

# H. B. Arley

NAME  
Evo14  
CLASS

101762  
EXPERIENCE

# Len Bland

PLAYERNAME  
Human  
RACE

Medium  
SIZE

DEITY  
6' 1"  
HEIGHT

163 lbs.  
WEIGHT

Lawful Neutral

ALIGNMENT

VISION

14  
Character Level

105000  
NEXT LEVEL

36  
AGE

Male  
GENDER

Blue  
EYES

Blond, Shaved on  
right  
HAIR

-75  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	15	+2	15	+2	15	+2
<b>CON</b> Constitution	18	+4	18	+4	18	+4
<b>INT</b> Intelligence	21	+5	27	+8	27	+8
<b>WIS</b> Wisdom	11	+0	11	+0	11	+0
<b>CHA</b> Charisma	15	+2	15	+2	15	+2

HP	AC	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
96	18				Walk 30 ft.
hit points	armor class	TOTAL	FLAT	TOUCH	BASE
		16	14	10	4
					ARMOR BONUS
					SHIELD BONUS
					STAT
					SIZE
					NATURAL
					MISC
					MISS CHANCE
					ARCANE SPELL FAILURE
					ARMOR CHECK PENALTY
					SPELL RESIST

INITIATIVE	BASE ATTACK
+6	+7/+2
TOTAL	bonus
+2	
DEX MODIFIER	
+4	
MISC MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+12	+4	+4	+4	+0	+0		
<b>REFLEX</b> (dexterity)	+12	+4	+2	+4	+2	+0		
<b>WILL</b> (wisdom)	+13	+9	+0	+4	+0	+0		

MELEE	RANGED	GRAPPLE
+9/+4	+9/+4	+9/+4
=	=	=
+7/+2	+7/+2	+7/+2
STAT	SIZE	MISC
+2	+0	+0
EPIC	TEMP	
+0	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+4	1d3+2	20/x2	5 ft.

Crossbow (Light) +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	0 ft.
			240 ft.		320 ft.
TH	+10/+5	+10/+5	+8/+3	+6/+1	+4/-1
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1
Special Properties	(Crossbow (Light)+1 (Weapon)/Masterwork), Masterwork, Wood				

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	0 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+9/+4	1d4+2	2W-P(OH)	+3/-2	1d4+2
1H-O	+5/+0	1d4+1	2W-P(OL)	+5/+0	1d4+2
2H	+9/+4	1d4+2	2W-OH	+1	1d4+1
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2
Special Properties					

Dagger +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	0 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+10/+5	1d4+3	2W-P(OH)	+4/-1	1d4+3
1H-O	+6/+1	1d4+2	2W-P(OL)	+6/+1	1d4+3
2H	+10/+5	1d4+3	2W-OH	+2	1d4+2
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3
Special Properties	(Dagger (+1 (Weapon)/Masterwork), Masterwork, Steel				

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5
✓ Appraise	INT	9	= 8 + 1.0	+	
✓ Balance	DEX	2	= 2 +	+	
✓ Bluff	CHA	2	= 2 +	+	
✓ Climb	STR	2	= 2 +	+	
✓ Concentration	CON	21	= 4 + 17.0	+	
✓ Control Shape	WIS	0	= 0 +	+	
✓ Craft (Alchemy)	INT	25	= 8 + 17.0	+	
✓ Craft (Untrained)	INT	8	= 8 +	+	
✓ Decipher Script	INT	9	= 8 + 1.0	+	
✓ Diplomacy	CHA	4	= 2 +	+	2
✓ Disguise	CHA	2	= 2 +	+	
✓ Escape Artist	DEX	2	= 2 +	+	
✓ Forgery	INT	9	= 8 + 1.0	+	
✓ Gather Information	CHA	4	= 2 +	+	2
✓ Heal	WIS	0	= 0 +	+	
✓ Hide	DEX	2	= 2 +	+	
✓ Intimidate	CHA	2	= 2 +	+	
✓ Jump	STR	2	= 2 +	+	
Knowledge (Arcana)	INT	25	= 8 + 17.0	+	
Knowledge (Architecture and Engineering)	INT	13	= 8 + 5.0	+	
Knowledge (Dungeoneering)	INT	10	= 8 + 2.0	+	
Knowledge (Geography)	INT	9	= 8 + 1.0	+	
Knowledge (History)	INT	9	= 8 + 1.0	+	
Knowledge (Local)	INT	21	= 8 + 13.0	+	
Knowledge (Nature)	INT	9	= 8 + 1.0	+	
Knowledge (Nobility and Royalty)	INT	24	= 8 + 16.0	+	
Knowledge (The Planes)	INT	21	= 8 + 13.0	+	
✓ Listen	WIS	0	= 0 +	+	
✓ Move Silently	DEX	2	= 2 +	+	
✓ Perform (Untrained)	CHA	2	= 2 +	+	
✓ Profession (Brewer)	WIS	7	= 0 + 7.0	+	
✓ Ride	DEX	3	= 2 + 1.0	+	
✓ Search	INT	11	= 8 + 1.0	+	2
✓ Sense Motive	WIS	0	= 0 +	+	
✓ Spellcraft	INT	27	= 8 + 17.0	+	2
✓ Spot	WIS	0	= 0 +	+	
✓ Survival	WIS	0	= 0 +	+	
✓ Swim	STR	3	= 2 + 1.0	+	
✓ Use Rope	DEX	2	= 2 +	+	

✓: can be used untrained. X: exclusive skills

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Bracers of Armor +1		+1		+0	0
The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +1, just as though he were wearing armor					
Bracers of Armor +2		+2		+0	0
The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing armor					
*Bracers of Armor +4		+4		+0	0
The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +4, just as though he were wearing armor					
*Ring of Protection +2		+2		+0	0
Grants +2 deflection bonus to AC					





EQUIPMENT				
ITEM	LOCATION	QTY	WT	
	Haversack			
Sealing Wax	Heward's Handy Haversack	1	1.0	
<b>Special shards</b>	Heward's Handy Haversack	1	0.05	
If used with a spell, the spell does maximum damage, range, etc.				
Spell Component Pouch	Equipped	1	3.0	
Wizard's Spellbook	Heward's Handy Haversack	2	3.0 (6.0)	
Tindertwig	Heward's Handy Haversack	143	0.0 (0.0)	
Torch	Heward's Handy Haversack	5	1.0 (5.0)	
<b>Wand of Melf's Acid Arrow</b>	Heward's Handy Haversack	1	0.1	
Spell Effect (50 Charges/Spell Trigger)				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
<b>Wand of Ray of Enfeeblement</b>	Heward's Handy Haversack	1	0.1	
Spell Effect (50 Charges/Spell Trigger)				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
Waterskin	Heward's Handy Haversack	1	0.0	
0 lbs.				
TOTAL WEIGHT CARRIED/VALUE			20.14 lbs.	

PROHIBITED					
Conjuration, Necromancy					

Familiar: Rule (Weasel)					
HP:	48	AC:	21	INIT:	+2
FORT:	+4	REF:	+6	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				

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY	
Gold piece (gp):	18008 [Heward's Handy Haversack]
Silver piece (sp):	17 [Heward's Handy Haversack]
1 x Analyze Dweomer focus item (1500)	[Heward's Handy Haversack]
Total = 19509.7 gp	

SPECIAL ABILITIES	
+2 bonus to Spellcraft when learning Evocation	
Permanent Arcane Sight	
Permanent Comprehend Languages	
Permanent Darkvision	
Permanent Detect Magic	
Permanent Read Magic	
Permanent See Invisibility	
Permanent Tongues	
Summon Familiar	

FEATS	
Brew Potion	You can create potions, which carry spells within themselves
Craft Wondrous Item	You can create a wide variety of magic items, such as a crystal ball or flying carpet
Empower Spell	You can cast spells to greater effect
Greater Spell Focus (Evocation)	Your spells of the chosen school are even more potent than before
Greater Spell Penetration	Your spells are remarkably potent, breaking through spell resistance more readily than normal
Improved Initiative	You can react more quickly than normal in a fight
Spell Focus (Evocation)	Your spells of the chosen school are more potent than normal
Spell Penetration	Your spells are especially potent, breaking through spell resistance more readily than normal
Scribe Scroll	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, Draconic, Dwarven, Elven, Halfling, Leprechaun, Literacy	

TEMPLATES	
Saddle on Mount	

# 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	6+1	4+1	4+1	3+1	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Arcane Mark	18	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> 14		
□□□□□ *Dancing Lights	20	None	1 standard	14 minute action	Medium (240 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> 14		
□□□□□ Daze	18	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> 14		
□□□□□ Detect Magic	18	None	1 standard	Concentration, up to 14 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> 14		
□□□□□ Detect Poison	18	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> 14		
□□□□□ *Flare	20	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> 14		
□□□□□ Ghost Sound	18	Will disbelief (if interacted with)	1 standard	14 rounds action	Close (60 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> 14		
□□□□□ *Light	20	None	1 standard	140 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> 14		
□□□□□ Mage Hand	18	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> 14		
□□□□□ Mending	18	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> 14		
□□□□□ Message	18	None	1 standard	140 minutes action	Medium (240 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> 14 creatures		<i>Caster Level:</i> 14		
□□□□□ Open/Close	18	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 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> 14		
□□□□□ Prestidigitation	18	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> 14		
□□□□□ *Ray of Frost	20	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> 14		
□□□□□ Read Magic	18	None	1 standard	140 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> 14		
□□□□□ Resistance	18	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alarm	19	None	1 standard	28 hours action	Close (60 ft.)	V, S, F/DF	No	Abjuration	phb: p.197
<i>Effect:</i> Sounds a visible or audible alarm when tiny or larger creature enters warded area.					<i>Target:</i> 20-ft. radius emanation centered on a point in space		<i>Caster Level:</i> 14		
□□□□□ *Burning Hands	21	Reflex half	1 standard	Instantaneous action	15 ft.	V, S	Yes	Evocation [Fire]	phb: p.207
<i>Effect:</i> A cone of searing flame shoots from your hands, dealing 5d6 fire damage					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 14		
□□□□□ Charm Person	19	Will negates	1 standard	14 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> 14		
□□□□□ Color Spray	19	Will negates	1 standard	Instantaneous; see text action	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]	phb: p.210
<i>Effect:</i> A vivid cone of clashing colors springs forth from your hand. Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 14		
□□□□□ Comprehend Languages	19	None	1 standard	140 minutes action	Personal	V, S, M/DF	No	Divination	phb: p.212
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You		<i>Caster Level:</i> 14		

\* =Domain/Specialty Spell

# Wizard Spells

□□□□□	<b>Enlarge Person</b>	19	Fortitude negates	1 round	14 minutes	Close (60 ft.)	V, S, M	Yes	Transmutation	phb: p.226
<i>Effect:</i> Causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This changes the creatures size category up one.						<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 14		
□□□□□	<b>Feather Fall</b>	19	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 14 rounds	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/creatures, 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> 14 Medium or smaller freefalling objects or		<i>Caster Level:</i> 14		
□□□□□	<b>Hold Portal</b>	19	None	1 standard action	14 minutes	Medium (240 ft.)	V	No	Abjuration	phb: p.241
<i>Effect:</i> This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell.						<i>Target:</i> One portal, up to 280 sq. ft		<i>Caster Level:</i> 14		
□□□□□	<b>Identify</b>	19	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> 14		
□□□□□	<b>*Magic Missile</b>	21	None	1 standard action	Instantaneous	Medium (240 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.						<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 14		
□□□□□	<b>Metamorphose Liquids</b>	19	None	1 minute	Permanent	touch	V, S, M	No	Transmutation	Custom: null
<i>Effect:</i> Transforms one type of liquid to another. Caster must put one drop of liquid desired on tongue, and be touching the liquid to be changed. Only non-magical liquids can be changed.						<i>Target:</i> Up to 14 cu. ft. or 103 gallons		<i>Caster Level:</i> 14		
□□□□□	<b>Protection from Evil</b>	19	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.266
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□	<b>Shield</b>	19	None	1 standard action	14 minutes	Personal	V, S	No	Abjuration [Force]	phb: p.278
<i>Effect:</i> Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC.						<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□	<b>*Shocking Grasp</b>	21	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	phb: p.279
<i>Effect:</i> Your successful melee touch attack deals 5d6 points of electricity damage. When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor [or made out of metal, carrying a lot of metal, or the like].						<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 14		
□□□□□	<b>Silent Image</b>	19	Will disbelief (if interacted with)	1 standard action	Concentration	Long (960 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.						<i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]		<i>Caster Level:</i> 14		
□□□□□	<b>Sleep</b>	19	Will negates	1 round	14 minutes	Medium (240 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.280
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures.						<i>Target:</i> One or more living creatures within a 10-ft. radius burst		<i>Caster Level:</i> 14		
□□□□□	<b>*Tenser's Floating Disk</b>	21	None	1 standard action	14 hours	Close (60 ft.)	V, S, M	No	Evocation [Force]	phb: p.294
<i>Effect:</i> You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 1400 pounds of weight.						<i>Target:</i> 3-ft.-diameter disk of force		<i>Caster Level:</i> 14		
□□□□□	<b>True Strike</b>	19	None	1 standard action	See text	Personal	V, F	No	Divination	phb: p.296
<i>Effect:</i> You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll [if it is made before the end of the next round] gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.						<i>Target:</i> You		<i>Caster Level:</i> 14		

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	<b>Arcane Lock</b>	20	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration	phb: p.200
<i>Effect:</i> Magically locks a door, portal or chest.						<i>Target:</i> The door, chest, or portal touched, up to 420 sq. ft in size		<i>Caster Level:</i> 14		
□□□□□	<b>Bull's Strength</b>	20	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□	<b>Cat's Grace</b>	20	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes	Transmutation	phb: p.208
<i>Effect:</i> The subject becomes more graceful, agile and coordinated [+4 to Dex].						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□	<b>*Darkness</b>	22	None	1 standard action	140 minutes	Touch	V, M/DF	No	Evocation [Darkness]	phb: p.216
<i>Effect:</i> This spell causes an object to radiate shadowy illumination out to a 20-ft. radius.						<i>Target:</i> Object touched		<i>Caster Level:</i> 14		
□□□□□	<b>Detect Thoughts</b>	20	Will negates; see text	1 standard action	Concentration, up to 14 minutes	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]	phb: p.220
<i>Effect:</i> You detect surface thoughts.						<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 14		
□□□□□	<b>*Flaming Sphere</b>	22	Reflex negates	1 standard action	14 rounds	Medium (240 ft.)	V, S, M/DF	Yes	Evocation [Fire]	phb: p.232
<i>Effect:</i> A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. ~ 2d6 damage						<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 14		
□□□□□	<b>*Gust of Wind</b>	22	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	phb: p.238
<i>Effect:</i> This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path.						<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 14		
□□□□□	<b>Hypnotic Pattern</b>	20	Will negates	1 standard action	Concentration + 2 rounds	Medium (240 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.						<i>Target:</i> Colorful lights in a 10-ft. radius spread		<i>Caster Level:</i> 14		
□□□□□	<b>Invisibility</b>	20	Will negates (harmless) or Will negates (harmless, object)	1 standard action	14 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, thatthan 1400 lbs 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.						<i>Target:</i> You or a creature or object weighing no more than 1400 lbs		<i>Caster Level:</i> 14		

\* =Domain/Specialty Spell

# Wizard Spells

□□□□□	Knock	20	None	1 standard action	Instantaneous; see text	Medium (240 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].								
<i>Target:</i>		One door, box, or chest with an area of up to 10 sq. ft./level								
<i>Caster Level:</i>		14								
□□□□□	Levitate	20	None	1 standard action	14 minutes	Personal or close	V, S, F	No	Transmutation	phb: p.248
<i>Effect:</i>		Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature.								
<i>Target:</i>		You or one willing creature or one object, total weight up to 1400 lbs								
<i>Caster Level:</i>		14								
□□□□□	Locate Object	20	None	1 standard action	14 minutes	Long (960 ft.)	V, S, F/DF	No	Divination	phb: p.249
<i>Effect:</i>		You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder.								
<i>Target:</i>		Circle, centered on you, with a radius of 960 ft.								
<i>Caster Level:</i>		14								
□□□□□	Magic Mouth	20	Will negates (object)	1 standard action	Permanent until discharged	Close (60 ft.)	V, S, M	Yes (object)	Illusion (Glamer)	phb: p.251
<i>Effect:</i>		This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs.								
<i>Target:</i>		One creature or object								
<i>Caster Level:</i>		14								
□□□□□	Minor Image	20	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (960 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.								
<i>Target:</i>		Visual figment that cannot extend beyond 18 10-ft. cubes [S]								
<i>Caster Level:</i>		14								
□□□□□	Mirror Image	20	None	1 standard action	14 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+4 images								
<i>Target:</i>		You								
<i>Caster Level:</i>		14								
□□□□□	Rope Trick	20	None	1 standard action	14 hours	Touch	V, S, M	No	Transmutation	phb: p.273
<i>Effect:</i>		When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end.								
<i>Target:</i>		One touched piece of rope from 5 ft. to 30 ft. long								
<i>Caster Level:</i>		14								
□□□□□	Scorching Ray	22	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Evocation [Fire]	phb: p.274
<i>Effect:</i>		You blast your enemies with fiery rays. You may fire 3 rays. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.								
<i>Target:</i>		One or more rays								
<i>Caster Level:</i>		14								
□□□□□	Spider Climb	20	Will negates (harmless)	1 standard action	140 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].								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Blink	21	None	1 standard action	14 rounds	Personal	V, S	No	Transmutation	phb: p.206
<i>Effect:</i>		Like a Blink Dog you 'blink' back and forth between the Material Plane and the Ethereal Plane.								
<i>Target:</i>		You								
<i>Caster Level:</i>		14								
□□□□□	Daylight	23	None	1 standard action	140 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216
<i>Effect:</i>		The object touched sheds light as bright as full daylight in a 60-ft. radius and dim light for an additional 60 ft. beyond that.								
<i>Target:</i>		Object touched								
<i>Caster Level:</i>		14								
□□□□□	Deep Slumber	21	Will negates	1 round	14 minutes	Close (60 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.217
<i>Effect:</i>		You cause magical slumber for up to 10 HD of creatures.								
<i>Target:</i>		One or more living creatures within a 10-ft. radius burst								
<i>Caster Level:</i>		14								
□□□□□	Dispel Magic	21	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i>		Cancels magical spells and effects.								
<i>Target:</i>		One spellcaster, creature, or object; or 20-ft. radius burst								
<i>Caster Level:</i>		14								
□□□□□	*Fireball	23	Reflex half	1 standard action	Instantaneous	Long (960 ft.)	V, S, M	Yes	Evocation [Fire]	phb: p.231
<i>Effect:</i>		A fireball spell is an explosion of flame that detonates with a low roar and deals 10d6 points of fire damage to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.								
<i>Target:</i>		20-ft. radius spread								
<i>Caster Level:</i>		14								
□□□□□	Fly	21	Will negates (harmless)	1 standard action	14 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.								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	Gaseous Form	21	None	1 standard action	28 minutes	Touch	S, M/DF	No	Transmutation	phb: p.234
<i>Effect:</i>		The subject and all its gear become insubstantial, misty, and translucent.								
<i>Target:</i>		Willing corporeal creature touched								
<i>Caster Level:</i>		14								
□□□□□	Haste	21	Fortitude negates (harmless)	1 standard action	14 rounds	Close (60 ft.)	V, S, M	Yes (harmless)	Transmutation	phb: p.239
<i>Effect:</i>		The transmuted creatures move and act more quickly than normal. This extra speed has several effects. +1 on attack rolls, AC, and Reflex saves.								
<i>Target:</i>		14 creatures, no two of which can be more than 30 ft. apart								
<i>Caster Level:</i>		14								
□□□□□	Invisibility Sphere	21	Will negates (harmless) or Will negates (harmless, object)	1 standard action	14 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 mobile with the recipient.								
<i>Target:</i>		10-ft. radius emanation around the creature or object touched								
<i>Caster Level:</i>		14								
□□□□□	Leomund's Tiny Hut	23	None	1 standard action	28 hours	20 ft.	V, S, M	No	Evocation [Force]	phb: p.247
<i>Effect:</i>		You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it.								
<i>Target:</i>		20-ft. radius sphere centered on your location								
<i>Caster Level:</i>		14								
□□□□□	Lightning Bolt	23	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.								
<i>Target:</i>		120-ft. line								
<i>Caster Level:</i>		14								
□□□□□	Major Image	21	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (960 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.								
<i>Target:</i>		Visual figment that cannot extend beyond 18 10-ft. cubes[S]								
<i>Caster Level:</i>		14								
□□□□□	Nondetection	21	Will negates (harmless, object)	1 standard action	14 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	phb: p.257
<i>Effect:</i>		The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls.								
<i>Target:</i>		Creature or object touched								
<i>Caster Level:</i>		14								

\* =Domain/Specialty Spell

# Wizard Spells

□□□□□	Shrink Item	21	Will negates (object)	1 standard action	14 days; see text	Touch	V, S	Yes (object)	Transmutation	phb: p.279
<i>Effect:</i> You are able to shrink one nonmagical item [if it is within the size limit] to 1/16 of its normal size in each dimension 0. This change effectively reduces the objects size by four categories [for instance, from Large to Diminutive].										
□□□□□	Slow	21	Will negates	1 standard action	14 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 creatures jumping distance as normal for decreased speed.										
□□□□□	Tongues	21	Will negates (harmless)	1 standard action	140 minutes	Touch	V, M/DF	No	Divination	phb: p.294
<i>Effect:</i> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages.										
□□□□□	Water Breathing	21	Will negates (harmless)	1 standard action	28 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.										
□□□□□	*Wind Wall	23	None; see text	1 standard action	14 rounds	Medium (240 ft.)	V, S, M/DF	Yes	Evocation [Air]	phb: p.302
<i>Effect:</i> An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength.										

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Charm Monster	22	Will negates	1 standard action	14 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.										
□□□□□	Confusion	22	Will negates	1 standard action	14 rounds	Medium (240 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.212
<i>Effect:</i> You cause the targets to become confused, making them unable to independently determine what they will do.										
□□□□□	*Fire Shield	24	None	1 standard action	14 rounds	Personal	V, S, M/DF	No	Evocation [Fire or Cold]	phb: p.230
<i>Effect:</i> This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks [your choice]. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6+14 points of damage.										
□□□□□	Greater Invisibility	22	Will negates (harmless)	1 standard action	14 rounds	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	phb: p.245
<i>Effect:</i> This spell functions like invisibility, except that it doesnt end if the subject attacks.										
□□□□□	*Ice Storm	24	None	1 standard action	1 full round	Long (960 ft.)	V, S, M/DF	Yes	Evocation [Cold]	phb: p.243
<i>Effect:</i> Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.										
□□□□□	Lesser Globe of Invulnerability	22	None	1 standard action	14 rounds	10 ft.	V, S, M	No	Abjuration	phb: p.236
<i>Effect:</i> An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower.										
□□□□□	*Otiluke's Resilient Sphere	24	Reflex negates	1 standard action	14 minutes	Close (60 ft.)	V, S, M	Yes	Evocation [Force]	phb: p.258
<i>Effect:</i> A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spells duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a rod of negation, a disintegrate spell, or a targeted dispel magic spell.										
□□□□□	Phantasmal Killer	22	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (240 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 subjects subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spells subject can see the phantasmal killer.										
□□□□□	Polymorph	22	None	1 standard action	14 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.										
□□□□□	*Shout	24	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.										
□□□□□	Stoneskin	22	Will negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	phb: p.284
<i>Effect:</i> The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. [It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.] Once the spell has prevented a total of 140 points of damage, it is discharged.										
□□□□□	*Wall of Fire	24	None	1 standard action	Concentration + 14 rounds	Medium (240 ft.)	V, S, M/DF	Yes	Evocation [Fire]	phb: p.298
<i>Effect:</i> An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet.										
□□□□□	*Wall of Ice	24	Reflex negates; see text	1 standard action	14 minutes	Medium (240 ft.)	V, S, M	Yes	Evocation [Cold]	phb: p.299
<i>Effect:</i> This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected.										

## LEVEL 5

□□□□□	Baleful Polymorph	23	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 nor more than 1 HD..										
□□□□□	*Bigby's Interposing Hand	25	None	1 standard action	14 rounds	Medium (240 ft.)	V, S, F	Yes	Evocation [Force]	phb: p.204
<i>Effect:</i> Large hand provides cover against one opponent.										
□□□□□	Break Enchantment	23	See text	1 minute	Instantaneous	Close (60 ft.)	V, S	No	Abjuration	phb: p.207
<i>Effect:</i> Frees subjects from enchantments, transmutations, and curses.										

\* =Domain/Specialty Spell



# Wizard Spells

□□□□□*Cone of Cold	25	Reflex half	1 standard	Instantaneous action	60 ft.	V, S, M/DF	Yes	Evocation [Cold]	phb: p.212
<i>Effect:</i> Creates an area of extreme cold dealing 14d6 cold damage.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 14	
□□□□□Dismissal	23	Will negates; see text	1 standard	Instantaneous action	Close (60 ft.)	V, S, DF	Yes	Abjuration	phb: p.222
<i>Effect:</i> You force an extraplanar creature back to its proper plane..					<i>Target:</i> One extraplanar creature			<i>Caster Level:</i> 14	
□□□□□Dominate Person	23	Will negates	1 round	14 days	Close (60 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.224
<i>Effect:</i> You can control a humanoid creature through a telepathic link.					<i>Target:</i> One humanoid			<i>Caster Level:</i> 14	
□□□□□Hold Monster	23	Will negates; see text	1 standard	14 rounds; see text action	Medium (240 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.2421
<i>Effect:</i> The subject creature 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.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
□□□□□Overland Flight	23	Will negates (harmless)	1 standard	14 hours action	Personal	V, S	Yes (harmless)	Transmutation	phb: p.259
<i>Effect:</i> This spell functions like a fly spell, except you can fly at a speed of 40 feet [30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load] with average maneuverability.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□Passwall	23	None	1 standard	14 hours action	Touch	V, S, M	No	Transmutation	phb: p.259
<i>Effect:</i> You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials.					<i>Target:</i> 5 ft. by 8 ft. opening, 33 ft. deep			<i>Caster Level:</i> 14	
□□□□□Permanency	23	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.					<i>Target:</i> See text			<i>Caster Level:</i> 14	
□□□□□Sending	25	None	10 minutes	1 round; see text	See text	V, S, M/DF	No	Evocation	phb: p.275
<i>Effect:</i> You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
□□□□□Symbol of Sleep	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.291
<i>Effect:</i> This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6+10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.					<i>Target:</i> One symbol			<i>Caster Level:</i> 14	
□□□□□Telekinesis	23	Will negates (object) or None; see text	1 standard	Concentration of up to 14 rounds or instantaneous; see text action	Long (960 ft.)	V, S	Yes (object); see text	Transmutation	phb: p.292
<i>Effect:</i> You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.					<i>Target:</i> See text			<i>Caster Level:</i> 14	
□□□□□Transmute Mud to Rock	23	See text	1 standard	Permanent action	Medium (240 ft.)	V, S, M/DF	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.					<i>Target:</i> Up to 28 10 ft. cubes [S]			<i>Caster Level:</i> 14	
□□□□□Transmute Rock to Mud	23	See text	1 standard	Permanent; see text action	Medium (240 ft.)	V, S, M/DF	No	Transmutation [Earth]	phb: p.295
<i>Effect:</i> This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud.					<i>Target:</i> Up to 28 10 ft. cubes [S]			<i>Caster Level:</i> 14	
□□□□□Wall of Force	25	None	1 standard	14 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.					<i>Target:</i> Wall whose area is up to 14 10-ft. squares			<i>Caster Level:</i> 14	

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Analyze Dweomer	24	None or Will negates; see text	1 standard	14 rounds action	Close (60 ft.)	V, S, F	No	Divination	phb: p.197
<i>Effect:</i> You discern all spells and magical properties present in a number of creatures or objects.					<i>Target:</i> One object or creature per caster level			<i>Caster Level:</i> 14	
□□□□□Antimagic Field	24	None	1 standard	140 minutes action	10 ft.	V, S, M/DF	See text	Abjuration	phb: p.200
<i>Effect:</i> An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects.					<i>Target:</i> 10-ft. radius emanation, centered on you			<i>Caster Level:</i> 14	
□□□□□Bigby's Forceful Hand	26	None	1 standard	14 rounds action	Medium (240 ft.)	V, S, F	Yes	Evocation [Force]	phb: p.204
<i>Effect:</i> Large hand provides cover, pursues and pushes creatures away.					<i>Target:</i> 10-ft. hand			<i>Caster Level:</i> 14	
□□□□□*Chain Lightning	26	Reflex half	1 standard	Instantaneous action	Long (960 ft.)	V, S, F	Yes	Evocation [Electricity]	phb: p.208
<i>Effect:</i> You create an electrical discharge that begins as a single stroke from your fingertips. Deals 14d6 electrical damage; 14 secondary bolts each deal half damage.					<i>Target:</i> One primary target, plus 14 secondary targets [each of which must be within 30 ft. of the primary target]			<i>Caster Level:</i> 14	
□□□□□*Contingency	26	None	At least 10 minutes;	14 days or until discharged	Personal	V, S, M, F	No	Evocation	phb: p.213
<i>Effect:</i> You can place another spell on your person so that it comes into effect under some condition you dictate when casting Contingency.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□Disintegrate	24	Fortitude partial (object)	1 standard	Instantaneous action	Medium (240 ft.)	V, S, M/DF	Yes	Transmutation	phb: p.222
<i>Effect:</i> A thin green ray springs from your pointing finger. Any creature struck takes 28d6 damage. Any creature reduced to 0 hit points is entirely disintegrated.					<i>Target:</i> Ray			<i>Caster Level:</i> 14	
□□□□□Geas/Quest	24	None	10 minutes	14 days or until discharged	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	phb: p.234
<i>Effect:</i> This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
□□□□□Greater Heroism	24	Will negates (harmless)	1 standard	14 minutes action	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)	phb: p.241
<i>Effect:</i> This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and 14 temporary hit points.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□*Otiluke's Freezing Sphere	26	Reflex half; see text	1 standard	Instantaneous or 14 rounds; see text action	Long (960 ft.)	V, S, F	Yes	Evocation [Cold]	phb: p.258
<i>Effect:</i> Creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 14d6 points of cold damage to each creature in the area. An elemental [water] creature instead takes 14d8 points of cold damage.					<i>Target:</i> See text			<i>Caster Level:</i> 14	
□□□□□Seal Portal	24	None	10 minutes	Instantaneous	100	V, S, M	No	Abjuration	Custom: null
<i>Effect:</i> You seal a portal to another plane.					<i>Target:</i> One portal			<i>Caster Level:</i> 14	

\* =Domain/Specialty Spell

# Wizard Spells

□□□□□ Stone to Flesh 24 Fortitude negates (object); see text 1 standard Instantaneous action Medium (240 ft.) V, S, M Yes Transmutation phb: p.285

*Effect:*  
This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available.  
*Target:* One petrified creature or a cylinder of stone  
*Caster Level:* 14

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Forcecage	27	None	1 standard	28 hours	Close (60 ft.)	V, S, M	No	Evocation [Force]	phb: p.233

*Effect:*  
brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force [your choice]. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.  
*Target:* Barred cage 20 or windowless cell 10  
*Caster Level:* 14

□□□□□ *Mordenkainen's Sword	27	None	1 standard	14 rounds	Close (60 ft.)	V, S, F	Yes	Evocation [Force]	phb: p.256
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*Effect:*  
This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn.  
*Target:* One sword  
*Caster Level:* 14

□□□□□ *Prismatic Spray	27	See text	1 standard	Instantaneous	60 ft.	V, S	Yes	Evocation	phb: p.264
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*Effect:*  
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.  
*Target:* Cone-shaped burst  
*Caster Level:* 14

□□□□□ Reverse Gravity	25	None; see text	1 standard	14 rounds	Medium (240 ft.)	V, S, M/DF	No	Transmutation	phb: p.273
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*Effect:*  
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.  
*Target:* Up to 7 10-ft. cube [S]  
*Caster Level:* 14

\* =Domain/Specialty Spell

Spellbook: Spellbook (Wizard's/Blank) #2  
Wizard

Level 0

Arcane Mark (DC:18)

# H. B. Arley

HUMAN	
RACE	
AGE	36
GENDER	Male
VISION	
ALIGNMENT	Lawful Neutral
DOMINANT HAND	Right
HEIGHT	6' 1"
WEIGHT	163 lbs.
EYE COLOUR	Blue
SKIN COLOUR	Pasty
HAIR	Blond, Shaved on right
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE	
RESIDENCE	
LOCATION	
REGION	None

## Description:

Ales from Duke in Brewfest

3 Darkwood Logs - worth 60 gold each

Ring of Spell Storing:

Teleport

Magic Jar

Contingency: If HP goes below 20 (but are above 1), cast Gaseous Form

Complimentary Charter Marsember

- They contact us for open jobs
- Good for 1 year (300gp renewal)

Has Beholder Machine (Levitates/Floats)

## Biography:

## Notes:

Character Sheet Notes: