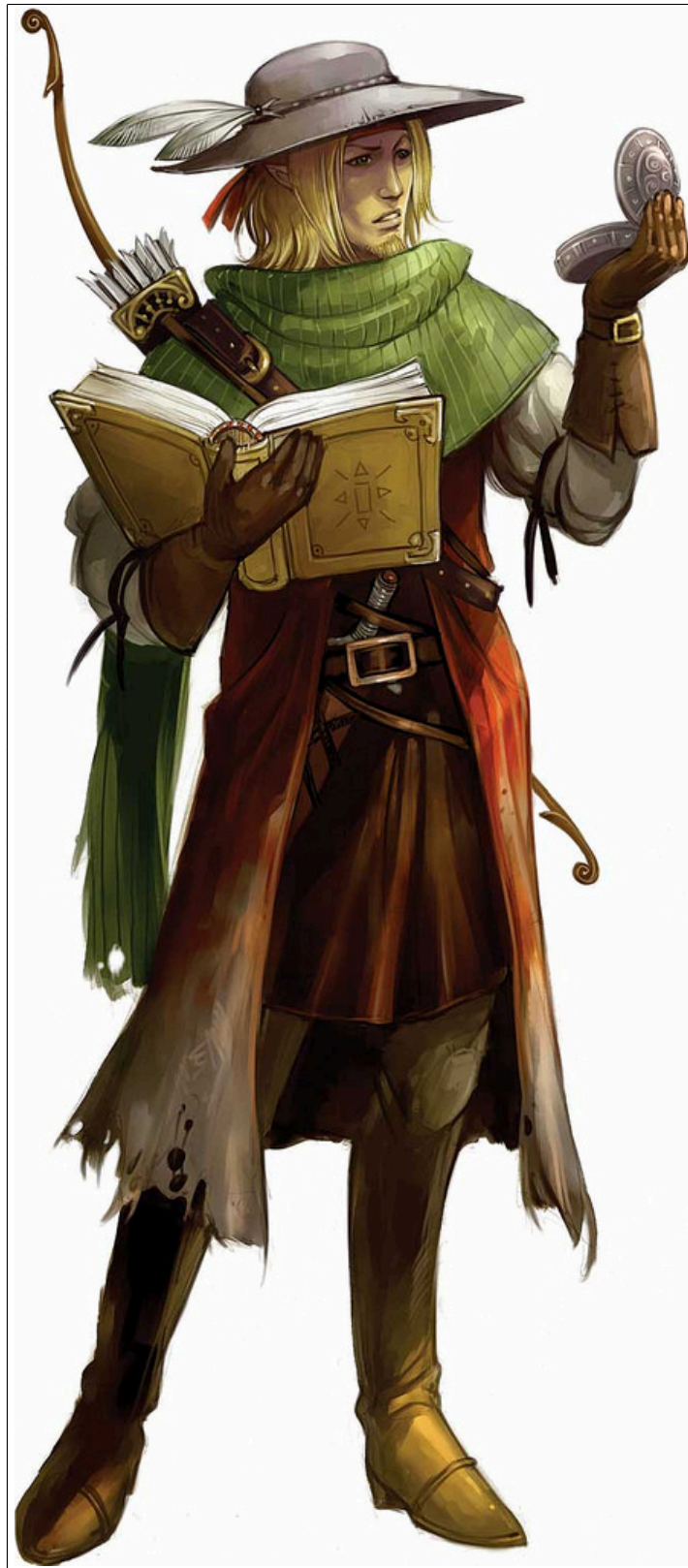
DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography:



Notes:

Spell Purchases:

Abundant Ammunition - 1
Shield - 1
Snowball - 1
Unseen Servant - 1
Continual Flame - 2
Invisibility - 2
Knock - 2
Web - 2

Spark - 0
Sotto Voice - 0
Haunted Fey Aspect - 0
Continual Flame - 2