

Anathe Female Elf Clr7Wiz9

NAME

Clr7 Wiz9

CLASS

114000

EXPERIENCE

16

TCL

136000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

0

Female

GENDER

None

DEITY

5'4"

HEIGHT

91 lbs

WEIGHT

EYES

HAIR

Neutral Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	14	+2	14	+2
CON Constitution	11	+0	11	+0
INT Intelligence	21	+5	21	+5
WIS Wisdom	18	+4	18	+4
CHA Charisma	18	+4	18	+4

HP
hit points

62

WOUNDS/CURRENT HP

AC
armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+9/+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

BASE SAVE

+8

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

+0

conditional modifiers

+7

+5

+2

+0

+0

+0

+17

+11

+4

+0

+2

MELEE
attack bonus

TOTAL

+10/+5

BASE ATTACK BONUS

+9/+4

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+11/+6

BASE ATTACK BONUS

+9/+4

STAT MODIFIER

+2

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+10/+5

BASE ATTACK BONUS

+9/+4

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+10/+5

DAMAGE

1d3+1

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT

ITEM

LOCATION

QTY

WT

COST

Outfit (Explorer's)

Equipped

1

8.0

0.0

TOTAL WEIGHT CARRIED/VALUE

0.0 lbs

0.0 gp

WEIGHT ALLOWANCE

Light

43.0

Medium

86.0

Heavy

130.0

Lift over head

130.0

Lift off ground

260.0

Push / Drag

650.0

FEATS

Craft Magic Arms and Armor

See Text

Improved Turning

See Text

Iron Will

See Text

Negotiator

See Text

Run

See Text

Scribe Scroll

See Text

Scribe Scroll

See Text

Silent Spell

See Text

Spell Mastery (Darkness, Obscuring Mist, Magic Missile, Hypnotism, Shatter)

See Text

DOMAINS

Water

Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Earth

Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS

MAX RANKS

19/9.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Concentration

CON

11

=

0

+

11.0

+

Craft (Shipmaking)

INT

15

=

5

+

10.0

+

Craft (Weaponsmithing)

INT

14

=

5

+

9.0

+

Knowledge (Arcana)

INT

17

=

5

+

12.0

+

Knowledge (Dungeoneering)

INT

12

=

5

+

7.0

+

Knowledge (History)

INT

17

=

5

+

12.0

+

Knowledge (Nobility and Royalty)

INT

16

=

5

+

11.0

+

Knowledge (Religion)

INT

14

=

5

+

9.0

+

Knowledge (The Planes)

INT

13

=

5

+

8.0

+

Profession (Hunter)

WIS

14

=

4

+

10.0

+

Profession (Miner)

WIS

14

=

4

+

10.0

+

Tumble

DEX

7

=

2

+

5.0

+

=

+

+

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

8

Turn damage

2d6+12

Turns/day

7

Up to 0

4

1 - 3

5

4 - 6

6

7 - 9

7

10 - 12

8

13 - 15

9

16 - 18

10

19 - 21

11

22 +

12

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

8

Turn damage

2d6 +11

Turns/day

7

Up to 0

4

1 - 3

5

4 - 6

6

7 - 9

7

10 - 12

8

13 - 15

9

16 - 18

10

19 - 21

11

22 +

12

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

SPECIAL 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.

Immunity to magic sleep effects.

Spontaneous casting

Summon Familiar

Turn Undead 7/day (turn level 8) (turn damage 2d6+11)

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike













LANGUAGES

Common, Draconic, Elven, Gnoll, Gnome, Sylvan















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	6	5+1	4+1	3+1	2+1	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 14 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
 Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (40 Feet)	V, S	No	Divination
 Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 7 minute or until discharged	Touch	V, S	Yes	Divination
 Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
 Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Creature touched 70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 Purify Food and Drink <i>Effect:</i> Purifies 7 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 7 cu. ft. of contaminated food and water 70 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 7 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 7 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	7 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
 Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	7 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 Bless Water <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
 Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	<i>Target:</i> Flask of water touched 1d4 rounds or 1 round; see text	Close (40 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 Command <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 7 round	Close (40 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	<i>Target:</i> One living creature 70 minutes	Personal	V, S, M/DF	No	Divination
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Curse Water <i>Effect:</i> Makes unholy water.	15	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
 Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	<i>Target:</i> Flask of water touched 70 minutes	30 ft.	V, S	No	Necromancy [Evil]
 Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 7 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 Divine Favor <i>Effect:</i> You gain +2 on attack and damage rolls.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
 Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	15	Will negates	1 standard action	<i>Target:</i> You 7 minutes	Medium (170 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> Creature touched 7 minutes [D]	Personal	V, S	No	Abjuration
 Hide from Undead <i>Effect:</i> Undead can't perceive 7 subjects.	15	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 70 minutes [D]	Touch	V, S, DF	Yes	Abjuration
 Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	15	Will half	1 standard action	<i>Target:</i> 7 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 *Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 7 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 *Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Weapon touched 7 minutes	20 ft.	V, S	No	Conjuration (Creation)

* =Domain/Specialty Spell

Cleric Spells

Obscuring Mist	15	None	1 standard action	7 minutes	20 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog surrounds you.								
Protection from Chaos	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
Protection from Evil	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
Protection from Good	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
Protection from Law	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
Remove Fear	15	Will negates (harmless)	1 standard action	70 minutes; see text	Close (40 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 2 subjects								
Sanctuary	15	Will negates	1 standard action	7 rounds	Touch	V, S, DF	No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.								
Shield of Faith	15	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +3 deflection bonus.								
Summon Monster I	15	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
<i>Target:</i> One summoned creature								

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	16	None	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+7 temporary hp.								
Align Weapon	16	Will negates (harmless, object)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.								
Augury	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Learns whether an action will be good or bad.								
Bear's Endurance	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 7 minutes.								
Bull's Strength	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 7 minutes.								
Calm Emotions	16	Will negates	1 standard action	7 minutes	Medium (170 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms creatures, negating emotion effects.								
Consecrate	16	None	1 standard action	14 hours	Close (40 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect:</i> Fills area with positive energy, making undead weaker.								
Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+7 damage								
Darkness	16	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.								
Death Knell	16	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.								
Delay Poison	16	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 7 hours.								
Desecrate	16	None	1 standard action	14 hours	Close (40 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.								
Eagle's Splendor	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 7 minutes.								
Enthrall	16	Will negates; see text	1 round	7 hours or less	Medium (170 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 170 ft.								
Find Traps	16	None	1 standard action	7 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.								
**Fog Cloud	16	None	1 standard action	70 minutes	Medium (100 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog obscures vision.								
Gentle Repose	16	Will negates (object)	1 standard action	7 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.								
Hold Person	16	Will negates; see text	1 standard action	7 rounds [D]; see text	Medium (170 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 7 rounds.								
Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+7 damage								
Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.								
Owl's Wisdom	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 7 minutes.								
Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								
Resist Energy	16	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.								
Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.								
Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (40 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								
Shield Other	16	Will negates (harmless)	1 standard action	7 hours [D]	Close (40 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.								
Silence	16	Will negates; see text or none (object)	1 standard action	7 minutes [D]	Long (680 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
<i>Effect:</i> Negates sound in 15-ft. radius.								
**Soften Earth and Stone	16	None	1 standard action	Instantaneous	Close (25 Feet)	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.								
Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (40 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.								
Spiritual Weapon	16	None	1 standard action	7 rounds [D]	Medium (170 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.								
Status	16	Will negates (harmless)	1 standard action	7 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.								
Summon Monster II	16	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart								

* = Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (40 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐☐ Zone of Truth	16	Will negates	1 standard action	7 minutes	Close (40 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Animate Dead	17	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
☐☐☐☐☐ Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (170 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐☐ Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Continual Flame	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched				
☐☐☐☐☐ Create Food and Water	17	None	10 minutes	24 hours; see text	Close (40 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 21 humans or 7 horse.				<i>Target:</i> Food and water to sustain 21 humans or 7 horses for 24 hours				
☐☐☐☐☐ Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+7 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Daylight	17	None	1 standard action	70 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
☐☐☐☐☐ Deeper Darkness	17	None	1 standard action	7 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
☐☐☐☐☐ Dispel Magic	17	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐ Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 35 sq. ft				
☐☐☐☐☐ Helping Hand	17	None	1 standard action	7 hours	5 miles	V, S, DF	No	Evocation
<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
☐☐☐☐☐ Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 3d8+7 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Invisibility Purge	17	None	1 standard action	7 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispel invisibility within 35 ft				<i>Target:</i> You				
☐☐☐☐☐ Locate Object	17	None	1 standard action	7 minutes	Long (680 Feet)	V, S, F/DF	No	Divination
<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 680 ft.				
☐☐☐☐☐ Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	17	Will negates (harmless, object)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Armor or shield gains 1 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐☐ Meld into Stone	17	None	1 standard action	70 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐☐ Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 700 lbs				
☐☐☐☐☐ Prayer	17	None	1 standard action	7 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐ Protection from Energy	17	Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 84 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
☐☐☐☐☐ Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Searing Light	17	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐☐ Speak with Dead	17	Will negates; see text	10 minutes	7 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
<i>Effect:</i> Corpse answers one question/two levels.				<i>Target:</i> One dead creature				
☐☐☐☐☐ *Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 17 cu. ft.				
☐☐☐☐☐ Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 17 cu. ft.				
☐☐☐☐☐ Summon Monster III	17	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ *Water Breathing	17	Will negates (harmless)	1 standard action	14 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
☐☐☐☐☐ Water Breathing	17	Will negates (harmless)	1 standard action	14 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
☐☐☐☐☐ Water Walk	17	Will negates (harmless)	1 standard action	70 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 7 touched creatures				
☐☐☐☐☐ Wind Wall	17	None; see text	1 standard action	7 rounds	Medium (170 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	18	None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
☐☐☐☐☐ *Control Water	18	None; see text	1 standard action	70 minutes [D]	Long (400 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 70 ft by 70 ft by 14 ft [S]				
☐☐☐☐☐ Control Water	18	None; see text	1 standard action	70 minutes [D]	Long (680 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 70 ft by 70 ft by 14 ft [S]				
☐☐☐☐☐ Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration (Healing)

* =Domain/Specialty Spell

Cleric Spells									
					text				
<i>Effect:</i> Cures 4d8+7 damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐Death Ward	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched				
☐☐☐☐☐Dimensional Anchor	18	None	1 standard action	7 minutes	Medium (170 Feet)	V, S	Yes (object)	Abjuration	
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray				
☐☐☐☐☐Discern Lies	18	Will negates	1 standard action	Concentration, up to 7 rounds	Close (40 Feet)	V, S, DF	No	Divination	
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 7 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Dismissal	18	Will negates; see text	1 standard action	Instantaneous	Close (40 Feet)	V, S, DF	Yes	Abjuration	
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature				
☐☐☐☐☐Divination	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination	
<i>Effect:</i> Provides useful advice for specific proposed actions.					<i>Target:</i> You				
☐☐☐☐☐Divine Power	18	None	1 standard action	7 rounds	Personal	V, S, DF	No	Evocation	
<i>Effect:</i> You gain attack bonus, +6 to Str, and 7 hps.					<i>Target:</i> You				
☐☐☐☐☐Freedom of Movement	18	Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched				
☐☐☐☐☐Giant Vermin	18	None	1 standard action	7 minutes	Close (40 Feet)	V, S, DF	Yes	Transmutation	
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	
<i>Effect:</i> Transfer spells to subject.					<i>Target:</i> Creature touched; see text				
☐☐☐☐☐Inflict Critical Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	
<i>Effect:</i> Touch attack, 4d8+7 damage					<i>Target:</i> Creature touched				
☐☐☐☐☐Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	7 hours	Close (40 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation	
<i>Effect:</i> +1/four levels 5.					<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐☐Neutralize Poison	18	Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 7 cu. ft. touched				
☐☐☐☐☐Poison	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.					<i>Target:</i> Living creature touched				
☐☐☐☐☐Repel Vermin	18	None or Will negates; see text	1 standard action	70 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you				
☐☐☐☐☐Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	
<i>Effect:</i> Restores level and ability score drains.					<i>Target:</i> Creature touched				
☐☐☐☐☐Sending	18	None	10 minutes	7 round; see text	See text	V, S, M/DF	No	Evocation	
<i>Effect:</i> Delivers short message anywhere, instantly.					<i>Target:</i> One creature				
☐☐☐☐☐Spell Immunity	18	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	
<i>Effect:</i> Subject is immune to one spell per four levels.					<i>Target:</i> Creature touched				
☐☐☐☐☐**Spike Stones	18	Reflex partial	1 standard action	7 hours [D]	Medium (100 Feet)	V, S, DF	Yes	Transmutation [Earth]	
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.					<i>Target:</i> 7 20-ft. squares				
☐☐☐☐☐Summon Monster IV	18	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)	
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Tongues	18	Will negates (harmless)	1 standard action	70 minutes	Touch	V, M/DF	No	Divination	
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched				
* =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	6	5	4	3	2	0	0	0	0

LEVEL 0									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐Acid Splash	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Acid]	
Effect: Orb deals 1d3 acid damage.				Target: One missile of acid					
☐☐☐☐☐Arcane Mark	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	
Effect: Inscribes a personal rune [visible or invisible].				Target: One personal rune or mark, all of which must fit within 1 sq. ft.					
☐☐☐☐☐Dancing Lights	15	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]	
Effect: Creates torches or other lights.				Target: Up to four lights, all within a 10- ft.-radius area					
☐☐☐☐☐Daze	15	Will negates	1 standard action	9 round	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	
Effect: Humanoid creature of 4 HD or less loses next action.				Target: One humanoid creature of 4 HD or less					
☐☐☐☐☐Detect Magic	15	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination	
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation					
☐☐☐☐☐Detect Poison	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination	
Effect: Detects poison in one creature or small object.				Target: One creature, one object, or a 5-ft. cube					
☐☐☐☐☐Disrupt Undead	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy	
Effect: Deals 1d6 damage to one undead.				Target: Ray					
☐☐☐☐☐Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]	
Effect: Dazzles one creature [-1 on attack rolls].				Target: Burst of light					
☐☐☐☐☐Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)	
Effect: Figment sounds.				Target: Illusory sounds					
☐☐☐☐☐Light	15	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	
Effect: Object shines like a torch.				Target: Object touched					
☐☐☐☐☐Mage Hand	15	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation	
Effect: 5-pound telekinesis.				Target: One nonmagical, unattended object weighing up to 5 lb.					
☐☐☐☐☐Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	
Effect: Makes minor repairs on an object.				Target: One object of up to 1 lb.					
☐☐☐☐☐Message	15	None	1 standard action	90 minutes	Medium (190 Feet)	V, S, F	No	Transmutation [Language-Dependent]	
Effect: Whispered conversation at distance.				Target: 9 creatures					
☐☐☐☐☐Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S, F	Yes (object)	Transmutation	
Effect: Opens or closes small or light things.				Target: Object weighing up to 30 lb. or portal that can be opened or closed					
☐☐☐☐☐Prestidigitation	15	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal	
Effect: Performs minor tricks.				Target: See text					
☐☐☐☐☐Ray of Frost	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Cold]	
Effect: Ray deals 1d3 cold damage.				Target: Ray					
☐☐☐☐☐Read Magic	15	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination	
Effect: Read scrolls and spellbooks.				Target: You					
* =Domain/Speciality Spell									

Wizard Spells

Resistance	15	Will negates (harmless)	1 standard action	9 minute	Touch	V, S, M/DF Yes (harmless)	Abjuration
Effect: Subject gains +1 on saving throws.				Target: Creature touched			
Touch of Fatigue	15	Fortitude negates	1 standard action	9 rounds	Touch	V, S, M Yes	Necromancy
Effect: Touch attack fatigues target.				Target: Creature touched			

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Expeditious Retreat	16	None	1 standard action	9 minutes [D]	Personal	V, S	No	Transmutation
Effect: Your speed increases by 30 ft.				Target: You				
Hypnotism	16	Will negates	1 round	2d4 rounds [D]	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Fascinates 2d4 HD of creatures.				Target: Several living creatures, no two of which may be more than 30 ft. apart				
Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF No		Divination
Effect: Determines properties of magic item.				Target: One touched object				
Magic Aura	16	None; see text	1 standard action	9 days [D]	Touch	V, S, F	No	Illusion (Glamer)
Effect: Alters object's magic aura.				Target: One touched object weighing up to 45 lbs				
Magic Missile	16	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation [Force]
Effect: 5 missiles that do 1d4+1 damage each.				Target: Up to five creatures, no two of which can be more than 15 ft. apart				
Obscuring Mist	16	None	1 standard action	9 minutes	20 ft.	V, S	No	Conjuration (Creation)
Effect: Fog surrounds you.				Target: Cloud spreads in 20-ft. radius from you, 20 ft. high				
Shield	16	None	1 standard action	9 minutes [D]	Personal	V, S	No	Abjuration [Force]
Effect: Invisible disc gives +4 to AC, blocks magic missiles.				Target: You				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Darkness	17	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
Knock	17	None	1 standard action	Instantaneous; see text	Medium (190 Feet)	V	No	Transmutation
Effect: Opens locked or magically sealed door.				Target: One door, box, or chest with an area of up to 10 sq. ft./level				
Mirror Image	17	None	1 standard action	9 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
Effect: Creates decoy duplicates of you 8.				Target: You				
Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, M/DF Yes (object)		Evocation [Sonic]
Effect: Sonic vibration damages objects or crystalline creatures.				Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
Web	17	Reflex negates; see text	1 standard action	90 minutes [D]	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.				Target: Webs in a 20-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Dispel Magic	18	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
Fireball	18	Reflex half	1 standard action	Instantaneous	Long (760 Feet)	V, S, M	Yes	Evocation [Fire]
Effect: 1d6 damage per level, 20-ft. radius.				Target: 20-ft.-radius spread				
Flame Arrow	18	None	1 standard action	90 minutes	Close (45 Feet)	V, S, M	No	Transmutation [Fire]
Effect: Arrows deal +1d6 fire damage.				Target: Fifty projectiles, all of which must be in contact with each other at the time of casting				
Fly	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, F/DF Yes (harmless)		Transmutation
Effect: Subject flies at speed of 60 ft.				Target: Creature touched				
Haste	18	Fortitude negates (harmless)	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes (harmless)	Transmutation
Effect: 9 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				Target: 9 creatures, no two of which can be more than 30 ft. apart				
Slow	18	Will negates	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes	Transmutation
Effect: 9 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				Target: 9 creatures, no two of which can be more than 30 ft. apart				
Vampiric Touch	18	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy
Effect: Touch deals 1d6/two levels damage; caster gains damage as hp.				Target: Living creature touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Detect Scrying	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
Effect: Alerts you of magical eavesdropping.				Target: 40-ft.-radius emanation centered on you				
Enlarge Person, Mass	19	Fortitude negates	1 round	9 minutes [D]	Close (45 Feet)	V, S, M	Yes	Transmutation
Effect: Enlarges several creatures.				Target: 9 humanoid creatures, no two of which can be more than 30 ft. apart				
Ice Storm	19	None	1 standard action	9 full round	Long (760 Feet)	V, S, M/DF Yes		Evocation [Cold]
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.				Target: Cylinder 20				
Invisibility, Greater	19	Will negates (harmless)	1 standard action	9 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: As invisibility, but subject can attack and stay invisible.				Target: You or creature touched				
Minor Creation	19	None	1 minute	9 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
Effect: Creates one cloth or wood object.				Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
Scrying	19	Will negates	1 hour	9 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
Effect: Spies on subject from a distance.				Target: Magical sensor				
Wall of Fire	19	None	1 standard action	Concentration + 9 rounds	Medium (190 Feet)	V, S, M/DF Yes		Evocation [Fire]
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+9 damage				Target: Opaque sheet of flame up to 180 ft. long or a ring of fire with a radius of up to 20 ft; either form 20 ft. high				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Mage's Private Sanctum	20	None	10 minutes	24 hours [D]	Close (45 Feet)	V, S, M	No	Abjuration
Effect: Prevents anyone from viewing or scrying an area for 24 hours.				Target: 270 ft. cube [S]				
Magic Jar	20	Will negates; see text	1 standard action	9 hours or until you return to your body	Medium (190 Feet)	V, S, F	Yes	Necromancy
Effect: Enables possession of another creature.				Target: One creature				
Summon Monster V	20	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF No		Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				

* =Domain/Specialty Spell