



Mace (Light) +1, Shock, Small			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	S	20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+6/+1	1d4+2	2W-P-(OH)		+0/-5		1d4+2
1H-O	+2/-3	1d4+1	2W-P-(OL)		+2/-3		1d4+2
2H	+6/+1	1d4+2	2W-OH		-2		1d4+1
Special Properties		Shock is 1d6 of electricity, (Mace (Light)+1 (Weapon)/Shock/Masterwork/Small)), Masterwork, Steel, Shock					

Scepter of the Ar-Magus			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
2H	+4/-1	1d6+2	2W-OH		N/A		N/A
Special Properties		Absorbs magic missiles of the sort generated by spell or spell-like ability. Can absorb up to 20 points of damage from magic missiles per day. Prismatic Ray twice per day, acts as Prismatic Spray, but only one randomly determined ray.					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Alchemist's Lab	Heward's Handy Haversack	1	40.0	500.0	
<b>Amulet of Natural Armor +1</b>	Equipped	1	0.01	2000.0	
Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1					
Antitoxin (Vial)	Heward's Handy Haversack	2	0.1 (0.2)	50.0 (100.0)	
Artisan's Tools (Bowmaking) (Small)	Heward's Handy Haversack	1	1.25	5.0	
Artisan's Tools (Shipyards) (Small)	Heward's Handy Haversack	1	1.25	5.0	
Artisan's Tools (Weaponsmithing) (Small)	Heward's Handy Haversack	1	1.25	5.0	
Belladonna	Heward's Handy Haversack	1	0.01	120.0	
Ingested DC 13, Init.:1 CON, Sec.:1d8 CON					
Bolt, Crossbow	Quiver of Ehlonna	20	0.1 (2.0)	0.1 (2.0)	
Steel, Wood					
<b>Bracers of Armor +6</b>	Equipped	1	1.0	36000.0	
The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor					
<b>Cloak of Resistance +2</b>	Equipped	1	1.0	4000.0	
Offer magic protection in the form of a +2 resistance bonus on all saving throws					
Crossbow (Light/Small)	Quiver of Ehlonna	1	2.0	35.0	
0 lbs. Wood					
<b>Dagger (Bane (Humanoids (Elf))/+1 (Weapon)) (Small)</b>	Heward's Handy Haversack	1	0.5	8302.0	
Masterwork, Steel, Bane					
Dagger (Small)	Quiver of Ehlonna	5	0.5 (2.5)	2.0 (10.0)	
Steel					
<b>Dust of Illusion</b>	Heward's Handy Haversack	1	0.01	1200.0	
Put dust of illusion on a creature, and that creature is affected as if by a disguise self glamor, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamor lasts for 2 hours					
Ex-Lax	Heward's Handy Haversack	1	0.01	1.0	
<b>Figurine of Wondrous Power (Golden Lions)</b>	Heward's Handy Haversack	1	0.01	16500.0	
Turns into normal adult male lions					
Garlic	Heward's Handy Haversack	1	0.01	120.0	
Ingested DC 13, Init.:1 CON, Sec.:1d8 CON					
<b>Gem of Brightness</b>	Heward's Handy Haversack	1	0.01	13500.0	
Shed light (0 charges) ~ bright ray 1 ft. wide, 50 ft. long (1 charge) ~ blinding flash (5 charges), Spell Effect (50 Charges/Spell Trigger)					
<b>Gloves of Dexterity +6</b>	Equipped	1	0.01	36000.0	
Add to the wearers Dexterity score in the form of an enhancement bonus of +6					
<b>Hand of Glory</b>	Heward's Handy Haversack	1	2.0	8000.0	
This mummified human hand hangs by a leather cord around a characters neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit					
<b>Headband of Intellect +6</b>	Equipped	1	0.01	36000.0	
Adds to the wearers Intelligence score in the form of an enhancement bonus of +6					
<b>Heward's Handy Haversack</b>	Equipped	1	5.0	2000.0	
61.93 lbs., 1 Alchemist's Lab, 1 Figurine of Wondrous Power					
TOTAL WEIGHT CARRIED/VALUE			13.08	482687.0	
			lbs.	gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
(Golden Lions), 1 Garlic, 1 Gem of Brightness, 1 Hand of Glory, 3 Holy Water (Flask), 1 Magnifying Glass, 1 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 2 Potion of Cure Serious Wounds, 2 Antitoxin (Vial), 2 Potion of Flame Breath, 1 Merchant's Scale, 1 Scepter of the Ar-Magus, 1 Scroll of Invisibility (Greater), 1 Scroll of Polymorph, 2 Scroll of Transmute Mud to Rock, 16 Silversheen, 1 Wizard's Spellbook, 12 Tainted Sugar Cubes, 1 Artisan's Tools (Bowmaking) (Small), 2 Tindertwig, 1 Wand of Fireball (5th level caster), 1 Wand of Magic Missile (9th level caster), 1 Wand of Magic Missile (9th level caster), 1 Wand of Polymorph, 1 Wand of Restoration, 1 Artisan's Tools (Shipyards) (Small), 1 Artisan's Tools (Weaponsmithing) (Small), 1 Belladonna, 1 Dagger (Bane (Humanoids (Elf))/+1 (Weapon)) (Small), 1 Dust of Illusion, 1 Ex-Lax, 1 Tuning Fork (Astral), 1 Tuning Forks (Prime)					
It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds					
Holy Water (Flask)	Heward's Handy Haversack	3	1.0 (3.0)	25.0 (75.0)	
<b>Mace (Light) +1, Shock, Small</b>	Quiver of Ehlonna	1	2.0	8305.0	
Shock is 1d6 of electricity, (Mace (Light)+1 (Weapon)/Shock/Masterwork/Small)), Masterwork, Steel, Shock					
Magnifying Glass	Heward's Handy Haversack	1	0.0	100.0	
a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.					
Outfit (Traveler's) (Small)	Equipped	1	1.25	1.0	
<b>Pearl of Power (1st Level)</b>	Equipped	1	0.01	1000.0	
Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of 1st level					
<b>Portable Hole</b>	Equipped	1	0.01	20000.0	
0 lbs. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being					
<b>Portable Hole</b>	Equipped	1	0.01	20000.0	
584.54 lbs., 29227 Gold piece (gp) When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being					
Potion of Cure Light Wounds	Heward's Handy Haversack	1	0.1	50.0	
Potion of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	300.0	
Potion of Cure Serious Wounds	Heward's Handy Haversack	2	0.1 (0.2)	750.0 (1500.0)	
Potion of Flame Breath	Heward's Handy Haversack	2	0.1 (0.2)	0.0 (0.0)	
2d6 of flame damage					
<b>Quiver of Ehlonna</b>	Equipped	1	2.0	1800.0	
8.5 lbs., 20 Bolt, Crossbow, 1 Crossbow (Light/Small), 5 Dagger (Small), 1 Mace (Light) +1, Shock, Small					
It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible					
Ring of Evasion	Equipped	1	0.01	25000.0	
Grants evasion ability					
Ring of Wizardry IV	Equipped	1	0.01	100000.0	
Doubles fourth level spell slots					
<b>Robe of Scintillating Colors</b>	Equipped	1	1.0	27000.0	
The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors dazzle those near the wearer, conceal the wearer, and illuminate the surroundings					
Merchant's Scale	Heward's Handy Haversack	1	1.0	2.0	
+2 to appraise items valued by weight					
<b>Scepter of the Ar-Magus</b>	Heward's Handy Haversack	1	5.0	63000.0	
Absorbs magic missiles of the sort generated by spell or spell-like ability. Can absorb up to 20 points of damage from magic missiles per day. Prismatic Ray twice per day, acts as Prismatic Spray, but only one randomly determined ray.					
Scroll of Invisibility (Greater)	Heward's Handy Haversack	1	0.01	2275.0	
Scroll of Polymorph	Heward's Handy Haversack	1	0.01	700.0	
Scroll of Transmute Mud to Rock	Heward's Handy Haversack	2	0.01 (0.02)	1125.0 (2250.0)	
Silversheen	Heward's Handy Haversack	16	0.01 (0.16)	250.0 (4000.0)	
This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver (see page 284) for 1 hour, replacing the properties of any other special material it might have					
TOTAL WEIGHT CARRIED/VALUE			13.08	482687.0	
			lbs.	gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Spell Component Pouch	Equipped	1	3.0	5.0	
Wizard's Spellbook	Heward's Handy Haversack	1	3.0	15.0	
Tainted Sugar Cubes	Heward's Handy Haversack	12	0.01 (0.12)	1.0 (12.0)	
Tindertwig	Heward's Handy Haversack	2	0.0 (0.0)	1.0 (2.0)	
Tuning Fork (Astral) <small>Astral, (Tuning Forks)</small>	Heward's Handy Haversack	1	1.0	100.0	
Tuning Forks (Prime) <small>Prime Material</small>	Heward's Handy Haversack	1	1.0	100.0	
<b>Wand of Fireball (5th level caster)</b> <small>Spell Effect (50 Charges/Spell Trigger)</small> □□□□ □□□□ □□□□ □□□□ □□□□ □□□	Heward's Handy Haversack	1	0.1	6300.0	
<b>Wand of Magic Missile (9th level caster)</b> <small>Spell Effect (50 Charges/Spell Trigger)</small> □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Heward's Handy Haversack	1	0.1	6750.0	
<b>Wand of Magic Missile (9th level caster)</b> <small>Spell Effect (50 Charges/Spell Trigger)</small> □□□□ □□□□ □□	Heward's Handy Haversack	1	0.1	1620.0	
<b>Wand of Polymorph</b> <small>Spell Effect (50 Charges/Spell Trigger)</small> □□□□	Heward's Handy Haversack	1	0.1	2100.0	
<b>Wand of Restoration</b> <small>Spell Effect (50 Charges/Spell Trigger)</small> □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □	Heward's Handy Haversack	1	0.1	23920.0	
TOTAL WEIGHT CARRIED/VALUE			13.08	482687.0	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	32	Medium	65	Heavy	97
Lift over head	97	Lift off ground	195	Push / Drag	487

MONEY	
Gold piece (gp): 29227 <sub>[Portable Hole]</sub>	Total = 29227.0 gp

SPECIAL ABILITIES	
+4 Dodge bonus to Armor Class against monsters of the giant type	
+1 racial bonus on attack rolls against kobolds and goblinoids	
+2 racial bonus on saving throws against illusions	
+2 bonus to Spellcraft when learning Illusion	
Evasion (Ex) ~ No damage instead of half damage on successful save	
Speak with Animals (burrowing mammal only, duration 1 minute)	
Summon Familiar	

FEATS	
<b>Brew Potion</b>	You can create potions, which carry spells within themselves
<b>Craft Construct</b>	The creature can create golems and other magic automatons that obey its orders
<b>Craft Magic Arms and Armor</b>	You can create magic weapons, armor and shields
<b>Craft Rod</b>	You can create magic rods, which have varied magical effects
<b>Craft Staff</b>	You can create magic staffs, each of which has multiple magical effects
<b>Craft Wand</b>	You can create wands, which hold spells
<b>Craft Wondrous Item</b>	You can create a wide variety of magic items, such as a crystal ball or flying carpet
<b>Forge Ring</b>	You can create magic rings, which have varied magical effects
<b>Spell Focus (Illusion)</b>	Your spells of the chosen school are more potent than normal
<b>Scribe Scroll</b>	You can create scrolls, from which you or another spellcaster can cast the scribed spells

PROFICIENCIES	
Bead of Force, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff, Rock, Unarmed Strike	

LANGUAGES	
Common, Gnome, Literacy	

TEMPLATES	
Saddle on Mount	

PROHIBITED	
Abjuration, Necromancy	

Familiar: Zork (Weasel)					
HP:	44	AC:	22	INIT:	+2
FORT:	+5	REF:	+7	WILL:	+10
*Bite (Natural/Primary)	+11	DAM:	1d3-4	CRIT:	20/x2
Special:	Attach (Ex) ~ latches on with powerful jaws (after a successful bite attack) and deals bite damage automatically each round it remains attached, Deliver touch spells, Empathic Link, Improved Evasion (Ex), Scent (Ex), Scry on familiar, Share Spells, Speak with animals of its kind, Speak with master				

## Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/> <b>Speak with Animals</b>	13	None	1 standard action	1 minutes	Personal	V, S	No	Divination	phb: p.281
<i>Effect:</i> You can comprehend and communicate with animals.					<i>Target:</i> You			<i>Caster Level:</i> 1	
<input type="checkbox"/> <b>Dancing Lights</b>	12	None	1 standard action	1 minute	Medium (110 ft.)	V, S	No	Evocation [Light]	phb: p.216
<i>Effect:</i> You create up to four lights that resemble lanterns or torches or up to four glowing spheres of light or one faintly glowing humanoid shape...					<i>Target:</i> Up to four lights, all within a 10-ft. radius area			<i>Caster Level:</i> 1	
<input type="checkbox"/> <b>Ghost Sound</b>	12	Will disbelief (if interacted with)	1 standard action	1 rounds	Close (25 ft.)	V, S, M	No	Illusion (Figment)	phb: p.235
<i>Effect:</i> allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sounds basic character.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 1	
<input type="checkbox"/> <b>Prestidigitation</b>	12	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	phb: p.264
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.					<i>Target:</i> See text			<i>Caster Level:</i> 1	

\* =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+1	6+1	6+1	6+1	9+1	5+1	4+1	3+1	1+1	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash	17	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	No	Conjuration (Creation) [Acid]	phb: p.196.
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid				
□□□□ Arcane Mark	17	None	1 standard	Permanent action	0 ft.	V, S	No	Universal	phb: p.201
<i>Effect:</i> Inscribes your personal rune [visibly or invisibly].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.		<i>Caster Level:</i> 15		
□□□□ Dancing Lights	17	None	1 standard	1 minute action	Medium (110 ft.)	V, S	No	Evocation [Light]	phb: p.216
<i>Effect:</i> You create up to four lights that resemble lanterns or torches or up to four glowing spheres of light or one faintly glowing humanoid shape..					<i>Target:</i> Up to four lights, all within a 10-ft. radius area		<i>Caster Level:</i> 1		
□□□□ Daze	17	Will negates	1 standard	1 round action	Close (60 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.217
<i>Effect:</i> You cloud the mind of a humanoid creature of 4 HD or less; loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less		<i>Caster Level:</i> 15		
□□□□ Detect Magic	17	None	1 standard	Concentration, up to 15 minutes action	60 ft.	V, S	No	Divination	phb: p.219
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
□□□□ Detect Poison	17	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	No	Divination	phb: p.219
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 15		
□□□□ Flare	17	Fortitude negates	1 standard	Instantaneous action	Close (60 ft.)	V	Yes	Evocation [Light]	phb: p.232
<i>Effect:</i> This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. - -1 on attack rolls					<i>Target:</i> Burst of light		<i>Caster Level:</i> 15		
□□□□ *Ghost Sound	19	Will disbelief (if interacted with)	1 standard	1 rounds action	Close (25 ft.)	V, S, M	No	Illusion (Figment)	phb: p.235
<i>Effect:</i> allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sounds basic character.					<i>Target:</i> Illusory sounds		<i>Caster Level:</i> 1		
□□□□ Light	17	None	1 standard	150 minutes action	Touch	V, M/DF	No	Evocation [Light]	phb: p.248
<i>Effect:</i> This spell causes an object to glow like a torch, shedding bright light in a 20-foot-radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object.					<i>Target:</i> Object touched		<i>Caster Level:</i> 15		
□□□□ Mage Hand	17	None	1 standard	Concentration action	Close (60 ft.)	V, S	No	Transmutation	phb: p.249
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.		<i>Caster Level:</i> 15		
□□□□ Mending	17	Will negates (harmless, object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253
<i>Effect:</i> Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 15		
□□□□ Message	17	None	1 standard	150 minutes action	Medium (250 ft.)	V, S, F	No	Transmutation [Language-Dependent]	phb: p.253
<i>Effect:</i> You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range.					<i>Target:</i> 15 creatures		<i>Caster Level:</i> 15		
□□□□ Open/Close	17	Will negates (object)	1 standard	Instantaneous action	Close (60 ft.)	V, S, F	Yes (object)	Transmutation	phb: p.258
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity [such as be opened or closed a bar on a door or a lock on a chest], the spell fails.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed		<i>Caster Level:</i> 15		
□□□□ Prestidigitation	17	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	phb: p.264
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□ Ray of Frost	17	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	Yes	Evocation [Cold]	phb: p.269
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 15		
□□□□ Read Magic	17	None	1 standard	150 minutes action	Personal	V, S, F	No	Divination	phb: p.269
<i>Effect:</i> By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.					<i>Target:</i> You		<i>Caster Level:</i> 15		

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Charm Person	18	Will negates	1 standard	15 hours action	Close (60 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.209
<i>Effect:</i> Makes a humanoid regard you as a trusted friend and ally.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 15		
□□□□ *Disguise Self	20	None	1 standard	150 minutes action	Personal	V, S	No	Illusion (Glamour)	phb: p.222
<i>Effect:</i> You make yourself - including clothing, armor, weapons, and equipment - look different.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□ Feather Fall	18	Will negates (harmless) or Will negates (object)	1 free	Until landing or 15 rounds action	Close (60 ft.)	V	Yes (object)	Transmutation	phb: p.229
<i>Effect:</i> The affected creatures or objects fall slowly, though faster than feathers typically do. Feather fall instantly changes the rate at which the targets fall, no two of which may be more than 20 ft. to a mere 60 feet per round, equivalent to the end of a fall from a few feet, and the subjects take no damage upon landing while the spell is in effect.apart However, when the spell duration expires, a normal rate of falling resumes.					<i>Target:</i> 15 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart		<i>Caster Level:</i> 15		
□□□□ Identify	18	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	phb: p.243
<i>Effect:</i> The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any].					<i>Target:</i> One touched object		<i>Caster Level:</i> 15		

\* =Domain/Specialty Spell

# Wizard Spells

□□□□□	<b>Magic Missile</b>	18	None	1 standard	Instantaneous	Medium (250 ft.)	V, S	Yes	Evocation [Force]	phb: p.251
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. 5 missiles.										
□□□□□	<b>*Nystul's Magic Aura</b>	20	None; see text	1 standard	15 days	Touch	V, S, F	No	Illusion (Glamer)	phb: p.257
<i>Effect:</i> You alter an item's aura so that it registers to detect spells [and spells with similar capabilities] as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.										
□□□□□	<b>*Silent Image</b>	20	Will disbelief (if interacted with)	1 standard	Concentration	Long (1000 ft.)	V, S, F	No	Illusion (Figment)	phb: p.279
<i>Effect:</i> This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature.										

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	<b>*Blur</b>	21	Will negates (harmless)	1 standard	15 minutes	Touch	V	Yes (harmless)	Illusion (Glamer)	phb: p.206
<i>Effect:</i> The subject's outline appears blurred, shifting and wavering. Attacks miss subject 20% of the time.										
□□□□□	<b>*Bull's Strength</b>	19	Will negates (harmless)	1 standard	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]										
□□□□□	<b>*Cat's Grace</b>	19	Will negates (harmless)	1 standard	15 minutes	Touch	V, S, M	Yes	Transmutation	phb: p.208
<i>Effect:</i> The subject becomes more graceful, agile and coordinated [+4 to Dex].										
□□□□□	<b>*Fox's Cunning</b>	19	Will negates (harmless)	1 standard	15 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.233
<i>Effect:</i> The transmuted creature becomes smarter [+4 enhancement bonus to Intelligence].										
□□□□□	<b>*Hypnotic Pattern</b>	21	Will negates	1 standard	Concentration + 2 rounds	Medium (250 ft.)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]	phb: p.242
<i>Effect:</i> A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Fascinates 2d4+10 HD of creatures.										
□□□□□	<b>*Invisibility</b>	21	Will negates (harmless) or Will negates (harmless, object)	1 standard	15 minutes	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	phb: p.245
<i>Effect:</i> The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that gear vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.										
□□□□□	<b>*Knock</b>	19	None	1 standard	Instantaneous; see text	Medium (250 ft.)	V	No	Transmutation	phb: p.246
<i>Effect:</i> The knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains [provided they serve to hold closures shut].										
□□□□□	<b>*Minor Image</b>	21	Will disbelief (if interacted with)	1 standard	Concentration +2 rounds	Long (1000 ft.)	V, S, F	No	Illusion (Figment)	phb: p.254
<i>Effect:</i> This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech.										
□□□□□	<b>*Mirror Image</b>	21	None	1 standard	15 minutes	Personal; see text	V, S	No	Illusion (Figment)	phb: p.254
<i>Effect:</i> Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck. - 1d4+5 images										
□□□□□	<b>*Spider Climb</b>	19	Will negates (harmless)	1 standard	150 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	phb: p.283
<i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down].										
□□□□□	<b>*Whispering Wind</b>	19	None	1 standard	No more than 15 hours or until discharged [destination is reached]	15 miles	V, S	No	Transmutation [Air]	phb: p.301
<i>Effect:</i> You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location.										

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	<b>Clairaudience/Clairvoyance</b>	20	None	10 minutes	15 minutes	Long (1000 ft.)	V, S, F/DF	No	Divination (Scrying)	phb: p.209
<i>Effect:</i> Creates an invisible magical sensor at a specific location that enables you to hear or see almost as if you were there.										
□□□□□	<b>*Flame Arrow</b>	20	None	1 standard	150 minutes	Close (60 ft.)	V, S, M	No	Transmutation [Fire]	phb: p.231
<i>Effect:</i> You turn ammunition [such as arrows, bolts, shuriken, and stones] into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits.										
□□□□□	<b>*Fly</b>	20	Will negates (harmless)	1 standard	15 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	phb: p.232
<i>Effect:</i> 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]. It can ascend at half speed and descend at double speed, and its maneuverability is good.										
□□□□□	<b>*Gaseous Form</b>	20	None	1 standard	30 minutes	Touch	S, M/DF	No	Transmutation	phb: p.234
<i>Effect:</i> The subject and all its gear become insubstantial, misty, and translucent.										
□□□□□	<b>*Hold Person</b>	20	Will negates; see text	1 standard	15 rounds; see text	Medium (250 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.241
<i>Effect:</i> The subject humanoid becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect.										
□□□□□	<b>*Illusory Script</b>	22	Will negates; see text	1 minute or 15 days	longer; see text	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]	phb: p.243
<i>Effect:</i> You write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person [or people] designated by you at the time of the casting are able to read the writing; its unintelligible to any other character, although an illusionist recognizes it as illusory script.										

\* =Domain/Specialty Spell

# Wizard Spells

□□□□□*Invisibility Sphere	22	Will negates (harmless) or Will negates (harmless, object)	1 standard action	15 minutes	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	phb: p.245
<i>Effect:</i> This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is the creature or object touched.									
□□□□□Lightning Bolt	20	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	phb: p.248
<i>Effect:</i> You release a powerful stroke of electrical energy that deals 10d6 points of electricity damage to each creature within its area. The bolt begins at your fingertips.									
□□□□□*Major Image	22	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1000 ft.)	V, S, F	No	Illusion (Figment)	phb: p.252
<i>Effect:</i> This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.									
□□□□□Phantom Steed	20	None	10 minutes	15 hours	0 ft.	V, S	No	Conjuration (Creation)	phb: p.260
<i>Effect:</i> You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount.									
□□□□□Slow	20	Will negates	1 standard action	15 rounds	Close (60 ft.)	V, S, M	Yes	Transmutation	phb: p.280
<i>Effect:</i> An affected creature moves and attacks at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both [nor may it take full-round actions]. Additionally, it takes a 1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed [round down to the next 5-foot increment], which affects the creature's jumping distance as normal for decreased speed.									
□□□□□Water Breathing	20	Will negates (harmless)	1 standard action	30 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.300
<i>Effect:</i> The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.									

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Charm Monster	21	Will negates	1 standard action	15 days	Close (60 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.209
<i>Effect:</i> As charm person but not restricted by creature size or type.									
□□□□□Dimension Door	21	None and Will negates (object)	1 standard action	Instantaneous	Long (1000 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	phb: p.221
<i>Effect:</i> You instantly transfer yourself from your current location to any other spot within range.									
□□□□□*Greater Invisibility	23	Will negates (harmless)	1 standard action	15 rounds	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	phb: p.245
<i>Effect:</i> This spell functions like invisibility, except that it doesn't end if the subject attacks.									
□□□□□Illusory Wall	23	Will disbelief (if interacted with)	1 standard action	Permanent	Close (60 ft.)	V, S	No	Illusion (Figment)	phb: p.243
<i>Effect:</i> This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty.									
□□□□□Leomund's Secure Shelter	21	None	10 minutes	30 hours	Close (60 ft.)	V, S, M, F; No see text	No	Conjuration (Creation)	phb: p.247
<i>Effect:</i> You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast: stone, timber, or [at worst] sod. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.									
□□□□□Lesser Geas	21	Will negates	1 round	15 days or until discharged	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	phb: p.235
<i>Effect:</i> A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.									
□□□□□*Phantasmal Killer	23	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (250 ft.)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]	phb: p.260
<i>Effect:</i> You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spells subject can see the phantasmal killer.									
□□□□□Polymorph	21	None	1 standard action	15 minutes	Touch	V, S, M	No	Transmutation	phb: p.263
<i>Effect:</i> This spell functions like alter self, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin.									
□□□□□*Rainbow Pattern	23	Will negates	1 standard action	Concentration + 15 rounds	Medium (250 ft.)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]	phb: p.268
<i>Effect:</i> A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first.									
□□□□□*Shadow Conjuration	23	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)	phb: p.276
<i>Effect:</i> You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration [summoning] or conjuration [creation] spell of 3rd level or lower.									
□□□□□Shout	21	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]	phb: p.279
<i>Effect:</i> You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage.									

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Baleful Polymorph	22	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 ft.)	V, S	Yes	Transmutation	phb: p.202
<i>Effect:</i> You change the subject into a Small or smaller animal of no more than 1 HD..									
□□□□□Fabricate	22	None	See text	Instantaneous	Close (60 ft.)	V, S, M	No	Transmutation	phb: p.229
<i>Effect:</i> You convert material of one sort into a product that is of that sort of material.									

\* =Domain/Specialty Spell

# Wizard Spells

□□□□□	Leomund's Secret Chest	22	None	10 minutes	Sixty days or until discharged	See text	V, S, F	No	Conjuration (Summoning)	phb: p.247
<i>Effect:</i> You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will.										
□□□□□	Permanency	22	None	2 rounds	Permanent; see text	See text	V, S, XP	No	Universal	phb: p.259
<i>Effect:</i> This spell makes certain other spells permanent.										
□□□□□	*Shadow Evocation	24	Will disbelief (if interacted with)	1 standard	See text action	See text	V, S	Yes	Illusion (Shadow)	phb: p.277
<i>Effect:</i> You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower.										
□□□□□	Teleport	22	None and Will negates (object)	1 standard	Instantaneous action	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	phb: p.292
<i>Effect:</i> This spell instantly transports you to a designated destination, which may be as distant as 1500 miles.										
□□□□□	Transmute Mud to Rock	22	See text	1 standard	Permanent action	Medium (250 ft.)	V, S, MDF	No	Transmutation [Earth]	phb: p.295
<i>Effect:</i> This spell transforms normal mud or quicksand of any depth into soft stone [sandstone or a similar mineral] permanently.										
□□□□□	Wall of Force	22	None	1 standard	15 rounds action	Close (60 ft.)	V, S, M	No	Evocation [Force]	phb: p.298
<i>Effect:</i> A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic.										

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Mass Bear's Endurance	23	Will negates (harmless)	1 standard	15 minutes action	Close (60 ft.)	V, S, DF	Yes	Transmutation	phb: p.203
<i>Effect:</i> As Bear's Endurance, affects multiple creatures.										
□□□□□	*Permanent Image	25	Will disbelief (if interacted with)	1 standard	Permanent action	Long (1000 ft.)	V, S, F	No	Illusion (Figment)	phb: p.260
<i>Effect:</i> This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.										
□□□□□	*Programmed Image	25	Will disbelief (if interacted with)	1 standard	Permanent until triggered, then 15 rounds	Long (1000 ft.)	V, S, F	No	Illusion (Figment)	phb: p.265
<i>Effect:</i> You set the triggering condition [which may be a special word] when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger.										
□□□□□	True Seeing	23	Will negates (harmless)	1 standard	15 minutes action	Touch	V, S, M	Yes (harmless)	Divination	phb: p.296
<i>Effect:</i> You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.										

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Delayed Blast Fireball	24	Reflex half	1 standard	5 rounds or less; see text action	Long (1000 ft.)	V, S, M	Yes	Evocation [Fire]	phb: p.217
<i>Effect:</i> As fireball, except 15d6 fire damage; you can postpone blast for up to 5 rounds.										
□□□□□	Limited Wish	24	None; see text	1 standard	See text action	See text	V, S, XP	Yes	Universal	phb: p.248
<i>Effect:</i> A limited wish lets you create nearly any type of effect.										
□□□□□	Plane Shift	24	Will negates	1 standard	Instantaneous action	Touch	V, S, F	Yes	Conjuration (Teleportation)	phb: p.262
<i>Effect:</i> You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time.										
□□□□□	Prismatic Spray	24	See text	1 standard	Instantaneous action	60 ft.	V, S	Yes	Evocation	phb: p.264
<i>Effect:</i> This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.										
□□□□□	*Project Image	26	Will disbelief (if interacted with)	1 standard	15 rounds action	Medium (250 ft.)	V, S, M	No	Illusion (Shadow)	phb: p.265
<i>Effect:</i> You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible.										
□□□□□	Reverse Gravity	24	None; see text	1 standard	15 rounds action	Medium (250 ft.)	V, S, MDF	No	Transmutation	phb: p.273
<i>Effect:</i> This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object [such as a ceiling] is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall.										

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	*Greater Shadow Evocation	27	Will disbelief (if interacted with)	1 standard	See text action	See text	V, S	Yes	Illusion (Shadow)	phb: p.277
<i>Effect:</i> You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 7th level or lower.										
□□□□□	Polymorph Any Object	25	Fortitude negates (object); see text	1 standard	See text action	Close (60 ft.)	V, S, MDF	Yes (object)	Transmutation	phb: p.263
<i>Effect:</i> This spell functions like polymorph, except that it changes one object or creature into another.										

\* =Domain/Specialty Spell



## Innate

- Speak with Animals (DC:13)
- Dancing Lights (DC:12)
- Ghost Sound (DC:12)
- Prestidigitation (DC:12)