

Kalinar Mordulin

Character Name

Irwin

Player Name

None

Region

Chaotic Good

Alignment

Evoker 14

CLASS

Elf / Humanoid

RACE

Medium / 5 ft.

SIZE / FACE

6' 1" / 127 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.),
Low-Light Vision

VISION

14 (13)

300000 / 425000

153

Male

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1		
DEX Dexterity	16	+3	18	+4		
CON Constitution	10	+0	12	+1		
INT Intelligence	22	+6	28	+9		
WIS Wisdom	12	+1	12	+1		
CHA Charisma	13	+1	13	+1		

HP	WOUNDS/CURRENT HP	AC	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
96		22	18	16	10	4	0	4	0	2	2	0	0	0	0	0	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
Encumbrance	+4	+4	+0	0	0	0	0	0	0	0	0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+8	+4	+1	+3	+0	+0	
REFLEX (dexterity)	+11	+4	+4	+3	+0	+0	
WILL (wisdom)	+13	+9	+1	+3	+0	+0	

Conditional Save Modifiers:
+2 vs. enchantment spells and effects

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6/+1	+7/+2	-1	+0	+0	0	
RANGED attack bonus	+11/+6	+7/+2	+4	+0	+0	0	
CMB attack bonus	+6/+1	+7/+2	-1	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+6/+1	+6/+1	+6/+1	+6/+1	+6	+6
CMD	22	22	22	22	22	22

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+6/+1	1d3-1	20/x2	5 ft.

Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +11/+6	Damage: 1d8-1				
100 ft.	200 ft.	300 ft.	400 ft.	500 ft.		
TH +11/+6	+9/+4	+7/+2	+5/+0	+3/-2		
Dam 1d8-1	1d8-1	1d8-1	1d8-1	1d8-1		
600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.		
TH +1/-4	-1/-6	-3/-8	-5/-10	-7/-12		
Dam 1d8-1	1d8-1	1d8-1	1d8-1	1d8-1		

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 30 ft.	

TOTAL SKILLPOINTS: 112		SKILLS		MAX RANKS: 14/14	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	=	4	
✓ Appraise	INT	16	=	9 + 1 + 6	
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	-1	=	-1	
✓ Craft (Stonemasonry)	INT	26	=	9 + 14 + 3	
✓ Craft (Untrained)	INT	9	=	9	
✓ Diplomacy	CHA	15	=	1 + 14	
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	4	=	4	
✓ Fly	DEX	21	=	4 + 14 + 3	
✓ Heal	WIS	1	=	1	
✓ Intimidate	CHA	1	=	1	
Knowledge (Arcana)	INT	28	=	9 + 14 + 5	
Knowledge (Dungeoneering)	INT	22	=	9 + 8 + 5	
Knowledge (Engineering)	INT	24	=	9 + 10 + 5	
Knowledge (Geography)	INT	15	=	9 + 1 + 5	
Knowledge (History)	INT	20	=	9 + 6 + 5	
Knowledge (Local)	INT	15	=	9 + 1 + 5	
Knowledge (Nature)	INT	21	=	9 + 7 + 5	
Knowledge (Nobility)	INT	17	=	9 + 3 + 5	
Knowledge (Planes)	INT	28	=	9 + 14 + 5	
Knowledge (Religion)	INT	27	=	9 + 13 + 5	
Linguistics (Abyssal, Dwarven, Giant, Ignan, Infernal, Terran, Undercommon)	INT	19	=	9 + 7 + 3	
✓ Perception	WIS	21	=	1 + 14 + 6	
Perform (Keyboard Instruments)	CHA	2	=	1 + 1	
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	4	=	4	
✓ Sense Motive	WIS	3	=	1 + 2	
Spellcraft	INT	26	=	9 + 14 + 3	
Spellcraft (Identify magic item)	INT	28	=	9 + 14 + 5	
✓ Stealth	DEX	4	=	4	
✓ Survival	WIS	1	=	1	

Holy Water (Flask)			HAND	TYPE	SIZE	CRITICAL	REACH
	10 ft.	20 ft.	Equipped		M	20/x2	5 ft.
TH	+11/+6	+9/+4	+7/+2		+5/+0		+3/-2
Dam	2d4	2d4	2d4		2d4		2d4

Special Properties: Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Periapt of Health Immune to Disease, including supernatural diseases	Equipped	1	0 / 7,500	
Headband of Vast Intelligence +6 (Craft Stonemasonry, Fly, Diplomacy)	Equipped	1	1 / 16,000	
Bracelet of Friends (Sorax)	Handy Haversack	1	0 / 4,750	
Ring of Evasion Grants the ability to avoid damage as if she had evasion.	Equipped	1	0 / 25,000	
Ring of Protection +2	Equipped	1	0 / 8,000	
Bracers of Armor +4	Equipped	1	1 / 16,000	
Traveler's Outfit	Equipped	1	5 / 1	
Belt of Physical Might (DEX/CON) +2	Equipped	1	1 / 10,000	
Cloak of Resistance +3	Equipped	1	1 / 9,000	
Handy Haversack	Equipped	1	5 / 2,000	
95.66 lbs., 40 Arrow, 1 Bedroll, 1 Boat, Folding, 1 Chalk (1 Piece), 1 Flask (Empty), 1 Flint and Steel, 1 Grappling Hook, Common, 1 Longbow, 1 Longsword, 1 Outfit (Scholar's), 6 Potion of Cure Light Wounds, 1 Potion of Mage Armor, 1 Rope (Silk/50 ft.), 1 Scroll (Charm Person), 2 Scroll (Comprehend Languages), 2 Scroll (Detect Secret Doors), 4 Scroll (Floating Disk), 2 Scroll (Fly), 4 Scroll (Grease), 2 Scroll (Identify), 1 Scroll (Knock), 4 Scroll (Mage Hand), 1 Scroll (Tongues), 2 Scroll (Unseen Servant), 1 Spellbook (Kalinar #2), 1 Spellbook (Kalinar), 1 Spellbook (Transmuter 4-7), 1 Spellbook (Transmuter 6-7), 1 Spellbook (Transmuter 7), 1 Spellbook (Transmuter up to 3), 1 Thunderstone, 2 Torch, 1 Vial of Rust Dust, 1 Wand of Hold Person, 2 Trade Gem (100), 6 Trade Gem (1000), 1 Trade Gem (500), 1 Wand of Grease, 1 Spellbook (Drow), 1 Bracers of Archery, Greater, 1 Spellbook (Pelltar 9), 1 Spellbook (Pelltar 8), 1 Spellbook (Pelltar 7), 1 Spellbook (Pelltar 6), 2 Diamond (1500 gp), 12 Holy Water (Flask), 1 Bracelet of Friends (Sorax), 1 Wand of Mirror Image				
Arrow	Handy	40	0.1 (6) / 0.1 (2)	
Bedroll	Handy Haversack	1	5 / 0.1	
Boat, Folding If a command word is given, the box unfolds itself to form a boat.	Handy Haversack	1	4 / 7,200	
Chalk (1 Piece)	Handy Haversack	1	0 / 0	
Flask (Empty)	Handy Haversack	1	1.5 / 0	
Flint and Steel	Handy Haversack	1	0 / 1	
Grappling Hook, Common	Handy Haversack	1	4 / 1	
Longbow	Handy Haversack	1	3 / 75	
Longsword	Handy Haversack	1	4 / 15	
Outfit (Scholar's)	Handy Haversack	1	6 / 0	
Potion of Cure Light Wounds	Handy Haversack	6	0 (0) / 50 (300)	
Potion of Mage Armor +4 armor bonus to AC for 1 hour	Handy Haversack	1	0 / 50	
Rope (Silk/50 ft.)	Handy Haversack	1	5 / 10	
Scroll (Charm Person) 4 hp, DC 24 Strength check to burst	Handy Haversack	1	0 / 25	
Scroll (Comprehend Languages)	Handy Haversack	2	0 (0) / 25 (50)	
Scroll (Detect Secret Doors)	Handy Haversack	2	0 (0) / 25 (50)	
Scroll (Floating Disk)	Handy Haversack	4	0 (0) / 25 (100)	
Scroll (Fly)	Handy Haversack	2	0 (0) / 375 (750)	
Scroll (Grease)	Handy Haversack	4	0 (0) / 25 (100)	
Scroll (Identify)	Handy Haversack	2	0 (0) / 25 (50)	
TOTAL WEIGHT CARRIED/VALUE		19.5 lbs.	204,376.2gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Scroll (Knock)	Handy Haversack	1	0 / 150	
Scroll (Mage Hand)	Handy Haversack	4	0 (0) / 12.5 (50)	
Scroll (Tongues)	Handy Haversack	1	0 / 375	
Scroll (Unseen Servant)	Handy Haversack	2	0 (0) / 25 (50)	
Spellbook (Kalinar #2)	Handy Haversack	1	3 / 15	
Spellbook (Kalinar)	Handy Haversack	1	3 / 15	
Spellbook (Transmuter 4-7)	Handy Haversack	1	3 / 15	
Spellbook (Transmuter 6-7)	Handy Haversack	1	3 / 15	
Spellbook (Transmuter 7)	Handy Haversack	1	3 / 15	
Spellbook (Transmuter up to 3)	Handy Haversack	1	3 / 15	
Thunderstone Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.	Handy Haversack	1	1 / 30	
Torch	Handy Haversack	2	1 (2) / 0 (0)	
Vial of Rust Dust If sprinkled on a metal surface, it slowly rusts the object away. Causes 1d6 of damage per round to metal.	Handy Haversack	1	0.2 / 100	
Spellbook (Kalinar #3)	Handy Haversack	1	3 / 15	
Pouch (granite & diamond dust)	Handy Haversack	3	0.5 (1.5) / 250 (750)	
Potion of Cure Serious Wounds Cures 3d8+5 points of damage	Handy Haversack	1	0 / 750	
Potion of Cure Moderate Wounds Cures 2d8+3 points of damage	Handy Haversack	1	0 / 300	
Potion (See Invisibility/Wizard/3rd)	Handy Haversack	1	0 / 300	
Silver Mirror (1000 gp) Focus for Scrying	Handy Haversack	1	0 / 1,000	
Spellbook (Duergar Master Wizard)	Handy Haversack	1	3 / 15	
Spellbook (Drow)	Handy Haversack	1	3 / 15	
Bracers of Archery, Greater	Handy Haversack	1	1 / 25,000	
Spellbook (Pelltar 9)	Handy Haversack	1	3 / 15	
Wand of Grease A grease spell covers a solid surface with a layer of slippery grease.	Handy Haversack	1	0.1 / 735	
Spellbook (Pelltar 8)	Handy Haversack	1	3 / 15	
Spellbook (Pelltar 7)	Handy Haversack	1	3 / 15	
Spellbook (Pelltar 6)	Handy Haversack	1	3 / 15	
Diamond (1500 gp)	Handy Haversack	2	0 (0) / 1,500 (3,000)	
Holy Water (Flask) Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.	Handy Haversack	12	1 (12) / 25 (300)	
Staff of Beetle	Equipped	1	5 / 39,850	
TOTAL WEIGHT CARRIED/VALUE		19.5 lbs.	204,376.2gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
+2 Will saves vs. enchantments, compulsions, charms, marale. One end glows in 10-foot radius, cost 1 charge per hour. Acidic spray in 10-foot cone, 2d4+4 acid damage, fort save DC:15, one charge per spray. Other end creates air bubble, one charge per hour. +2 Will saves vs. enchantments, compulsions, charms, marale. One end glows in 10-foot radius, cost 1 charge per hour. Acidic spray in 10-foot cone, 2d4+4 acid damage, fort save DC:15, one charge per spray. Other end creates air bubble, one charge per hour. +2 Will saves vs. enchantments, compulsions, charms, marale. One end glows in 10-foot radius, cost 1 charge per hour. Acidic spray in 10-foot cone, 2d4+4 acid damage, fort save DC:15, one charge per spray. Other end creates air bubble, one charge per hour.			
Belt Pouch	Equipped	1	0.5 / 1
Portable Hole	Belt Pouch	1	0 / 20,000
Wand of Hold Person	Handy	1	0.1 / 360
□□□□	Haversack		
The subject becomes paralyzed and freezes in place.			
Wand of Mirror Image	Handy	1	0.1 / 4,050
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Haversack		
This spell creates a number of illusory doubles of you that inhabit your square.			
TOTAL WEIGHT CARRIED/VALUE		19.5 lbs.	204,376.2gp

WEIGHT ALLOWANCE			
Light	26	Medium	53
Heavy	80	Push / Drag	400
Lift over head	80	Lift off ground	160

MONEY	
6 x Trade Gem (1000) (1000) [Handy Haversack]	
1 x Trade Gem (500) (500) [Handy Haversack]	
2 x Trade Gem (100) (100) [Handy Haversack]	
1 x Trade Gem (50) (50) [Handy Haversack]	
Total= 6,750 gp	

MAGIC	
Shruck items:	
Huge Chest	
Huge Boulder	
Fireplace	
Skiff	

Languages	
Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon	

Other Companions

Traits	
Focused Mind	[Paizo Inc. - Advanced Player's Guide, p.329]
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.	
Sacred Touch	[Paizo Publishing - Ultimate Campaign]
You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.	

Special Attacks	
Elemental Wall (Sp)	[Paizo Inc. - Core Rulebook, p.81]
You can create a wall of energy that lasts for 14 rounds per day. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like Wall of Fire.	
Force Missile (Sp)	[Paizo Inc. - Core Rulebook, p.81]
As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+7 points of damage. This is a force effect. You can use this ability 12 times per day.	
Intense Spells (Su)	[Paizo Inc. - Core Rulebook, p.81]
Whenever you cast an evocation spell that deals hit point damage, add +7 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.	

Special Qualities	
Arcane Bond (Su)	[Paizo Inc. - Core Rulebook, p.78]
You have selected to establish a powerful arcane bond with a creature.	
Arcane School	[Paizo Inc. - Core Rulebook]
Bonus Feats	[Paizo Inc. - Core Rulebook]

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

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

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

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

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

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

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

Evocation School	
[Paizo Inc. - Core Rulebook, p.81]	

You have chosen to specialize in evocation spells.

Familiar	
[Paizo Inc. - Core Rulebook, p.82]	

A familiar grants special abilities to its master. These special abilities apply only when the master and familiar are within 1 mile of each other.

Familiar's Alertness ability active (Ex)	
[Paizo Inc. - Core Rulebook]	

PC has a familiar that has the Alertness (Ex) ability and it is within arms' reach, the master gains the Alertness feat.

Humanoid Traits (Ex)	
[Paizo Inc. - Core Rulebook, p.308]	

Humanoids breathe, eat, and sleep.

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

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

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

Elves receive a +2 bonus on Perception skill checks.

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

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

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

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

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

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

Feats	
Breadth of Experience	[Paizo Inc. - Advanced Player's Guide, p.151]
Although still young for your kind, you have a lifetime of knowledge and training. You get a +2 bonus on all Knowledge and Profession skill checks, and can make checks with those skills untrained.	
Combat Casting	[Paizo Inc. - Core Rulebook, p.119]
You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Craft Magic Arms and Armor	[Paizo Inc. - Core Rulebook, p.120]
You can create magic armor, shields, or weapons. You can create magic weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. See the magic item creation rules in Chapter 15 for more information. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is	

not included in the above cost. You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

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

You can create magic wands.

You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. To craft a wand, you must use up raw materials costing half of its base price. A newly created wand has 50 charges. See the magic item creation rules in Chapter 15 for more information.

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

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

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

Empower Spell [Paizo Inc. - Core Rulebook, p.122]

You can increase the power of your spells, causing them to deal more damage.

All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Quicken Spell [Paizo Inc. - Core Rulebook, p.132]

You can cast spells in the fraction of the normal time.

Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Selective Spell [Paizo Inc. - Advanced Player's Guide, p.168]

Your allies need not fear friendly fire.

When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, oracles, paladins, sorcerers, and summoners; Intelligence for witches and wizards; Wisdom for clerics, druids, inquisitors, and rangers). These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level. Spells that do not have an area of effect do not benefit from this feat.

Toughness [Paizo Inc. - Core Rulebook, p.135]

You have enhanced physical stamina.

You gain +14 hit points.

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

You can create magic scrolls.

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

Alertness (Granted) [Paizo Inc. - Core Rulebook, p.117]

You often notice things that others might miss.

You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Proficiencies

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

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+0	7+1	6+1	6+1	6+1	5+1	4+1	3+1	—	—
Concentration	+25									

LEVEL 0 / Per Day:4+0 / Caster Level:14

Name	School	Time	Duration	Range	Source
□□□□ Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (60 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round. [SR:No]					
□□□□ Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, the effect gradually fades in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object [see that spell description for details]. [SR:No]					
□□□□ *Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (240 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit. Dancing lights can be made permanent with a permanency spell. [SR:No]					
□□□□ Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (60 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute. [SR:Yes; DC:19, Will negates]					
□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power. Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (60 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
□□□□ *Flare	Evocation [Light]	1 standard action	Instantaneous	Close (60 ft.)	CR:p.284
[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare. [SR:Yes; DC:19, Fortitude negates]					
□□□□ *Light	Evocation [Light, WoodSchool]	1 standard action	140 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. [SR:No]					
□□□□ Mage Hand	Transmutation	1 standard action	Concentration	Close (60 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. [SR:No]					
□□□□ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 14 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
□□□□ Message	Transmutation, AirSchool [Language-Depend]	1 standard action	140 minutes	Medium (240 ft.)	CR:p.313
[V, S, F] TARGET: 14 creatures; EFFECT: You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. 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. Magical silence, 1 foot of stone, 1 inch of common metal (for a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper. [SR:No]					
□□□□ Open/Close	Transmutation	1 standard action	Instantaneous	Close (60 ft.)	CR:p.317
[V, S, F] TARGET: Object weighing up to 30 lbs. or portal that can be opened or closed; EFFECT: You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity [such as a bar on a door or a lock on a chest], the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect. [SR:Yes (object); DC:19, Will negates (object)]					
□□□□ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:19, See text]					
□□□□ *Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (60 ft.)	CR:p.330
[V, S] TARGET: Ray; EFFECT: 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. [SR:Yes]					
□□□□ Read Magic	Divination	1 standard action	140 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
□□□□ *Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (60 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. [SR:Yes (object); DC:19, Fortitude negates (object)]					

LEVEL 1 / Per Day:7+1 / Caster Level:14

Name	School	Time	Duration	Range	Source
□□□□ Charm Person	Enchantment (Charm) [Mind-Affecting, Wood]	1 standard action	14 hours	Close (60 ft.)	CR:p.254
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally [treat the target's attitude as friendly]. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. [Retries are not allowed.] An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming. [SR:Yes; DC:20, Will negates]					
□□□□ Comprehend Languages	Divination	1 standard action	140 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell.					
□□□□ Detect Secret Doors	Divination	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	CR:p.268
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern					

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its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]

□□□□	Expeditious Retreat	Transmutation	1 standard action	14 minutes [D]	Personal	CR:p.279
[V, S] TARGET:	You; EFFECT: This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance [see the Acrobatics skill].					
□□□□	Feather Fall	Transmutation, AirSchool	1 immediate action	Until landing or 14 rounds	Close (60 ft.)	CR:p.281
[V] TARGET:	14 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall 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. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:20, Will negates (harmless) or Will negates (object);]					
□□□□	*Floating Disk	Evocation [Force]	1 standard action	14 hours	Close (60 ft.)	CR:p.284
[V, S, M] TARGET:	3-ft.-diameter disk of force; EFFECT: 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 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it. [SR:No]					
□□□□	Grease	Conjuration, EarthSchool (Creation)	1 standard action	14 minutes [D]	Close (60 ft.)	CR:p.291
[V, S, M] TARGET:	One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round [and must then make a Reflex save or fall], while failure by 5 or more means it falls [see the Acrobatics skill for details]. Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled. [SR:No; DC:20, See text]					
□□□□	Identify	Divination	1 standard action	42 rounds [D]	60 ft.	CR:p.299
[V, S, M] TARGET:	One-shaped emanation; EFFECT: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts. [SR:No]					
□□□□	Jump	Transmutation	1 standard action	14 minutes [D]	Touch	CR:p.303
[V, S, M] TARGET:	Creature touched; EFFECT: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. [SR:Yes; DC:20, Will negates (harmless)]					
□□□□	Mage Armor	Conjuration (Creation) [Force]	1 standard action	14 hours [D]	Touch	CR:p.306
[V, S, F] TARGET:	Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. [SR:No; DC:20, Will negates (harmless)]					
□□□□	*Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.309
[V, S, M] TARGET:	Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage. [SR:Yes]					
□□□□	Mount	Conjuration (Summoning)	1 round	28 hours [D]	Close (60 ft.)	CR:p.315
[V, S, M] TARGET:	One mount; EFFECT: You summon a light horse or a pony [your choice] to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle. [SR:No]					
□□□□	Shield	Abjuration [Force]	1 standard action	14 minutes [D]	Personal	CR:p.342
[V, S] TARGET:	You; EFFECT: Shield creates an invisible shield 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. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.					
□□□□	Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	14 minutes	Medium (240 ft.)	CR:p.344
[V, S, M] TARGET:	One or more living creatures within a 10-ft.-radius burst; EFFECT: A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action [an application of the aid another action]. Sleep does not target unconscious creatures, constructs, or undead creatures. [SR:Yes; DC:20, Will negates]					
□□□□	True Strike	Divination	1 standard action	See text	Personal	CR:p.363
[V, F] TARGET:	You; EFFECT: 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.					
□□□□	Unseen Servant	Conjuration (Creation)	1 standard action	14 hours	Close (60 ft.)	CR:p.364
[V, S, M] TARGET:	One invisible, mindless, shapeless servant; EFFECT: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unlocked doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 [so it can lift 20 pounds or drag 100 pounds]. It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim [though it can walk on water]. Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. [It gets no saves against attacks.] If you attempt to send it beyond the spell's range [measured from your current position], the servant ceases to exist. [SR:No]					
□□□□	Vanish	Illusion (Glamour)	1 standard action	5 rounds [D]	Touch	APG:p.253
[V, S] TARGET:	creature touched; EFFECT: This spell functions like invisibility, except the effect only lasts for 1 round per caster level [maximum of 5 rounds]. Like invisibility, the spell immediately ends if the subject attacks any creature. [SR:Yes (harmless); DC:20, Will negates (harmless)]					

LEVEL 2 / Per Day:6+1 / Caster Level:14

Name	School	Time	Duration	Range	Source	
□□□□	Acid Arrow	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	5 rounds	Long (960 ft.)	CR:p.239
[V, S, M, F] TARGET:	One arrow of acid; EFFECT: An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round [to a maximum of 6 additional rounds at 18th level], dealing another 2d4 points of damage in each round. [SR:No]					
□□□□	Alter Self	Transmutation (Polymorph)	1 standard action	14 minutes [D]	Personal	CR:p.240
[V, S, M] TARGET:	You; EFFECT: When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet. Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity. Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.					
□□□□	Arcane Lock	Abjuration	1 standard action	Permanent	Touch	CR:p.243
[V, S, M] TARGET:	Door, chest, or portal touched, up to 420 sq. ft. in size; EFFECT: An arcane lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own arcane lock without affecting it. If the locked object has a lock, the DC to open that lock increases by 10 while it remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 Disable Device skill check. A door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. Add 10 to the normal DC to break open a door or portal affected by this spell. A knock spell does not remove an arcane lock; it only suppresses the effect for 10 minutes. [SR:No]					
□□□□	Bull's Strength	Transmutation	1 standard action	14 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET:	Creature touched; EFFECT: The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
□□□□	Cat's Grace	Transmutation [WoodSchool]	1 standard action	14 minutes	Touch	CR:p.252
[V, S, M] TARGET:	Creature touched; EFFECT: The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier. [SR:Yes; DC:21, Will negates (harmless)]					
□□□□	*Continual Flame	Evocation [Light]	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] TARGET:	Object touched; EFFECT: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level. [SR:No]					
□□□□	*Fire Breath	Evocation, FireSchool [Fire]	1 standard action	14 rounds or until discharged; see text	15 ft.	APG:p.221
[V, S, M] TARGET:	cone-shaped burst; EFFECT: Up to thrice during this spell's duration, you can belch forth a cone of fire as a standard action. The first cone deals 4d6 points of fire damage to every creature in the area. The second cone of flame deals 2d6 points of fire damage to every creature in the area. The third cone of flame deals 1d6 points of fire damage to every creature in the area. A successful Reflex save halves this damage. After the third cone of flame, the spell ends. [SR:Yes; DC:21, Reflex half; see text]					
□□□□	*Flaming Sphere	Evocation, FireSchool [Fire]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.283
[V, S, M/DF] TARGET:	5-ft.-diameter sphere; EFFECT: A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it [a move action for you]; otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range. [SR:Yes; DC:21, Reflex negates]					
□□□□	Fox's Cunning	Transmutation	1 standard action	14 minutes	Touch	CR:p.286
[V, S, M/DF] TARGET:	Creature touched; EFFECT: The target becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards [and other spellcasters who rely on Intelligence] affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks. [SR:Yes; DC:21, Will negates (harmless)]					

* =Domain/Specialty Spell

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□□□□	Knock	Transmutation	1 standard action	Instantaneous; see text	Medium (240 ft.)	CR.p.303
<p>[V] TARGET: One door, box, or chest with an area of up to 140 sq. ft.; EFFECT: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, knock opens up to two means of closure. This spell opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens belts, shackles, or chains [provided they serve to hold something shut]. If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments [such as a portcullis], nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access. [SR:No]</p>						
□□□□	Levitate	Transmutation, AirSchool	1 standard action	14 minutes [D]	Personal or Close	CR.p.304
<p>[V, S, F] TARGET: You or one willing creature or one object [total weight up to 1400 lbs.]; EFFECT: 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. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally [generally at half its base land speed]. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1. [SR:No]</p>						
□□□□	Make Whole	Transmutation [MetalSchool]	10 minutes	Instantaneous	Close (60 ft.)	CR.p.311
<p>[V, S] TARGET: One object of up to 140 cu. ft. or one construct creature of any size; EFFECT: This spell functions as mending, except that it repairs 1d6 points of damage per level when cast on a construct creature [maximum 5d6]. Make whole can fix destroyed magic items [at 0 hit points or less], and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges [such as wands] and single-use items [such as potions and scrolls] cannot be repaired in this way. When make whole is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance [SR:Yes (harmless, object); DC:21, Will negates (harmless, object)]</p>						
□□□□	Mirror Image	Illusion (Figment)	1 standard action	14 minutes	Personal	CR.p.314
<p>[V, S] TARGET: You; EFFECT: This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels [maximum eight images total] are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect [although the normal miss chances still apply].</p>						
□□□□	Protection from Arrows	Abjuration [WoodSchool]	1 standard action	14 hours or until discharged	Touch	CR.p.327
<p>[V, S, F] TARGET: Creature touched; EFFECT: The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level [maximum 100 points], it is discharged. [SR:Yes (harmless); DC:21, Will negates (harmless)]</p>						
□□□□	Rope Trick	Transmutation	1 standard action	14 hours [D]	Touch	CR.p.335
<p>[V, S, M] TARGET: One touched piece of rope from 5 ft. to 30 ft. long; EFFECT: 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. The upper end is, in fact, fastened to an extradimensional space that is outside the usual multiverse of extradimensional spaces. Creatures in the extradimensional space are hidden, beyond the reach of spells [including divinations], unless those spells work across planes. The space holds as many as eight creatures [of any size]. The rope cannot be removed or hidden. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free. Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. [SR:No]</p>						
□□□□	*Scorching Ray	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (60 ft.)	CR.p.337
<p>[V, S] TARGET: One or more rays; EFFECT: You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd [to a maximum of three rays at 11th level]. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. [SR:Yes]</p>						
□□□□	Spider Climb	Transmutation	1 standard action	140 minutes	Touch	CR.p.347
<p>[V, S, M] TARGET: Creature touched; EFFECT: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. [SR:Yes (harmless); DC:21, Will negates (harmless)]</p>						
□□□□	Web	Conjuration (Creation) [WoodSchool]	1 standard action	140 minutes [D]	Medium (240 ft.)	CR.p.368
<p>[V, S, M] TARGET: Webs in a 20-ft.-radius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter. If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames. Web can be made permanent with a permanency spell. A permanent web that is damaged [but not destroyed] regrows in 10 minutes. [SR:No; DC:21, Reflex negates; see text]</p>						

LEVEL 3 / Per Day:6+1 / Caster Level:14

Name	School	Time	Duration	Range	Source	
□□□□	*Daylight	Evocation [Light]	1 standard action	140 minutes [D]	Touch	CR.p.264
<p>[V, S] TARGET: Object touched; EFFECT: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step [darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light]. Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]</p>						
□□□□	Deep Slumber	Enchantment (Compulsion) [Mind-Affecting]	1 round	14 minutes	Close (60 ft.)	CR.p.265
<p>[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: This spell functions like sleep, except that it affects 10 HD of targets. [SR:Yes; DC:22, Will negates]</p>						
□□□□	Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (240 ft.)	CR.p.272
<p>[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell. Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check [1d20 + your caster level] and compare that to the spell with highest caster level [DC = 11 + the spell's caster level]. If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin [caster level 12th] and fly [caster level 6th]. The caster level check results in a 19. This check is not high enough to end the stoneskin [which would have required a 23 or higher], but it is high enough to end the fly [which only required a 17]. Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area [such as a wall of fire]. You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by summon monster], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level [DC = 11 + the item's caster level]. If you succeed, all the item's magical properties are suppressed for 14d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged. A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]</p>						
□□□□	*Fireball	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (960 ft.)	CR.p.283
<p>[V, S, M] TARGET: 20-ft.-radius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level [maximum 10d6] to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range [distance and height] at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. [SR:Yes; DC:22, Reflex half]</p>						
□□□□	Flame Arrow	Transmutation, FireSchool [Fire]	1 standard action	140 minutes	Close (60 ft.)	CR.p.283
<p>[V, S, M] TARGET: Fifty projectiles, all of which must be together at the time of casting; EFFECT: This spell allows you to turn ammunition [such as arrows, crossbow bolts, shuriken, and sling stones] into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. [SR:No]</p>						
□□□□	Fly	Transmutation, AirSchool	1 standard action	14 minutes	Touch	CR.p.284
<p>[V, S, F] TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field. [SR:Yes (harmless); DC:22, Will negates (harmless)]</p>						
□□□□	Gaseous Form	Transmutation, AirSchool	1 standard action	28 minutes [D]	Touch	CR.p.287
<p>[S, M/DF] TARGET: Willing corporeal creature touched; EFFECT: The subject and all its gear become insubstantial, misty, and translucent. Its material armor [including natural armor] becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect. A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot. [SR:No]</p>						
□□□□	Haste	Transmutation	1 standard action	14 rounds	Close (60 ft.)	CR.p.293
<p>[V, S, M] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hastened creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hastened creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hastened creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice</p>						

* = Domain/Specialty Spell

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the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]

□□□□ ***Lightning Bolt** **Evocation, AirSchool [Electricity, MetalSchool]** 1 standard action Instantaneous 120 ft. CR:p.304

[V, S, M] **TARGET:** 120-ft. line; **EFFECT:** You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level [maximum 10d6] to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. [SR:Yes; DC:22, Reflex half]

□□□□ **Shrink Item** **Transmutation** 1 standard action 14 days; see text Touch CR:p.342

[V, S] **TARGET:** One touched object of up to 28 cu. ft.; **EFFECT:** 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 [to about 1/4,000 the original volume and mass]. This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a shrink item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell. Shrink item can be made permanent with a permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster. [SR:Yes (object); DC:22, Will negates (object)]

□□□□ ***Tiny Hut** **Evocation [Force]** 1 standard action 28 hours [D] 20 ft. CR:p.360

[V, S, M] **TARGET:** 20-ft.-radius sphere centered on your location; **EFFECT:** 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. However, if you remove yourself from the hut, the spell ends. The temperature inside the hut is 70°F if the exterior temperature is between 0° and 100°F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane [75+ mph wind speed] or greater force destroys it. The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut [they have total concealment]. [SR:No]

□□□□ **Tongues** **Divination [WoodSchool]** 1 standard action 140 minutes Touch CR:p.360

[V, M/DF] **TARGET:** Creature touched; **EFFECT:** 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. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way. Tongues can be made permanent with a permanency spell. [SR:No; DC:22, Will negates (harmless)]

□□□□ **Water Breathing** **Transmutation, WaterSchool** 1 standard action 28 hours; see text Touch CR:p.368

[V, S, M/DF] **TARGET:** Living creatures touched; **EFFECT:** The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air. [SR:Yes (harmless); DC:22, Will negates (harmless)]

LEVEL 4 / Per Day:6+1 / Caster Level:14

Name	School	Time	Duration	Range	Source
□□□□ Arcane Eye	Divination (Scrying)	10 minutes	14 minutes [D]	Unlimited	CR:p.243

[V, S, M] **TARGET:** Magical sensor; **EFFECT:** You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round [300 feet per minute] if viewing an area ahead as a human would [primarily looking at the floor] or 10 feet per round [100 feet per minute] if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal. You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate. [SR:No]

□□□□ ***Ball Lightning** **Evocation, AirSchool [Air, Electricity]** 1 standard action 14 rounds Medium (240 ft.) APG:p.204

[V, S, M/DF] **TARGET:** two or more 5-ft.-diameter spheres; **EFFECT:** You create two globes of lightning that fly in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional globe of lightning [3 globes at 11th, 4 globes at 15th, to the maximum of 5 globes at 19th]. These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course. If a globe enters a space with a creature, it stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates the damage. Creatures wearing metal armor take a -4 penalty on this saving throw. Each globe moves as long as you actively direct it [it's a move action for you to direct all the spheres created by a single casting of this spell]; otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A ball lightning globe winks out if it exceeds the spell's range. [SR:Yes; DC:23, Reflex negates]

□□□□ **Dimensional Anchor** **Abjuration** 1 standard action 14 minutes Medium (240 ft.) CR:p.270

[V, S] **TARGET:** Ray; **EFFECT:** A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell. [SR:Yes (object)]

□□□□ **Dimension Door** **Conjuration (Teleportation)** 1 standard action Instantaneous Long (960 ft.) CR:p.269

[V] **TARGET:** You and touched objects or other touched willing creatures; **EFFECT:** You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired-whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails. [SR:No and yes (object); DC:23, None and Will negates (object)]

□□□□ ***Ice Storm** **Evocation, WaterSchool [Cold]** 1 standard action 14 rounds [D] Long (960 ft.) CR:p.298

[V, S, M/DF] **TARGET:** Cylinder 20'; **EFFECT:** Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects [other than the damage dealt]. [SR:Yes]

□□□□ **Scrying** **Divination (Scrying)** 1 hour 14 minutes See text CR:p.337

[V, S, M/DF, F] **TARGET:** Magical sensor; **EFFECT:** You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection [if any] you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save. [Knowledge Will Save Modifier]; [None* +10]; [Secondhand [you have heard of the subject] +5]; [Firsthand [you have met the subject] +0]; [Familiar [you know the subject well] -5]; [Connection Will Save Modifier]; [Likeness or picture -2]; [Possession or garment -4]; [Body part, lock of hair, bit of nail, etc. -10]; [*You must have some sort of connection [see below] to a creature of which you have no knowledge.]; If the save fails, you can see and hear the subject and its surroundings [approximately 10 feet in all directions of the subject]. If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination [scrying] spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. [SR:Yes; DC:23, Will negates]

□□□□ **Stoneskin** **Abjuration, EarthSchool [MetalSchool]** 1 standard action 140 minutes or until discharged Touch CR:p.349

[V, S, M] **TARGET:** Creature touched; **EFFECT:** The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 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 10 points of damage per caster level [maximum 150 points], it is discharged. [SR:Yes (harmless); DC:23, Will negates (harmless)]

LEVEL 5 / Per Day:5+1 / Caster Level:14

Name	School	Time	Duration	Range	Source
□□□□ Baleful Polymorph	Transmutation (Polymorph)	1 standard action	Permanent	Close (60 ft.)	CR:p.246

[V, S] **TARGET:** One creature; **EFFECT:** As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save. If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells [if it had the ability], and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level [or HD], as well as all benefits deriving therefrom [such as base attack bonus, base save bonuses, and hit points]. It retains any class features [other than spellcasting] that aren't extraordinary, supernatural, or spell-like abilities. Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action. [SR:Yes; DC:24, Fortitude negates, Will partial, see text]

□□□□ **Break Enchantment** **Abjuration** 1 minute Instantaneous Close (60 ft.) CR:p.251

[V, S] **TARGET:** Up to one creature per level, all within 30 ft. of each other; **EFFECT:** This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check [1d20 + caster level, maximum +15] against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects. [SR:No; DC:24, See text]

□□□□ ***Cone of Cold** **Evocation, WaterSchool [Cold]** 1 standard action Instantaneous 60 ft. CR:p.258

[V, S, M] **TARGET:** Cone-shaped burst; **EFFECT:** Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level [maximum 15d6]. [SR:Yes; DC:24, Reflex half]

□□□□ **Dominate Person** **Enchantment (Compulsion) [Mind-Affecting]** 1 round 14 days Close (60 ft.) CR:p.274

[V, S] **TARGET:** One humanoid; **EFFECT:** You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival [such as sleeping, eating, and so forth]. Because of this limited range of activity, a Sense Motive check against DC 15 [rather than DC 25] can determine that the subject's behavior is being influenced by an enchantment effect [see the Sense Motive skill description]. Changing your orders or giving a dominated creature a new command is a move action. By concentrating fully on the spell [a standard action], you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination. Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it. [SR:Yes; DC:24, Will negates]

□□□□ ***Icy Prison** **Evocation [Cold]** 1 standard action 14 minutes; see text Medium (240 ft.) UM:p.224

[V, S] **TARGET:** One creature; **EFFECT:** Thick ice holds and damages the target. [SR:Yes; DC:24, Reflex partial]

* =Domain/Specialty Spell

Wizard Spells

□□□□	Overland Flight	Transmutation, AirSchool	1 standard action	14 hours	Personal	CR:p.317
<p>[V, S] TARGET: You; EFFECT: 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 a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage [a forced march still requires Constitution checks]. This means you can cover 64 miles in an 8-hour period of flight [or 48 miles at a speed of 30 feet].</p>						
□□□□	Teleport	Conjuration [Teleportation]	1 standard action	Instantaneous	Personal and touch	CR:p.358
<p>[V] TARGET: You and touched objects or other touched willing creatures; EFFECT: This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use [attended] by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table. Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from. On Target: You appear where you want to be. Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d % of the distance that was to be traveled. The direction off target is determined randomly. Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead. Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll. [Table not included] [SR:No and yes (object); DC:24, None and Will negates (object)]</p>						
□□□□	Transmute Mud to Rock	Transmutation, EarthSchool [Earth]	1 standard action	Permanent	Medium (240 ft.)	CR:p.361
<p>[V, S, M/DF] TARGET: Up to 28 10-ft. cubes [S]; EFFECT: This spell permanently transforms normal mud or quicksand of any depth into soft stone [sandstone or a similar mineral]. Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone. Transmute mud to rock counters and dispels transmute rock to mud. [SR:No; DC:24, See text]</p>						
□□□□	Unbreakable Construct	Abjuration [MetalSchool]	1 standard action	14 rounds	Close (60 ft.)	UM:p.244
<p>[V, S, M] TARGET: One construct; EFFECT: Increase construct hardness or DR. [SR:No; DC:24, Will negates (harmless)]</p>						
□□□□	Wall of Stone	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.367
<p>[V, S, M/DF] TARGET: Stone wall whose area is up to 14 5-ft. squares [S]; EFFECT: This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. [SR:No; DC:24, See text]</p>						

LEVEL 6 / Per Day:4+1 / Caster Level:14

Name	School	Time	Duration	Range	Source	
□□□□	Acid Fog	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.239
<p>[V, S, M/DF] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; EFFECT: Acid fog creates a billowing mass of misty vapors like the solid fog spell. In addition to slowing down creatures and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it. [SR:No]</p>						
□□□□	*Chain Lightning	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	Long (960 ft.)	CR:p.253
<p>[V, S, F] TARGET: One primary target, plus 14 secondary targets [each of which must be within 30 ft. of the primary target]; EFFECT: This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level [maximum 20d6] to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level [maximum 20]. The secondary bolts each strike one target and deal as much damage as the primary bolt. Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum. [SR:Yes; DC:25, Reflex half]</p>						
□□□□	*Contingency	Evocation	at least 10 minutes; see 14 days [D] or until discharged	Personal	CR:p.259	
<p>[V, S, M] TARGET: You; EFFECT: You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast contingency. The spell to be brought into effect by the contingency must be one that affects your person and be of a spell level no higher than one-third your caster level [rounded down, maximum 6th level]. The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination [contingency and the companion magic] may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. You can use only one contingency spell at a time; if a second is cast, the first one [if still active] is dispelled.</p>						
□□□□	Disintegrate	Transmutation [MetalSchool]	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.271
<p>[V, S, M/DF] TARGET: Ray; EFFECT: A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level [to a maximum of 40d6]. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field. A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting. [SR:Yes; DC:25, Fortitude partial (object)]</p>						
□□□□	Elemental Body III	Transmutation, AirSchool, EarthSchool, Fire	1 standard action	14 minutes [D]	Personal	CR:p.276
<p>[V, S, M] TARGET: You; EFFECT: This spell functions as elemental body II, except that it also allows you to assume the form of a Large air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to critical hits and sneak attacks while in elemental form. Air elemental: As elemental body I except that you gain a +2 size bonus to your Strength, +4 size bonus to your Dexterity, and a +4 natural armor bonus. Earth elemental: As elemental body I except that you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus. Fire elemental: As elemental body I except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Constitution, and a +4 natural armor bonus. Water elemental: As elemental body I except that you gain a +2 size bonus to your Strength, a -2 penalty on your Dexterity, a +6 size bonus to your Constitution, and a +6 natural armor bonus.</p>						
□□□□	Globe of Invulnerability	Abjuration	1 standard action	14 rounds [D]	10 ft.	CR:p.290
<p>[V, S, M] TARGET: 10-ft.-radius spherical emanation, centered on you; EFFECT: This spell functions like lesser globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects. [SR:No]</p>						
□□□□	Stone to Flesh	Transmutation, EarthSchool	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.350
<p>[V, S, M] TARGET: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long; 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. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone. [SR:Yes; DC:25, Fortitude negates (object); see text; Spell]</p>						
□□□□	True Seeing	Divination	1 standard action	14 minutes	Touch	CR:p.363
<p>[V, S, M] TARGET: Creature touched; EFFECT: 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. Further, the subject can focus its vision to see into the Ethereal Plane [but not into extradimensional spaces]. The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance. [SR:Yes (harmless); DC:25, Will negates (harmless)]</p>						

LEVEL 7 / Per Day:3+1 / Caster Level:14

Name	School	Time	Duration	Range	Source	
□□□□	*Forcecage	Evocation [Force]	1 standard action	14 rounds [D]	Close (60 ft.)	CR:p.285
<p>[V, S, M] TARGET: Barred cage 20 or windowless cell 10; EFFECT: This spell creates an immobile, invisible cubical prison composed of either bars of force or solid walls of force [your choice]. Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. 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. Like a wall of force, a forcecage resists dispel magic, although a mage's disjunction still functions. The walls of a forcecage can be damaged by spells as normal, except for disintegrate, which automatically destroys it. The walls of a forcecage can be damaged by weapons and supernatural abilities, but they have a Hardness of 30 and a number of hit points equal to 20 per caster level. Contact with a sphere of annihilation or rod of cancellation instantly destroys a forcecage. Barred Cage: This version of the spell produces a 20-foot cube made of bands of force [similar to a wall of force spell] for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined within the barred cage. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons [including arrows and similar ranged attacks], a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars. Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides. [SR:No; DC:26, Reflex negates]</p>						
□□□□	Limited Wish	Universal	1 standard action	See text	See text	CR:p.305
<p>[V, S, M] TARGET: See text; EFFECT: A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things. . Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell does not belong to one of your opposition schools. . Duplicate any non-sorcerer/wizard spell of 5th level or lower, provided the spell does not belong to one of your opposition schools. . Duplicate any sorcerer/wizard spell of 5th level or lower, even if it belongs to one of your opposition schools. . Duplicate any non-sorcerer/wizard spell of 4th level or lower, even if it belongs to one of your opposition schools. . Undo the harmful effects of many spells, such as insanity. . Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw. A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th-level spell. When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component [in addition to the 1,500 gp diamond component for this spell]. [SR:Yes; DC:26, None, see text]</p>						
□□□□	Power Word Blind	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	See text	Close (60 ft.)	CR:p.324
<p>[V] TARGET: One creature with 200 hp or less; EFFECT: You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected. Hit Points Duration 50 or less Permanent 51-100 1d4+1 minutes 101-200 1d4+1 rounds [SR:Yes]</p>						

* =Domain/Specialty Spell

Spellbook: Spellbook (Transmuter 4-7)

Wizard

Level 4

Beast Shape II

Level 5

- Animal Growth (DC:24)
- Baleful Polymorph (DC:24)
- Beast Shape III
- Elemental Body II
- Fabricate
- Overland Flight
- Passwall
- Permanency
- Plant Shape I
- Polymorph (DC:24)
- Telekinesis (DC:24)
- Transmute Mud to Rock (DC:24)
- Transmute Rock to Mud (DC:24)

Level 6

- Bear's Endurance (Mass) (DC:25)
- Beast Shape IV
- Bull's Strength (Mass) (DC:25)
- Cat's Grace (Mass) (DC:25)
- Control Water (DC:25)

Spellbook: Spellbook (Transmuter 6-7)

Wizard

Level 6

- Disintegrate (DC:25)
- Eagle's Splendor (Mass) (DC:25)
- Elemental Body III
- Flesh to Stone (DC:25)
- Form of the Dragon I (DC:25)
- Fox's Cunning (Mass) (DC:25)
- Mage's Lucubration
- Move Earth
- Owl's Wisdom (Mass) (DC:25)
- Plant Shape II
- Stone to Flesh (DC:25)
- Transformation

Level 7

- Form of the Dragon II (DC:26)
- Giant Form I
- Polymorph (Greater) (DC:26)
- Statue (DC:26)

Spellbook: Spellbook (Transmuter 7)

Wizard

Level 7

- Control Weather
- Elemental Body IV
- Ethereal Jaunt
- Limited Wish (DC:26)
- Plant Shape III
- Reverse Gravity (DC:26)

Spellbook: Spellbook (Kalinar #2)

Wizard

Level 0

- Haunted Fey Aspect

Level 2

- Arcane Lock
- Mirror Image

Level 3

- *Daylight
- Gaseous Form
- Water Breathing (DC:22)

Level 4

- Arcane Eye
- *Ball Lightning (DC:23)
- Dimension Door (DC:23)
- Dimensional Anchor
- *Ice Storm
- Scrying (DC:23)
- Stoneskin (DC:23)

Level 5

- Baleful Polymorph (DC:24)
- Break Enchantment (DC:24)
- Dominate Person (DC:24)
- *Icy Prison (DC:24)
- Overland Flight
- Teleport (DC:24)
- Transmute Mud to Rock (DC:24)
- Wall of Stone (DC:24)

Level 6

- Acid Fog
- *Chain Lightning (DC:25)
- Disintegrate (DC:25)

Spellbook: Spellbook (Kalinar)

Wizard

Level 0

Level 1

Level 2

Level 3

- Bleed (DC:19)
- Disrupt Undead
- Ghost Sound (DC:19)
- Touch of Fatigue (DC:19)
- Arcane Mark
- *Light
- Open/Close (DC:19)
- Daze (DC:19)
- Resistance (DC:19)
- Message
- *Spark (DC:19)
- *Ray of Frost
- Read Magic
- Prestidigitation (DC:19)
- Detect Magic
- *Flare (DC:19)
- Mending (DC:19)
- Mage Hand
- Acid Splash
- *Dancing Lights
- Detect Poison

- Charm Person (DC:20)
- Comprehend Languages
- Detect Secret Doors
- Expeditious Retreat
- Feather Fall (DC:20)
- *Floating Disk
- Grease (DC:20)
- Identify
- Jump (DC:20)
- Mage Armor (DC:20)
- *Magic Missile
- Mount
- Shield
- Sleep (DC:20)
- True Strike
- Unseen Servant
- Vanish (DC:20)

- Acid Arrow
- Alter Self
- Bull's Strength (DC:21)
- Cat's Grace (DC:21)
- *Continual Flame
- *Fire Breath (DC:21)
- *Flaming Sphere (DC:21)
- Fox's Cunning (DC:21)
- Knock
- Levitate
- Make Whole (DC:21)
- Protection from Arrows (DC:21)
- Rope Trick
- *Scorching Ray
- Spider Climb (DC:21)
- Web (DC:21)

- Deep Slumber (DC:22)
- Dispel Magic
- *Fireball (DC:22)
- Flame Arrow
- Fly (DC:22)
- Haste (DC:22)
- *Lightning Bolt (DC:22)
- Shrink Item (DC:22)
- *Tiny Hut
- Tongues (DC:22)

Spellbook: Spellbook (Transmuter up to 3)

Wizard

Level 0

- Open/Close (DC:19)
- Message
- Mending (DC:19)
- Mage Hand

Level 1

- Animate Rope
- Enlarge Person (DC:20)
- Erase (DC:20)
- Expeditious Retreat
- Feather Fall (DC:20)
- Jump (DC:20)
- Magic Weapon (DC:20)
- Reduce Person (DC:20)

Level 2

- Alter Self
- Bear's Endurance (DC:21)
- Bull's Strength (DC:21)
- Cat's Grace (DC:21)
- Darkvision (DC:21)
- Eagle's Splendor (DC:21)
- Fox's Cunning (DC:21)
- Knock
- Levitate
- Make Whole (DC:21)
- Owl's Wisdom (DC:21)
- Pyrotechnics (DC:21)
- Rope Trick
- Spider Climb (DC:21)
- Whispering Wind

Level 3

- Beast Shape I
- Blink
- Flame Arrow
- Fly (DC:22)
- Gaseous Form
- Haste (DC:22)
- Keen Edge (DC:22)
- Magic Weapon (Greater) (DC:22)
- Secret Page
- Shrink Item (DC:22)
- Slow (DC:22)
- Water Breathing (DC:22)

Level 4

- Elemental Body I
- Enlarge Person (Mass) (DC:23)
- Mnemonic Enhancer
- Reduce Person (Mass) (DC:23)
- Stone Shape

Spellbook: Spellbook (Kalinar #3)

Wizard

Level 5

- *Cone of Cold (DC:24)
- Unbreakable Construct (DC:24)

Level 6

- *Contingency
- Globe of Invulnerability
- Stone to Flesh (DC:25)
- True Seeing (DC:25)

Level 7

- *Forcecage (DC:26)
- Limited Wish (DC:26)
- Power Word Blind

Spellbook: Spellbook (Duergar Master Wizard)

Wizard

Level 5

- *Sending
- Symbol of Pain (DC:24)
- Symbol of Scrying

Level 6

- Antimagic Field
- Circle of Death (DC:25)
- *Contingency
- Geas/Quest
- Globe of Invulnerability

Level 7

- Finger of Death (DC:26)
- Hold Person (Mass) (DC:26)
- Limited Wish (DC:26)
- Phase Door
- Symbol of Stunning (DC:26)

Level 3

- Arcane Sight

Level 4

- Animate Dead
- Locate Creature
- *Shout (DC:23)
- Stone Shape

Spellbook: Spellbook (Drow)

Wizard

Level 5

- Feeblemind (DC:24)
- Mage's Faithful Hound

Level 6

- *Chain Lightning (DC:25)

Level 2

- Touch of Idiocy

Level 3

- Major Image (DC:22)

Level 4

- Energization

Spellbook: Spellbook (Pelltar 6)

Wizard

Level 6

Level 7

- Bear's Endurance (Mass) (DC:25)
- Bull's Strength (Mass) (DC:25)
- Cat's Grace (Mass) (DC:25)
- *Cold Ice Strike (DC:25)
- Conjure Black Pudding
- Disintegrate (DC:25)
- Elemental Body III
- Enemy Hammer (DC:25)
- Fox's Cunning (Mass) (DC:25)
- *Freezing Sphere (DC:25)
- Getaway
- Mage's Lucubration
- Programmed Image (DC:25)
- *Sirocco (DC:25)
- Veil (DC:25)
- Limited Wish (DC:26)

Spellbook: Spellbook (Pelltar 7)

Wizard

Level 7

- Arcane Cannon
- Control Weather
- Create Demiplane, Lesser
- Expend (DC:26)
- *Forcecage (DC:26)
- Ice Body
- Phase Door
- Planar Adaptation, Mass (DC:26)
- Plant Shape III
- Rampart
- Reverse Gravity (DC:26)
- Shadow Conjunction (Greater) (DC:26)

Spellbook: Spellbook (Pelltar 8)

Wizard

Level 8

- Antipathy (DC:27)
- Binding (DC:27)
- Frightful Aspect
- Giant Form II
- Mind Blank (DC:27)
- *Polar Ray
- Protection from Spells (DC:27)
- Shadow Evocation (Greater) (DC:27)
- Summon Monster VIII

Spellbook: Spellbook (Pelltar 9)

Wizard

Level 3

- Gaseous Form

Level 9

- Clashing Rocks (DC:28)
- Dominate Monster (DC:28)
- Gate
- Heroic Invocation (DC:28)
- Mage's Disjunction (DC:28)
- Overwhelming Presence (DC:28)
- Refuge

Kalinar Mordulin

Elf

RACE

153

AGE

Male

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

127 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: