

ARMOR MAXDEX CHECK *Bracers of Armor +4 +4 +0 0

The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +4, just as though he were wearing armor *Ring of Protection +4 +0 0 Grants +4 deflection bonus to AC

	Mag	e +1 (Light)		HAND		TYPE	SIZE	CRITICAL	REACH
	iviac	Carrie	d	В	0 ft.				
	Т	o Hit	Dam				To Hit		Dam
1H-P	+4/-1		1d6+1	2W-P-(OH)		-2/-7			1d6+1
1H-O	+	0/-5	1d6+1	2W-P-(OL)			+0/-5		1d6+1
2H	+	4/-1	1d6+1	2W-OH			-4		1d6+1
Specia	Masterw	ork,	Steel		•				

EQUIPMENT			
ITEM	LOCATION	QTY	WT
Acid (Flask)	Heward's Handy Haversack	1	1.0
Bath Oil	Heward's Handy Haversack	1	0.25
Belaying Pin	Heward's Handy Haversack	1	2.0
Winter Blanket	Heward's Handy Haversack	1	3.0
Bolt +1 Masterwork, Steel, Wood □	Heward's Handy Haversack	1	0.1
Bracers of Armor +4 The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +4, just as though he were wearing armor	Equipped	1	1.0
Candle	Heward's Handy Haversack	1	0.0
Cloak of Resistance +2 Offer magic protection in the form of a +2 resistance bonus on all saving throws	Equipped	1	1.0
Cloth (square yard)	Heward's Handy Haversack	20	0.1 (2.0)
Dagger	Heward's Handy Haversack	1	1.0
Dagger +1 (Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel	Equipped	1	1.0
Gloves of Arrow Snaring Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it	Equipped	1	0.01
Headband of Intellect +4 Adds to the wearers Intelligence score in the form of an enhancement bonus of +4	Equipped	1	0.01
Heward's Handy Haversack 51.9 lbs., 1 Acid (Flask), 4 Copper piece (cp), 539 Gold piece (gp), 9 Silver piece (sp), 1 Dagger, 1 Mace +1 (Light), 1 Potion of Cat's Grace, 1 Potion of Cure Serious Wounds, 1 Potion of Delay Poison, 1 Potion of Protection from Energy/Fire, 1 Belt Pouch, 1 Silk Rope (50'), 1 Scroll of Ethereal Jaunt, 1 Spellbook (0-2nd), 1 Spellbook (37d), 1 Spellbook (4th - 5th), 2 Thunderstone, 140 Tindertwig, 1 Torch, 1 Wand of Color Spray, 1 Bath Oil, 1 Wand of Hold Person, 4 Water (Pin), 1 Waterskin, 2 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 1 Staff of Necromancy, 1 Wand of Greater Invisibility, 1 Belaying Pin, 1 Winter Blanket, 1 Bolt +1, 1 Candle, 20 Cloth (square yard) It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs nonly 5 pounds	Equipped	1	5.0
Mace +1 (Light) Masterwork, Steel	Heward's Handy Haversack	1	4.0
Traveler's Outfit	Equipped	1	5.0
Potion of Cat's Grace	Heward's Handy Haversack	1	0.1
Potion of Cure Light Wounds	Heward's Handy Haversack	2	0.1 (0.2)
Potion of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1
Potion of Cure Serious Wounds	Heward's Handy Haversack	1	0.1
Potion of Delay Poison	Heward's Handy Haversack	1	0.1
Potion of Protection from Energy/Fire	Heward's Handy Haversack	1	0.1
Belt Pouch	Heward's Handy Haversack	1	0.5
Ring of Counterspells Automatically counters spell of the type stored within it	Equipped	1	0.01
Ring of Protection +4 Grants +4 deflection bonus to AC	Equipped	1	0.01
TOTAL WEIGHT CARRIED/VA			11.04 lbs.
Jan 17, 2010 1:46:10 PM	PCGen Character Template	by Eruga	l basad a

EQUIPMENT			
ITEM	LOCATION	QTY	
Silk Rope (50')	Heward's Handy Haversack	1	5.0
Scroll of Ethereal Jaunt	Heward's Handy Haversack	1	0.01
Spell Component Pouch	Equipped	1	3.0
Spellbook (0-2nd)	Heward's Handy Haversack	1	3.0
Spellbook (3rd)	Heward's Handy Haversack	1	3.0
Spellbook (4th - 5th)	Heward's Handy Haversack	1	3.0
Staff of Necromancy Cause Fear, Ghoul Touch, Halt Undead (1 charge) ~ Enervation, Waves of Fatigue (2 charges) ~ Circle of Death (3 charges), Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	5.0
Thunderstone	Heward's Handy Haversack	2	1.0 (2.0)
Tindertwig	Heward's Handy Haversack	140	0.0 (0.0)
Torch	Heward's Handy Haversack	1	1.0
Wand of Color Spray Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.1
Wand of Greater Invisibility Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.1
Wand of Hold Person Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.1
Water (Pint)	Heward's Handy Haversack	4	1.0 (4.0)
Waterskin o lbs.	Heward's Handy Haversack	1	0.0
TOTAL WEIGHT CARRIED/V.	ALUE		11.04 lbs.

		WEIGHT ALLO	WANCE		
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

MONEY	
Gold piece (gp): 539[Heward's Handy Haversack]	
Silver piece (sp): 9[Heward's Handy Haversack]	
Copper piece (cp): 4[Heward's Handy Haversack]	
	Total = 539.94 gp

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects
+4 to Concentration to use spell or spelllike ability on the defensive
Elven Blood
Immunity to magic sleep effects
Summon Familiar

	FEATS
Combat Casting	You are adept at casting spells in combat
Craft Magic Arms and Armor	You can create magic weapons, armor and shields
Craft Wand	You can create wands, which hold spells
Forge Ring	You can create magic rings, which have varied magical effects
Great Fortitude	You are tougher than normal
Iron Will	You have a stronger will than normal
Lightning Reflexes	You have faster than normal reflexes
Maximize Spell	You can cast spells to maximum effect
Silent Spell	You can cast spells silently
Scribe Scroll	You can create scrolls, from which you or another spellcaster can cast the scribed spells

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

LANGUAGES
Celestial, Common, Draconic, Elven, Halfling, Literacy

TEMPLATES

Saddle on Mount

Familiar: Jeswick (Hawk)									
HP:	32	AC:	25	INIT:	+3				
FORT:	+5	REF:	+8	WILL:	+11				
*Talons (Natural/Primary)	+12	DAM:	1d4-2	CRIT:	20/x2				
Special:	Deliver touc Scry on fami	liar, Share S	pathic Link, l pells, Speak eak with mas	with animal					

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6	6	5	5	5	4	2	1	0

LEVEL 0

			LEVELU					
Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
⊒□□□□Acid Splash	16	None	1 standard Instantaneous action	Close (60 ft.)	V, S	No	Conjuration (Creation) [Acid]	phb: p.196.
Effect:				Target: One missile	of acid		Caster Level: 15	
Orb deals 1d3 acid damage.	16	None	1 standard Permanent	0 ft.	V, S	No	Universal	phb: p 201
Arcane Mark	16	Notic	action	O IL.	v, 3	INU	Universal	phb: p.201
Effect:					al rune or r	mark, all of which must	Caster Level: 15	
Inscribes your personal rune [visibly or invisibly].	16	None	1 standard 15 minute	fit within 1 sq. ft. Medium (250 ft.)	V, S	No	Evocation [Light]	phb: p.216
			action					
Effect: You create up to four lights that resemble lanterns or torches or	r up to fc	our alowing speheres of	light or one faintly glowing humanoid shape	Target: Up to four li	ghts, all wit	hin a 10- ft. radius area	Caster Level: 15	
Daze	16	Will negates	1 standard 1 round	Close (60 ft.)	V, S, M	Yes	Enchantment	phb: p.217
			action				(Compulsion) [Mind-Affecting]	
Effect:				Target: One human	oid creatur	e of 4 HD or less	Caster Level: 15	
You cloud the mind of a humanoid creature of 4 HD or less; los			A standard Communication and Affinish to	00.0	٧. ٥	NI.	Di tanta	
Detect Magic	16	None	1 standard Concentration, up to 15 minutes action	60 ft.	V, S	No	Divination	phb: p.219
Effect:				Target: Cone-shape	ed emanati	on	Caster Level: 15	
You detect magical auras. Duble Detect Poison	16	None	1 standard Instantaneous	Close (60 ft.)	V, S	No	Divination	phb: p.219
		110.10	action					p.10. p.2.10
Effect: You determine whether a creature, object, or area has been po	nisoned (or is poisopous		Target: One creatur	e, one obje	ect, or a 5-ft. cube	Caster Level: 15	
Disrupt Undead	16	None	1 standard Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	phb: p.223
·			action					
Effect: You direct a ray opf positive energy. Deals 1d6 damage to one	undead			Target: Ray			Caster Level: 15	
	16	Fortitude negates	1 standard Instantaneous	Close (60 ft.)	V	Yes	Evocation [Light]	phb: p.232
Effect:			action	Target: Burst of ligh			Caster Level: 15	
This cantrip creates a burst of light. If you cause the light to bu	urst direc	ctly in front of a single of	reature, that creature is dazzled for 1 minute unless		,		Caster Level. 15	
nakes a successful Fortitude save. ~ -1 on attack rolls	16	Will disbelief (if	1 standard 15 rounds	Close (60 ft.)	V, S, M	No	Illusion (Figment)	nhh: n 225
JUJUGhost Sound	10	interacted with)	action	51036 (00 II.)	۷, ۵, IVI	110	musion (Figitiefit)	prii. p.233
Effect:	nnra'	on or romaine at a f	d place. Vou abassa what the of county is	Target: Illusory sou	nds		Caster Level: 15	
allows you to create a volume of sound that rises, recedes, agreates when casting it and cannot thereafter change the sounds	basic ch	es, or remains at a lixe naracter.	d place. You choose what type of sound ghost soun	ia				
DDDD Light	16	None	1 standard 150 minutes	Touch	V, M/DF	No	Evocation [Light]	phb: p.248
Effect:			action	Target: Object touc	ned		Caster Level: 15	
This spell causes an object to glow like a torch, shedding brig	ht light i	in a 20-foot-radius [and	dim light for an additional 20 feet] from the point yo				207010	
ouch. The effect is immobile, but it can be cast on a movable obj	ject. 16	None	1 standard Concentration	Close (60 ft.)	V, S	No	Transmutation	phb: p.249
J∐_I_IMage Hand	10		action					p.10. p.240
Effect: You point your finger at an object and can lift it and move it at v	will from	a distance		Target: One nonma up to 5 lb.	gical, unatt	ended object weighing	Caster Level: 15	
Tou point your linger at an object and can lift it and move it at v	16	Will negates	1 standard Instantaneous	up to 5 lb. 10 ft.	V, S	Yes (harmless, object	t) Transmutation	phb: p.253
· · · · · · · · · · · · · · · · · · ·		(harmless, object)	action	Townshi Control in				
Effect: Mending repairs small breaks or tears in objects [but not warps	s, such a	as might be caused by	a warp wood spell]. It will weld broken metallic object	Target: One object ts	or up to 1 II	0.	Caster Level: 15	
uch as a ring, a chain link, a medallion, or a slender dagger, pro-	viding bu	ut one break exists.					_	
_ii_i_i Message	16	None	1 standard 150 minutes action	Medium (250 ft.)	V, S, F	No	Transmutation [Language-Deper	phb: p.253 identl
Effect:				Target: 15 creature:	S		Caster Level: 15	,
You can whisper messages and receive whispered replies with eceive the message. When you whisper, the whispered message				to				
Open/Close	16		1 standard Instantaneous	Close (60 ft.)	V, S, F	Yes (object)	Transmutation	phb: p.258
			action	Townst Ohiost	Li 4	00 lb	Oneten I	
Effect: You can open or close [your choice] a door, chest, box, window	v, bag, p	ouch, bottle, barrel, or o	other container. If anything resists this activity [such a			30 lb. or portal that can	Caster Level: 15	
bar on a door or a lock on a chest], the spell fails.						No	Universal	phh: p 264
□□□□ Prestidigitation	16	See text	1 standard 1 hour action	10 ft.	V, S	No	Universal	phb: p.264
Effect:				Target: See text			Caster Level: 15	
Prestidigitations are minor tricks that novice spellcasters use for effects for 1 hour. The effects are minor and have severe limitation		ce. Once cast, a presti	digitation spell enables you to perform simple magical	al				
Ray of Frost	16	None	1 standard Instantaneous	Close (60 ft.)	V, S	Yes	Evocation [Cold]	phb: p.269
Effect:			action	Tamet Pay			Caster Level: 15	
-tfect: A ray of freezing air and ice projects from your pointing finger.	You mu	st succeed on a range	I touch attack with the ray to deal damage to a targe	Target: Ray et.			Caster Level: 15	
he ray deals 1d3 points of cold damage.					V C =	N-	Distreti	-bb 000
□□□□□ Read Magic	16	None	1 standard 150 minutes action	Personal	V, S, F	No	Divination	phb: p.269
Effect:		and the state of the state of		Target: You			Caster Level: 15	
By means of read magic, you can decipher magical inscri- inintelligible. This deciphering does not normally invoke the magi	ptions o	on objects-books, scro ned in the writing, altho-	ils, weapons, and the like-that would otherwise b ugh it may do so in the case of a cursed scroll.	e				
Resistance	16	Will negates	1 standard 1 minute	Touch	V, S, M/D	F Yes (harmless)	Abjuration	phb: p.272
Effect:		(harmless)	action	Target: Creature to	iched		Caster Lovel: 15	
effect: You imbue the subject with magical energy that protects it from	harm, g	granting it a +1 resistance	e bonus on saves.	rarger. Creature to	Joned		Caster Level: 15	
□□□□□Touch of Fatigue	16	Fortitude negates	1 standard 15 rounds	Touch	V, S, M	Yes	Necromancy	phb: p.294
Effect:			action	Target: Creature to	uched		Caster Level: 15	
You channel negative energy through your touch, fatiguing to	the targ	et. You must succeed	on a touch attack to strike a target. The subject is	is				
mmediately fatigued for the spells duration.								
			LEVEL 1					
Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
Animate Rope	17	None	1 standard 15 rounds	Medium (250 ft.)	V, S	No No	Transmutation	phb: p.199
·			action	, ,				•
Effect: You animate a nonliving rope-like object				Target: One ropelik text	e object, le	ngth up to 125 ft.; see	Caster Level: 15	
DDDD Burning Hands	17	Reflex half	1 standard Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	phb: p.207
Effect:			action	Target: Consister	nd huret		Caster Level: 15	
=пест: A cone of searing flame shoots from your hands, dealing 5d4 fi	re dama	ige		Target: Cone-shape	a DurSt		Caster Level: 15	
			* =Domain/Speciality Spell					

				Wizard Spells					
Cause Fear	17	Will partial	1 standard	1d4 rounds or 1 round; see text	Close (60 ft.)	V, S	Yes	Necromancy [Fear	,phb: p.208
Effect:			action		Target: One living cr	eature with	5 or fewer HD	Mind-Affecting] Caster Level: 15	
The affected creature becomes frightened.	17	Will negates	1 standard	15 hours	Close (60 ft.)	V, S	Yes	Enchantment	phb: p.209
Charm Person	"	vviii riegates	action	13 Hours	Close (oo it.)	v, 3	165	(Charm)	prib. p.209
Effect:					Target: One humano	oid creature		[Mind-Affecting] Caster Level: 15	
Makes a humanoid regard you as a trusted friend and ally.					-				
Chill Touch	17	Fortitude partial or Wil negates; see text	II 1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.209
Effect: A touch from your hand, which glows with blue energy, disrupts to	tha lifa t	force of living proptures	Ideala 1d6	damage and 1 Str damage if failed asys1	Target: Up to 15 Cre	eatures touc	ched	Caster Level: 15	
Color Spray	17	Will negates		Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern)	phb: p.210
Effect:			action		Target: Cone-shape	d burnt		[Mind-Affecting]	
A vivid cone of clashing colors springs forth from your hand. Kno	cks un				,			Caster Level: 15	
Disguise Self	17	None	1 standard action	150 minutes	Personal	V, S	No	Illusion (Glamer)	phb: p.222
Effect:		11. 1990			Target: You			Caster Level: 15	
You make yourself - including cloting, armor, weapons, and equi	pment -	Will negates	1 standard	24 hours	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
Effect:		(harmless)	action		Target: Creature tou	ahad		Caster Level: 15	
Subject suffers no harm from being in a hot or cold environment.					-				
Enlarge Person	17	Fortitude negates	1 round	15 minutes		, -,	Yes	Transmutation	phb: p.226
Effect: Causes instant growth of a humanoid creature, doubling it's heig	ht and	multiplying its weight by	8. This cha	inges the creatures size category up one.	Target: One humano	oid creature		Caster Level: 15	
□□□□□ Expeditious Retreat	17	None	1 standard	15 minutes	Personal	V, S	No	Transmutation	phb: p.228
Effect:			action		Target: You			Caster Level: 15	
You increase your base land speed by 30 ft.	17	Will negates	1 free	Until landing or 15 rounds	-	V	Yes (object)	Transmutation	phb: p.229
Feather Fall	17	(harmless) or Will	action	onal anding of 10 tourius	51056 (00 IL.)	*	i ca (uujeut)	rransmulation	μπο. μ.223
Effect:		negates (object)			Target: 15 Medium o	or smaller fr	eefalling objects or	Caster Level: 15	
The affected creatures or objects fall slowly, though faster than to a mere 60 feet per round, equivalent to the end of a fall from a					llcreatures, no two of				
However, when the spell duration expires, a normal rate of falling re	esumes	S.							
□□□□ Grease	17	See text	1 standard action	15 rounds	Close (60 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.237
Effect:	A	ov areature in the area	whon the or	sall is east must make a successful Baffe	Target: One object of	or a 10-ft. so	quare	Caster Level: 15	
A grease spell covers a solid surface with a layer of slippery gre save or fall. This save is repeated on your turn each round that the	creatu	re remains within the ar	ea.						
Hypnotism	17	Will negates	1 round	2d4 rounds	Close (60 ft.)	V, S	Yes	Enchantment (Compulsion)	phb: p.242
Effect:					Target: Several livin	a croaturos	, no two of which may	[Mind-Affecting] Caster Level: 15	
Your gestures and droning incantation fascinate nearby creature	es, caus	sing them to stop and s	tare blankly	at you. In addition, you can use their rap			, no two or which may	Caster Level. 13	
attention to make your suggestions and requests seem more plaus		None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	phb: p.243
Effect:					Target: One touched	l object		Caster Level: 15	
The spell determines all magic properties of a single magic item	n, inclu	ding how to activate the	ose function	is [if appropriate], and how many charges		i object			
	n, inclu 17	Will negates	1 standard	is [if appropriate], and how many charge:	S		Yes	Transmutation	phb: p.246
The spell determines all magic properties of a single magic iten are left [if any]. Jump Effect:	17	Will negates (harmless)	1 standard action	15 minutes	Touch Target: Creature tou	V, S, M	Yes		phb: p.246
The spell determines all magic properties of a single magic iten are left [if any]. Jump Effect: The subject gets a +10 enhancement bonus on Jump checks	17	Will negates (harmless)	1 standard action	15 minutes	Touch Target: Creature tou	V, S, M	Yes	Transmutation	phb: p.246
The spell determines all magic properties of a single magic iten are left [if any]. Jump Effect:	17	Will negates (harmless) enhancement bonus in Will negates	1 standard action creases to	15 minutes +20 at caster level 5th, and to +30 [the	Touch Target: Creature tou	V, S, M	Yes	Transmutation Caster Level: 15 Conjuration	phb: p.246 phb: p.249
The spell determines all magic properties of a single magic iten are left [if any]. Dipolary Jump Effect: The subject gets a +10 enhancement bonus on Jump checks maximum] at caster level 9th. Dipolary Mage Armor Effect:	17 s. The	Will negates (harmless) enhancement bonus in Will negates (harmless)	1 standard action creases to 1 standard action	15 minutes +20 at caster level 5th, and to +30 [the 15 hours	Touch Target: Creature tou	V, S, M ched V, S, F		Transmutation Caster Level: 15	
The spell determines all magic properties of a single magic iten are left [if any]. Line Jump Effect: The subject gets a +10 enhancement bonus on Jump checks maximum] at caster level 9th. Line Jump Mage Armor Effect: An invisible but tangible field of force surrounds the subject of a line left of the surrounds th	17 s. The 17 mage a	Will negates (harmless) enhancement bonus in Will negates (harmless) rmor spell, providing a	1 standard action creases to 1 standard action +4 armor bo	15 minutes +20 at caster level 5th, and to +30 [the 15 hours] nus to AC.	Touch Target: Creature tou Touch Target: Creature tou	V, S, M ched V, S, F	No	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15	phb: p.249
The spell determines all magic properties of a single magic iten are left [if any]. Dipolar Jump Effect: The subject gets a +10 enhancement bonus on Jump checks maximum] at caster level 9th. Dipolar Mage Armor Effect: An invisible but tangible field of force surrounds the subject of a polar left of the subject o	17 s. The	Will negates (harmless) enhancement bonus in Will negates (harmless)	1 standard action creases to 1 standard action +4 armor bo	15 minutes +20 at caster level 5th, and to +30 [the 15 hours	Touch Target: Creature tous Touch Target: Creature tous Medium (250 ft.)	V, S, M ched V, S, F ched V, S	No Yes	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15 Evocation [Force]	phb: p.249
The spell determines all magic properties of a single magic iten are left [if any]. ### Effect: The subject gets a +10 enhancement bonus on Jump checks maximum] at caster level 9th. #### Magic Armor #### Effect: Magic Missile ###################################	17 s. The 17 17 mage a	Will negates (harmless) enhancement bonus in Will negates (harmless) rmor spell, providing a - None	1 standard action creases to 1 standard action +4 armor both 1 standard action	15 minutes +20 at caster level 5th, and to +30 [the 15 hours onus to AC. Instantaneous	Touch Target: Creature touse Touch Target: Creature touse Medium (250 ft.) Target: Up to five cre	V, S, M ched V, S, F ched V, S eatures, no	No Yes	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15	phb: p.249
The spell determines all magic properties of a single magic iten are left [if any]. Dipolar Jump Effect: The subject gets a +10 enhancement bonus on Jump checks maximum] at caster level 9th. Dipolar Mage Armor Effect: An invisible but tangible field of force surrounds the subject of a polar left of the subject o	17 s. The 17 17 mage a	Will negates (harmless) enhancement bonus in Will negates (harmless) rmor spell, providing a - None target, dealing 1d4+1 p Will negates	1 standard action creases to 1 standard action +4 armor bo 1 standard action points of for 1 standard	15 minutes +20 at caster level 5th, and to +30 [the 15 hours onus to AC. Instantaneous	Touch Target: Creature touse Touch Target: Creature touse Medium (250 ft.) Target: Up to five cremore than 15 ft. apa	V, S, M ched V, S, F ched V, S eatures, no	No Yes	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15 Evocation [Force] Caster Level: 15	phb: p.249
The spell determines all magic properties of a single magic iten are left [if any]. Dipolar Jump Effect: The subject gets a +10 enhancement bonus on Jump checks maximum] at caster level 9th. Mage Armor Effect: An invisible but tangible field of force surrounds the subject of a magic Missile Effect: A missile of magical energy darts forth from your fingertip and stemporary magic Weapon Effect:	17 s. The 17 mage a 17 rikes its 17	Will negates (harmless) enhancement bonus in Will negates (harmless) mor spell, providing a - None	1 standard action creases to 1 standard action +4 armor be 1 standard action coints of form	+20 at caster level 5th, and to +30 [the 15 hours not be a caster level 5th, and to +30 [the 15 hours not be damage. 5 missiles.	Touch Target: Creature touse Touch Target: Creature touse Medium (250 ft.) Target: Up to five cremore than 15 ft. apa	V, S, M ched V, S, F ched V, S eatures, no rt V, S, DF	No Yes two of which can be	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15 Evocation [Force] Caster Level: 15	phb: p.249 phb: p.251
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The spell determines all magic properties of a single magic iten are left [if any]. DIDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	17 s. The 4 17 17 mage a 17 17 e rolls. 17 17 menta dcont 17 wing its	Will negates (harmless) enhancement bonus in Will negates (harmless) rmor spell, providing a None target, dealing 1d4+1 p Will negates (harmless, object) None mount. The steed serve None or obscures all sight, inc Will negates (harmless) I control, and from sum rol, hedge out elementa Fortitude negates height, length, and widt	1 standard action creases to 1 standard action 4 armor bc 1 standard action 1 standard action 1 round as willingly a 1 standard action swillingly ark 1 standard action cluding dark 1 standard action	+20 at caster level 5th, and to +30 [the last last last last last last last last	Touch Target: Creature tou Touch Target: Creature tou Medium (250 ft.) Target: Un five cm more than 15 ft. apa Touch Target: Weapon tou Close (60 ft.) Target: Cloud sprea high Touch Target: Creature tou d Close (60 ft.) Target: Creature tou d Close (60 ft.)	V, S, M Iched V, S, F Iched V, S Beatures, no rt V, S, DF Ched V, S, M V, S, M/DF Ched V, S, M/DF Ched V, S, M	No Yes two of which can be Yes (harmless, object) No No radius from you, 20 ft. No; see text	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15 Evocation [Force] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Abjuration [Good] Caster Level: 15 Transmutation Caster Level: 15 Enchantment (Compulsion)	phb: p.249 phb: p.251 phb: p.251 phb: p.256 phb: p.258 phb: p.266
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The spell determines all magic properties of a single magic iten are left [if any]. DIDDID Jump Effect: The subject gets a +10 enhancement bonus on Jump checks maximum] at caster level 9th. DIDDID Mage Armor Effect: An invisible but tangible field of force surrounds the subject of a important of the subject of a subject of a magical energy darts forth from your fingertip and stransiste of magical energy darts forth from your fingertip and stransiste of magical energy darts forth from your fingertip and stransiste of magical energy darts forth from your fingertip and stransiste of magical energy darts forth from your fingertip and stransiste of magical energy darts forth from your fingertip and stransiste of magical energy darts forth from your fingertip and stransiste of magical energy darts forth from your fingertip and stransiste of magical energy darts forth from your fingertip and stransiste of magical energy from the subject at a read a reduce of 1 foot. 12 to AC and saves, counter minum of the properties of the properties of the magical energy from the subject at a distance of 1 foot. 12 to AC and saves, counter minum of the properties of the properties of the magical energy from the subject at a distance of 1 foot. 12 to AC and saves, counter minum of the properties of the pro	17 s. The of creat 17 17 mage a 17 17 to of creat 17	Will negates (harmless) enhancement bonus in Will negates (harmless) rmor spell, providing a None target, dealing 1d4+1 providing a None target, dealing 1d4+1 providing a None will negates (harmless, object) None mount. The steed serve None to obscures all sight, incomplete (harmless) to control, and from sum rol, hedge out elementa Fortitude negates height, length, and widt 2 size bonus to Dexter Will negates Will negates	1 standard action creases to 1 standard action 44 armor bc 1 standard action 1 standard action 1 round as willingly a 1 standard action 1 standard action duding darks 1 standard action duding darks 1 standard action the dark of the darks 1 standard action duding darks 1 standard action 1 round 1 round 1 round	+20 at caster level 5th, and to +30 [the last last last last last last last last	Touch Target: Creature tou Beautiful Common	V, S, M Iched V, S, F Iched V, S eatures, no rt V, S, DF ched V, S, M V, S, M/DF Iched V, S, M/DF Iched V, S, M Iliving crea V, S, F/DF	No Yes two of which can be Yes (harmless, object) No No radius from you, 20 ft. No; see text Yes Yes tures within a 10-ft. No	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15 Evocation [Force] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Abjuration [Good] Caster Level: 15 Transmutation Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Conjuration	phb: p.249 phb: p.251 phb: p.251 phb: p.256 phb: p.258 phb: p.266 phb: p.269
The spell determines all magic properties of a single magic iten are left [if any]. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	17 s. The of creating its and control of creating its and	Will negates (harmless) enhancement bonus in Will negates (harmless) rmor spell, providing a - None target, dealing 1d4+1 p Will negates (harmless, object) None nount. The steed serve None r obscures all sight, inc Will negates (narmless) I control, and from sum rol, hedge out elementa Fortitude negates height, length, and widt 2 size bonus to Dexter Will negates Will negates	1 standard action creases to 1 standard action 44 armor bc 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 2 swillingly a 1 standard action would action moned creas and outsi 1 round h and dividi ity, a -2 sizu 1 round	+20 at caster level 5th, and to +30 [the content of the content of	Touch Target: Creature touse Touch Target: Creature touse Touch Target: Creature touse Medium (250 ft.) Target: Up to five cremore than 15 ft. apartouch Target: Weapon touse Close (60 ft.) Target: Cloud spreasing Touch Target: Creature touse Close (60 ft.) Target: Creature touse Target: One humand Medium (250 ft.) Target: One or more radius burst Close (60 ft.) Target: One or more radius burst Close (60 ft.) Target: One summouse	V, S, M Iched V, S, F Iched V, S eatures, no rt V, S, DF ched V, S, M V, S, M/DF Iched V, S, M/DF Iched V, S, M Iliving crea V, S, F/DF	No Yes two of which can be Yes (harmless, object) No No radius from you, 20 ft. No; see text Yes Yes tures within a 10-ft. No	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15 Evocation [Force] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Abjuration [Good] Caster Level: 15 Transmutation Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Conjuration (Summoning)	phb: p.249 phb: p.251 phb: p.251 phb: p.256 phb: p.258 phb: p.266 phb: p.269
The spell determines all magic properties of a single magic iten are left [if any]. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	17 s. The of creating its and control of creating its and	Will negates (harmless) enhancement bonus in Will negates (harmless) rmor spell, providing a - None target, dealing 1d4+1 p Will negates (harmless, object) None nount. The steed serve None r obscures all sight, inc Will negates (narmless) I control, and from sum rol, hedge out elementa Fortitude negates height, length, and widt 2 size bonus to Dexter Will negates Will negates	1 standard action creases to 1 standard action 4 armor bc 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 round	+20 at caster level 5th, and to +30 [the state of the sta	Touch Target: Creature tou Beautiful and the second of t	V, S, M Inched V, S, F Inched V, S Inched V, S Inched V, S Inched V, S, DF Inched V, S, M V, S Inched V, S, M/DF Inched V, S, M Inched Inched Inched V, S, M Inched Inched Inched V, S, M Inched Inc	No Yes two of which can be Yes (harmless, object) No No radius from you, 20 ft. No; see text Yes Yes tures within a 10-ft. No	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15 Evocation [Force] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Abjuration [Good] Caster Level: 15 Transmutation Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Conjuration (Summoning)	phb: p.249 phb: p.251 phb: p.251 phb: p.256 phb: p.258 phb: p.266 phb: p.269 phb: p.280
The spell determines all magic properties of a single magic iten are left [if any]. DIDDID Jump Effect: The subject gets a +10 enhancement bonus on Jump checks maximum] at caster level 9th. DIDDID Mage Armor Effect: An invisible but tangible field of force surrounds the subject of a important of the subject of a subject of a magical energy darts forth from your fingertip and stransisle of magical energy darts forth from your fingertip and stransisle of magical energy darts forth from your fingertip and stransisle of magical energy darts forth from your fingertip and stransisle of magical energy darts forth from your fingertip and stransisle of magical energy darts forth from your fingertip and stransisle of magical energy darts forth from your fingertip and stransisle of magical energy darts forth from your fingertip and stransisle of magical energy darts forth from your fingertip and stransisle of magical energy for a weapon a +1 enhancement bonus on attack and damaged in the subject at a restarce of a pony [your choice] to serve your bridle and a riding saddle. DID DID DID DESCURING Mist Effect: An instruction of a pony [your choice] to serve your product of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, counter minger file of the subject at a distance of 1 foot. +2 to AC and saves, coun	17 mage a 17 rikes its 17 rikes its 17 a as a r 17 17 menta ad cont 17 menta ad cont 17 17 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) enhancement bonus in Will negates (harmless) rmor spell, providing a - None target, dealing 1d4+1 p Will negates (harmless, object) None mount. The steed serve None or obscures all sight, inc Will negates (harmless) I control, and from sum rol, hedge out elementa Fortitude negates height, length, and widt 2 size bonus to Dexter Will negates Will negates height, length, and widt 2 size bonus to Dexter Will negates None	1 standard action creases to 1 standard action 44 armor be 1 standard action 20 standard action 1 standard action 1 round 2 swillingly a 1 standard action 2 swillingly a 1 standard action 3 standard action 3 tandard action 4 nand dividi 1 round 4 nand dividi 1 round 1 round 1 round 1 round 1 round 1 round 2 standard action 2 standard action 3 swillingly a 3 standard action 4 standard action 4 standard action 5 standard action 6 standard action 7 standard action 8 standard action 8 standard action 9 standard action 1 round 2 standard action 1 standard action 1 standard action 1 round 2 standard action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action	+20 at caster level 5th, and to +30 [the state of the sta	Touch Target: Creature touse Touch Target: Creature touse Touch Target: Up to five cremore than 15 ft. apartouch Target: Weapon tou Close (60 ft.) Target: One mount d Close (60 ft.) Target: Creature touse Target: Creature touse Target: Creature touse Target: One or more radius burst Close (60 ft.) Target: One or more radius burst Close (60 ft.) Target: One summo	V, S, M sched V, S, F sched V, S seatures, no rt V, S, DF ched V, S, M V, S, M V, S, M/DF ched V, S, M Sid creature V, S, M V, S, M Sid creature V, S, M V, S, M Sid creature V, S, M V, S, M V, S, M Sid creature V, S, M	Yes two of which can be Yes (harmless, object) No No radius from you, 20 ft. No; see text Yes Yes tures within a 10-ft. No	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15 Evocation [Force] Transmutation Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Conjuration (Creation) Caster Level: 15 Abjuration [Good] Caster Level: 15 Transmutation Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Conjuration (Summoning) Caster Level: 15	phb: p.249 phb: p.251 phb: p.251 phb: p.256 phb: p.258 phb: p.266 phb: p.269 phb: p.280
The spell determines all magic properties of a single magic iten are left [if any]. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	17 mage a 17 mage a 17 rikes its 17 e e rolls. 17 menta a a r 17 menta ad cont 17 menta ad cont 17 menta ad cont 17 iving its a + 17 17 17 17 17 17	Will negates (harmless) enhancement bonus in Will negates (harmless) rmor spell, providing a - None target, dealing 1d4+1 p Will negates (harmless, object) None mount. The steed serve None r obscures all sight, inc Will negates (harmless) I control, and from sum rol, hedge out elementa Fortitude negates height, length, and widt 2 size bonus to Dexter Will negates Will negates stures. None emental, or magical bis to the best of its abili None	1 standard action creases to 1 standard action 44 armor bc 1 standard action 1 standard action 1 standard action 1 round 2 swillingly a 1 standard action uluding darks 1 standard action moned creals and outsi 1 round 1 round 1 round 1 round 1 round 1 standard action 1 round	+20 at caster level 5th, and to +30 [the content of the content of	Touch Target: Creature tou Medium (250 ft.) Target: Up to five cr more than 15 ft. apa Touch Target: Weapon tou Close (60 ft.) Target: Creature tou d 20 ft. Target: Cloud sprea high Touch Target: Creature tou d Close (60 ft.) Target: One humand s Medium (250 ft.) Target: One or more radius burst Close (60 ft.) Target: One summod d Close (60 ft.) Target: 3-ftdiamete	V, S, M sched V, S, F sched V, S seatures, no rt V, S, DF ched V, S, M V, S, M V, S, M/DF ched V, S, M Sid creature V, S, M V, S, M Sid creature V, S, M V, S, M Sid creature V, S, M V, S, M V, S, M Sid creature V, S, M	Yes two of which can be Yes (harmless, object) No No radius from you, 20 ft. No; see text Yes Yes tures within a 10-ft. No	Transmutation Caster Level: 15 Conjuration (Creation) [Force] Caster Level: 15 Evocation [Force] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Abjuration [Good] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Greation) Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Conjuration (Summoning) Caster Level: 15	phb: p.249 phb: p.251 phb: p.251 phb: p.256 phb: p.258 phb: p.266 phb: p.269 phb: p.280

* =Domain/Speciality Spell

Wizard Spells LEVEL 2

				LEVEL 2					
Name	DC	Saving Throw	Time	Duration			Spell Resistance	School	Source
DDDDBear's Endurance	18	Will negates (harmless)	1 standard action	15 minutes	Touch Target: Creature tou		Yes	Transmutation Caster Level: 15	phb: p.203
The subject gains greater vitality and stamina [+4 enhancement	bonus to	o Constitution]. Fortitude negates	1 standard	Permanent		V	Yes	Necromancy	phb: p.206
ffect: You call on the powers of unlife to render the subject blinded or	doofone	nd _	action		Target: One living cr	eature		Caster Level: 15	
Dull's Strength	18	Will negates (harmless)	1 standard	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
ffect: The subject becomes stronger. [+4 to Str]	10	Maria	4 - 1 - 1 - 1	450 % (4)	Target: Creature tou		N.	Caster Level: 15	.11 . 040
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	18 o a 20-fi	None	action	150 minutes	Touch Target: Object touch	.,	No	Evocation [Darkness] Caster Level: 15	phb: p.216
Detect Thoughts	18		1 standard action	Concentration, up to 15 minutes	60 ft. Target: Cone-shape	V, S, F/DF d emanatio		Divination [Mind-Affecting] Caster Level: 15	phb: p.220
You detect surface thoughts.	18	Reflex negates	1 standard action	15 rounds		V, S, M/DF	Yes	Evocation [Fire] Caster Level: 15	phb: p.232
A burning globe of fire rolls in whichever direction you point and cond or jump up to 30 feet to strike a target. ~ 2d6 damage							Ne		-hh - 222
IJJJJFog Cloud	18	None	action	150 minutes	Medium (250 ft.) Target: Fog spreads		No dius, 20 ft. high	Conjuration (Creation) Caster Level: 15	phb: p.232
A bank of fog billows out from the point you designate. The fog of a Gust of Wind	obscures 18	s all sight, including darl Fortitude negates	cvision, bey 1 standard action		60 ft.	V, S	Yes	Evocation [Air]	phb: p.238
ffect: This spell creates a severe blast of air [approximately 50 mph] the			g all creatur		Target: Line-shaped out from you to the e	extreme of t	he range	Caster Level: 15	
l□□□□Hypnotic Pattern	18	Will negates	1 standard action	Concentration + 2 rounds		only), S, M see text		Illusion (Pattern) [Mind-Affecting] Caster Level: 15	phb: p.242
A twisting pattern of subtle, shifting colors weaves through the a	ir, fascir 18	nating creatures within it Will negates (harmless) or Will negates (harmless,		s 2d4+10 HD of creatures. 15 minutes			Yes (harmless) or Yes (harmless, object)		phb: p.245
ffect: The creature or object touched becomes invisible, vanishing nishes, too. If you cast the spell on someone else, neither you	from sig	object) ght, even from darkvisi	on. If the roject, unles	ecipient is a creature carrying gear, tha s you can normally see invisible things o	tthan 1500 lbs	ature or obj	ect weighing no more	Caster Level: 15	
u employ magic to do so. Solution in the control of the control	18	None	1 standard	Instantaneous; see text	Medium (250 ft.)	V	No	Transmutation	phb: p.246
fect: The knock spell opens stuck, barred, locked, held, or arcane localso loosens welds, shackles, or chains [provided they serve to h				s locked or trick-opening boxes or chests		ox, or chest	with an area of up to	Caster Level: 15	
□□□□Levitate	18	None	1 standard action	15 minutes	Personal or close		No ure or one object, total	Transmutation	phb: p.248
Levitate allows you to move yourself, another creature, or an operation of the control of the co					nweight up to 1500 lb	S			
IJJJJLocate Object		None	action	15 minutes	Target: Circle, cente	V, S, F/DF red on you,	with a radius of 1000	Divination Caster Level: 15	phb: p.249
You sense the direction of a well-known or clearly visualized ob en a ladder.	ject. The			earel, jewelry, furniture, tools, weapons, o Permanent until discharged		V, S, M	Yes (object)	Illusion (Glamer)	phb: p.251
□□□□ Magic Mouth			action		Target: One creature		res (object)	Caster Level: 15	prib. p.231
This spell imbues the chosen object or creature with an enchar ent occurs.	nted mou	uth that suddenly appea	ars and spe			V, S, M, F	No	Conjuration	phb: p.253
fect:			action		Target: One arrow o			(Creation) [Acid] Caster Level: 15	F F
A magical arrow of acid springs from your hand and speeds to als 2d4 points of acid damage with no splash damage.	its targe	et. You must succeed o Will disbelief (if		touch attack to hit your target. The arrov Concentration +2 rounds		V, S, F	No	Illusion (Figment)	phb: p.254
fect:		interacted with)	action		Target: Visual figme		not extend beyond 19	Caster Level: 15	
This spell functions like silent image, except that minor image in This spell functions Image	cludes s 18	some minor sounds but None		andable speech. 15 minutes	10-ft. cubes [S] Personal; see text	V, S	No	Illusion (Figment)	phb: p.254
ffect: Several illusory duplicates of you pop into being, making it dif sappear when struck. ~ 1d4+5 images	ficult for	r enemies to know whi		attack. The figments stay near you and	Target: You			Caster Level: 15	
Resist Energy	18	Fortitude negates (harmless)	1 standard action	150 minutes			Yes (harmless)	Abjuration	phb: p.272
ffect: This abjuration grants a creature limited protection from dama notic. The subject gains energy resistance 10 against the energy hether from a natural or magical source), that damage is reduce	y type	chosen, meaning that e	each time th	ne creature is subjected to such damage		ched		Caster Level: 15	
Rope Trick		None	1 standard action				No ope from 5 ft. to 30 ft.	Transmutation Caster Level: 15	phb: p.273
When this spell is cast upon a piece of rope from 5 to 30 feet lo ground, as if affixed at the upper end.					olong				
Control	18	None	1 standard action	150 minutes	Personal Target: You	V, S, M	No	Divination Caster Level: 15	phb: p.275
You can see any objects or beings that are invisible within your an appearant Hand	range of 18	vision, as well as any t None	1 standard	ereal, as if they were normally visible. 15 minutes	-	V, S	No	Necromancy	phb: p.282
. ffect: A ghostly, glowing hand shaped from your life force materialize:					Target: One spectral	l hand		Caster Level: 15	
stance. On casting the spell, you lose 1d4 hit points that return w	hen the		dispelled], b	out not if the hand is destroyed.		V, S, M	No	Conjuration (Creation)	phb: p.301
ffect: Web creates a many-layered mass of strong, sticky strands. The	ese stra			strands are similar to spider webs but fa	Target: Webs in a 20)-ft. radius s	spread	Caster Level: 15	
rger and tougher.				* =Domain/Speciality Spell					

* =Domain/Speciality Spell

Caster Level: 15

Wizard Spells

1 standard No more than 15 hours or until action discharged [destination is reached] □□□□ Whispering Wind 18 None 15 miles V, S No Transmutation [Air]phb: p.301

Effect: Target: 10-ft. radius spread You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location.

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				LEVEL 3					
Name	DC	Saving Throw	Time		Range	Comp.	Spell Resistance	School	Source
□□□□□ Daylight	19	None	1 standard action	d 150 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216
Effect: The object touched sheds light as bright as full daylight in a 60-ft.	radius	and dim light for an add	ditiona 60 f		Target: Object touch	ned		Caster Level: 15	
Dispel Magic	19	None			Medium (250 ft.)	V, S	No	Abjuration	phb: p.223
iffect: Cancels magical spells and effects.					Target: One spellca radius burst	ster, creatu	re, or object; or 20-ft.	Caster Level: 15	
DDIsplacement	19	Will negates (harmless)	1 standard		Touch	V, M	Yes (harmless)	Illusion (Glamer)	phb: p.223
iffect:		,			Target: Creature tou	ıched		Caster Level: 15	
Emulating the ability of the displacer beast, the subject appears t	o be at 19	oout 2 feet away from its Reflex half	1 standard		Long (1000 ft.)	V, S, M	Yes	Evocation [Fire]	phb: p.231
Effect:			action		Target: 20-ft. radius	spread		Caster Level: 15	
A fireball spell is an explosion of flame that detonates with a linattended objects also take this damage. The explosion creates a	ow roa	ar and deals 10d6 poin no pressure.	ts of fire d						
iliana fly	19	Will negates (harmless)	1 standard	d 15 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	phb: p.232
Effect: subject can fly at a speed of 60 feet [or 40 feet if it wears medi	ium or	, ,			Target: Creature tou	ıched		Caster Level: 15	
peed and descend at double speed, and its maneuverability is goo	d.								
□□□□Gaseous Form	19	None	1 standard action	d 30 minutes	Touch	S, M/DF	No	Transmutation	phb: p.234
iffect: The subject and all its gear become insubstantial, misty, and tran	slucen	t.			Target: Willing corpo	oreal creatu	re touched	Caster Level: 15	
□□□□□Greater Magic Weapon	19	Will negates (harmless, object)	1 standard	d 15 hours	Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	phb: p.251
Effect: This spell functions like magic weapon, except that it gives a wea	pon ar			d damage rolls of 3.	Target: One weapon must be in contact v casting]			Caster Level: 15	
]□□□□Halt Undead	19	Will negates (see text)				V, S, M	Yes	Necromancy	phb: p.238
Effect:			action				es, no two of which can	Caster Level: 15	
This spell renders as many as three undead creatures immobile. This spell renders as many as three undead creatures immobile. This spell renders as many as three undead creatures immobile.	19	Fortitude negates			be more than 30 ft.: Close (60 ft.)		Yes (harmless)	Transmutation	phb: p.239
Effect:		(harmless)	action		Target: 15 creatures			Caster Level: 15	
The transmuted creatures move and act more quickly than normal	al. This	extra speed has severa None		1 on attack rolls, AC, and Reflex saves.	than 30 ft. apart 20 ft.	V, S, M	No	Evocation [Force]	nhh: n 247
Leomund's Tiny Hut	13	None	action					, ,	pno. p.241
:ffect: You create an unmoving, opaque sphere of force of any color your emisphere passes through the ground. As many as nine other Me ut without harming it.	u desi dium c	re around yourself. Half reatures can fit into the	the sphere field with yo	projects above the ground, and the lower	r	spnere cer	itered on your location	Caster Level: 15	
Lightning Bolt	19	Reflex half	1 standard	d Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	phb: p.248
Effect: You release a powerful stroke of electrical energy that deals 10	de noi:	nto of algotricity domag			Target: 120-ft. line			Caster Level: 15	
our fingertips.		· ·							
□□□□□Magic Circle Against Chaos	19	Will negates (harmless)	action		Touch		No; see text	Abjuration [Lawful]	pnb: p.249
Effect: All creatures within the area gain the effects of a protection from				creatures can enter the area either.	_		from touched creature		
□□□□□ Magic Circle Against Law	19	Will negates (harmless)	1 standard action	d 150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	phb: p.250
Effect: All creatures within the area gain the effects of a protection from	law spe	ell, and no nonchaotic si	ummoned o		Target: 10-ft. radius	emanation	from touched creature	Caster Level: 15	
□□□□ Nondetection	19	Will negates (harmless, object)			Touch	V, S, M	Yes (harmless, object)	Abjuration	phb: p.257
Effect:	dnot!-				Target: Creature or	object touc	ned	Caster Level: 15	
The warded creature or object becomes difficult to detect by divided to the divided the divided to the divided the divided to the divided	balls.								
□□□□□ Protection from Energy	19	Fortitude negates (harmless)	1 standard action	Ç	Touch		Yes (harmless)	Abjuration	phb: p.266
Effect: Protection from energy grants temporary immunity to the type of	energy	y you specify when you	cast it [acid		Target: Creature too	ıched		Caster Level: 15	
pell absorbs 120 points of energy damage, it is discharged. ` DDDDDRay of Exhaustion	19	Fortitude partial; see			Close (60 ft.)	V, S, M	Yes	Necromancy	phb: p.269
Effect:		text	action		Target: Ray			Caster Level: 15	
Elect. A black ray projects from your pointing finger. You must succeed without the spells duration. A successful Fortitude save mecomes exhausted.	l on a r neans	anged touch attack with the creature is only fa	the ray to tigued. A	strike a target. The subject is immediately	/			Caster Level. 13	
Cooling Cartagated:	19	Will negates	1 standard	d 15 rounds	Close (60 ft.)	V, S, M	Yes	Transmutation	phb: p.280
Effect:	<i>,</i>	alamad areas or the first			Target: 15 creatures	s, no two of	which can be more	Caster Level: 15	
An affected creature moves and attacks at a drastically slowed rurn, but not both [nor may it take full-round actions]. Additionally, it half its normal speed [round down to the next 5-foot increment], v	t takes which a	a 1 penalty on attack reaffects the creatures jum	olls, AC, an ping distan	nd Reflex saves. A slowed creature moves nce as normal for decreased speed.	3	V 0 ===		0	
□□□□Summon Monster III	19	None	ı round		Close (60 ft.)	V, S, F/DF		Conjuration (Summoning)	phb: p.286
Effect: This spell functions like summon monster I, except that you can			ne 3rd-leve	I list, 1d3 creatures of the same kind from	Target: One or more which can be more	summone than 30 ft. a	d creatures, no two of part	Caster Level: 15	
ne 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-					Touch	V, M/DF	•	Divination	phb: p.294
Effect:		(harmless)	action		Target: Creature tou		-	Caster Level: 15	,
This spell grants the creature touched the ability to speak and un				creature, whether it is a racial tongue or a		iciieu		Caster Lever: 15	
egional dialect. The subject can speak only one language at a time	e, altho	Will negates	1 standard		Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.300
Effect:		(harmless)	action		Target: Living create	ures touche	d	Caster Level: 15	
The transmuted creatures can breathe water freely. Divide the du	ıration	evenly among all the cre	eatures you	ı touch.					

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Evard's Black Tentacles	20	None	1 standar action	d 15 rounds	Medium (250 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.228
Effect:	which gran	nle all within 20 ft sn	hea		Target: 20-ft. radi	us spread		Caster Level: 15	

				wizaru Spelis					
Greater Invisibility	20	Will negates (harmless)	1 standard action	15 rounds	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	phb: p.245
Effect:	n aubia	· ·			Target: You or crea	ture touche		Caster Level: 15	
This spell functions like invisibility, except that it doesnt end if the	20	None		1 full round	Long (1000 ft.)	V, S, M/DF	Yes	Evocation [Cold]	phb: p.243
Effect:			action		Target: Cylinder 20			Caster Level: 15	
Great magical hailstones pound down for 1 full round, dealing 3c the area.	d6 poin	ts of bludgeoning damag	ge and 2d6 p	points of cold damage to every creature in	n				
Lesser Globe of Invulnerability	20	None	1 standard	15 rounds	10 ft.	V, S, M	No	Abjuration	phb: p.236
Effect:						spherical e	manation, centered on	Caster Level: 15	
An immobile, faintly shimmering magical sphere surrounds you a Polymorph	and exc 20	cludes all spell effects of None		lower. 15 minutes	you Touch	V, S, M	No	Transmutation	phb: p.263
Effect:			action		Target: Willing living	r creature to	urched	Caster Level: 15	
This spell functions like alter self, except that you change the w type as the subject or any of the following types: aberration, animal					е	g creature to	delica	Custor Ecvel. 10	
vermin.								***	
Remove Curse	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	phb: p.270
Effect: instantaneously removes all curses on an object or a creature.	Remov	ve curse does not remov	ve the curse	e from a cursed shield, weapon, or suit of	Target: Creature or	item touche	d	Caster Level: 15	
armor, although the spell typically enables the creature afflicted with			ove and get		30 ft.	V	Yes (object)	Evocation [Sonic]	phb: p 270
Shout	20	Reflex negates	action	Instantaneous	30 II.	•	res (object)	Lvocation (Sonic)	prib. p.279
Effect:		(object); see text			Target: Cone-shape	ed burst		Caster Level: 15	
You emit an ear-splitting yell that deafens and damages creature points of sonic damage.	es in its	s path. Any creature with	in the area	is deafened for 2d6 rounds and takes 5d	6				
□□□□□Stoneskin	20	Will negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	phb: p.284
Effect:				sinn 40/ndnnnnsinn (lk innnnn khn finsk 4)	Target: Creature to	uched		Caster Level: 15	
The warded creature gains resistance to blows, cuts, stabs, and points of damage each time it takes damage from a weapon, thou									
total of 150 points of damage, it is discharged.	20	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration	phb: p.286
Effect:					Target: One or more		d creatures, no two of	(Summoning) Caster Level: 15	
This spell functions like summon monster I, except that you can the 3rd-level list, or 1d4+1 creatures of the same kind from a lower	n sumn	non one creature from the	ne 4th-level	list, 1d3 creatures of the same kind from					
Wall of Fire	20	None		Concentration + 15 rounds	Medium (250 ft.)	V, S, M/DF	Yes	Evocation [Fire]	phb: p.298
Effect:			action				up to 300 ft. long or a		
An immobile, blazing curtain of shimmering violet fire springs dealing 2d4 points of fire damage to creatures within 10 feet and 1					t,ring of fire with a rac high	dius of up to	37 ft; either form 20 ft.		
				LEVEL 5	-				
Name	DC	Saving Throw	Time	Duration LL V LL J	Range	Comp.	Spell Resistance	School	Source
□□□□□ Break Enchantment	21	See text		Instantaneous	Close (60 ft.)	V, S	No	Abjuration	phb: p.207
Effect:					Target: Up to 15 cre	eatures, all v	vithin 30 ft. of each	Caster Level: 15	
Frees subjects from enchantments, transmutations, and curses. Cloudkill	21	Fortitude partial; see	1 standard	15 minutes	other Medium (250 ft.)	V, S	No	Conjuration	phb: p.210
Effect:		text	action		Target: Cloud sprea	ads in 20-ft.	radius, 20 ft, high	(Creation) Caster Level: 15	
Generates a poisonous yellow-green cloud of fog. Kills 3 HD or I	ess, 4- 21				-		Yes		phb: p 222
Dismissal	21	Will negates; see text	action	Instantaneous	Close (60 ft.)	, -,		Abjuration	phb: p.222
Effect: You force an extraplanar creature back to its proper plane					Target: One extrapl	anar creatu	e	Caster Level: 15	
Dominate Person	21	Will negates	1 round	15 days	Close (60 ft.)	V, S	Yes	Enchantment (Compulsion)	phb: p.224
					Target: One human	oid		[Mind-Affecting] Caster Level: 15	
Effoot:						olu		Caster Level. 15	
Effect: You can control a humanoid creature through a telepathic link.					_		.,		
	21	Will negates; see text	1 standard action	15 hours or until you return to your body	_	V, S, F	Yes	Necromancy	phb: p.250
You can control a humanoid creature through a telepathic link.		-	action		Medium (250 ft.) Target: One creatur		Yes	Necromancy Caster Level: 15	phb: p.250
You can control a humanoid creature through a telepathic link.	tal [kno	wn as the magic jar], leave back to the jar [there	action wing your b by returning	ody lifeless. Then you can attempt to tak	Medium (250 ft.) Target: One creature		Yes	•	phb: p.250
You can control a humanoid creature through a telepathic link.	tal [kno nay mo back to	wn as the magic jar], leave back to the jar [thereled by your own body, leaving	action aving your b by returning the recepta 1 standard	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attemp acle empty.	Medium (250 ft.) Target: One creature	re	Yes	•	
You can control a humanoid creature through a telepathic link.	tal [kno nay mo back to 21	wn as the magic jar], leave back to the jar [thereio your own body, leaving None	action aving your b by returning the recepta 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attemp acle empty. 15 hours	Medium (250 ft.) Target: One creature e	v, s, M	No	Caster Level: 15	
You can control a humanoid creature through a telepathic link. Dipini Magic Jar Effect: By casting magic jar, you place your soul in a gem or large cryst control of a nearby body, forcing its soul into the magic jar. You m to possess another body. The spell ends when you send your soul Passwall Effect: You create a passage through wooden, plaster, or stone walls, be	tal [kno nay mo back to 21	wn as the magic jar], leave back to the jar [therelo your own body, leaving None	action aving your b by returning the recepts 1 standard action arder mater	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attemp acle empty. 15 hours	Medium (250 ft.) Target: One creature et t	v, s, M	No	Caster Level: 15 Transmutation Caster Level: 15	
You can control a humanoid creature through a telepathic link.	tal [kno nay mo back to 21	wn as the magic jar], leave back to the jar [therelo your own body, leaving None	action aving your b by returning the recepts 1 standard action arder mater	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attemp acle empty. 15 hours	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35	No ft. deep	Caster Level: 15 Transmutation Caster Level: 15 Transmutation	phb: p.259
You can control a humanoid creature through a telepathic link.	tal [kno nay mor back to 21 but not 21	wn as the magic jar], leave back to the jar [therei o your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select	action aving your b by returning g the recepts 1 standard action arder mater 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text	Medium (250 ft.) Target: One creature of the control of the creature of the control of the creature of the control of the control of the control of the creature of the creat	V, S, M opening, 35	No ft. deep	Caster Level: 15 Transmutation Caster Level: 15	phb: p.259
You can control a humanoid creature through a telepathic link.	tal [kno nay mor back to 21 but not 21	wn as the magic jar], leave back to the jar [thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates	action aving your b by returning g the recepta 1 standard action arder mater 1 standard action ed, the spe	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attemp acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text	Medium (250 ft.) Target: One creature of the control of the creature of the control of the creature of the control of the control of the control of the creature of the creat	V, S, M opening, 35 V, S	No ft. deep	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration	phb: p.259
You can control a humanoid creature through a telepathic link.	tal [knonay morback to 21 out not 21 opendin the 21	wn as the magic jar], leave back to the jar (thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object)	action aving your b by returning g the recepta 1 standard action arder mater 1 standard action ed, the spe s 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attemp acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S	No ft. deep Yes (object); see text No and Yes (object)	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15	phb: p.259 phb: p.292
You can control a humanoid creature through a telepathic link.	tal [knonay morback to 21 out not 21 opendin the 21	wn as the magic jar], leave back to the jar (thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object)	action aving your b by returning g the recepta 1 standard action arder mater 1 standard action ed, the spe s 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attemp acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text	Medium (250 ft.) Target: One creature of t Touch Target: 5 ft. by 8 ft. Long (1000 ft.) Target: See text of the control o	V, S, M opening, 35 V, S	No ft. deep Yes (object); see text No and Yes (object)	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation)	phb: p.259 phb: p.292
You can control a humanoid creature through a telepathic link.	tal [knonay morback to 21 out not 21 opendin the 21	wn as the magic jar], leave back to the jar (thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object)	action aving your b by returning g the recepta 1 standard action arder mater 1 standard action ed, the spe s 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attemp acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text	Medium (250 ft.) Target: One creature t Touch Target: 5 ft. by 8 ft. Long (1000 ft.) Target: See text t Personal and touch	V, S, M opening, 35 V, S	No ft. deep Yes (object); see text No and Yes (object)	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation)	phb: p.259 phb: p.292
You can control a humanoid creature through a telepathic link.	tal [kno hay mor back to 21 but not 21 spendin slent thr 21 hich ma	wn as the magic jar], leave back to the jar (thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500 Saving Throw	action aving your b by returning the recepts the recepts 1 standard action arder mater 1 standard action ed, the spe 1 standard action miles.	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempade empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text all can provide a gentle, sustained force Instantaneous	Medium (250 ft.) Target: One creature t Touch Target: 5 ft. by 8 ft. Long (1000 ft.) Target: See text Personal and touch Target: You and touwilling creatures	V, S, M opening, 35 V, S V Comp.	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15	phb: p.259 phb: p.292 phb: p.292 Source
You can control a humanoid creature through a telepathic link.	tal [kno hay more back to 21 but not 21 spendin lent thr 21 hich ma	wn as the magic jar], leave back to the jar [therei o your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500	action aving your b by returning the recepts the recepts 1 standard action arder mater 1 standard action ed, the spe 1 standard action miles.	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempade empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text all can provide a gentle, sustained force Instantaneous	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V Comp.	No ft. deep Yes (object); see text No and Yes (object) s or other touched	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15	phb: p.259 phb: p.292 phb: p.292
You can control a humanoid creature through a telepathic link.	back to 21 but not 21 pendin thich ma	wn as the magic jar], leave back to the jar [therei o your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500 Saving Throw None or Will negates; see text	action ving your b by returning the recept: 1 standard action ander mater 1 standard action ed, the spe s1 standard action miles. Time 1 standard	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempade empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text all can provide a gentle, sustained force Instantaneous	Medium (250 ft.) Target: One creature t Touch Target: 5 ft. by 8 ft. Long (1000 ft.) Target: See text Personal and touch Target: You and touwilling creatures	V, S, M opening, 35 V, S V uched object Comp. V, S, F	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15	phb: p.259 phb: p.292 phb: p.292 Source
You can control a humanoid creature through a telepathic link.	back to 21 but not 21 pendin thich ma	wn as the magic jar], leave back to the jar [therei o your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500 Saving Throw None or Will negates; see text	action aving your b by returning the recept in the recept 1 standard action arder mater 1 standard action 1 standard action 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempade empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text all can provide a gentle, sustained force Instantaneous	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V uched object Comp. V, S, F or creature	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation	phb: p.259 phb: p.292 phb: p.292 Source
You can control a humanoid creature through a telepathic link.	back tr 21 but not 21 pendin lelent thr 21 bcc 22 r of cree 22	wn as the magic jar], leave back to the jar (thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500 Saving Throw None or Will negates; see text atures or objects. Reflex half	action wing your b by returning the recept in the recept 1 standard action arder mater 1 standard action ed, the spe 1 standard action miles. Time 1 standard action 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous	Medium (250 ft.) Target: One creature t Touch Target: 5 ft. by 8 ft. Long (1000 ft.) Target: See text Personal and touch Target: You and touwilling creatures Range Close (60 ft.) Target: One object of Long (1000 ft.) Target: One operations	V, S, M opening, 35 V, S V uched object Comp. V, S, F or creature V, S, F y target, plus	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No per caster level Yes s 15 secondary targets	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity]	phb: p.259 phb: p.292 phb: p.292 Source phb: p.197
You can control a humanoid creature through a telepathic link.	back tr 21 but not 21 pendin lelent thr 21 bcc 22 r of cree 22	wn as the magic jar], leave back to the jar (thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500 Saving Throw None or Will negates; see text atures or objects. Reflex half	action wing your b by returning the recept in the recept 1 standard action arder mater 1 standard action ed, the spe 1 standard action miles. Time 1 standard action 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous	Medium (250 ft.) Target: One creature t Touch Target: 5 ft. by 8 ft. Long (1000 ft.) Target: See text Personal and touch Target: You and touwilling creatures Range Close (60 ft.) Target: One object of Long (1000 ft.) Target: One object of Long (1000 ft.) Target: One priman	V, S, M opening, 35 V, S V uched object Comp. V, S, F or creature V, S, F y target, plus	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No per caster level Yes s 15 secondary targets	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity]	phb: p.259 phb: p.292 phb: p.292 Source phb: p.197
You can control a humanoid creature through a telepathic link.	back tr 21 but not 21 pendin lelent thr 21 bcc 22 r of cree 22	wn as the magic jar], leave back to the jar (thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500 Saving Throw None or Will negates; see text atures or objects. Reflex half	action living your b by returning the recept: 1 standard action ander mater 1 standard action ed, the spe 1 standard action miles. Time 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V uched object Comp. V, S, F or creature V, S, F y target, plus to be within 3	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No per caster level Yes s 15 secondary targets	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity] Caster Level: 15 Necromancy	phb: p.259 phb: p.292 phb: p.292 Source phb: p.197
You can control a humanoid creature through a telepathic link.	back to 21 but not 21 pendin hich ma DC 22 r of cree 22 e from 22	wn as the magic jar], leave back to the jar (thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500 Saving Throw None or Will negates; see text atures or objects. Reflex half your fingertips. Deals 1 Fortitude negates	action ving your b by returning the recepts 1 standard action arder mater 1 standard action ed, the spe 1 standard action miles. Time 1 standard action 1 standard action 5 standard action 5 de electric.	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous al damage; 15 secondary bolts each dea	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V Comp. V, S, F or creature p V, S, F y target, plut the within 3 V, S, M	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No over caster level Yes s 15 secondary targets 0 ft. of the primary	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity] Caster Level: 15	phb: p.259 phb: p.292 phb: p.292 Source phb: p.197 phb: p.208
You can control a humanoid creature through a telepathic link.	back to 21 but not 21 pendin hich ma DC 22 r of cree 22 e from 22	wn as the magic jar], leave back to the jar (thereto your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500 Saving Throw None or Will negates; see text actures or objects. Reflex half your fingertips. Deals 1: Fortitude negates instantly. Fortitude partial	action ving your b by returning the recept: 1 standard action arder mater 1 standard action ed, the spe 1 standard action miles. Time 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous al damage; 15 secondary bolts each dea	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V Comp. V, S, F or creature p V, S, F y target, plut the within 3 V, S, M	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No per caster level Yes s 15 secondary targets 0 ft. of the primary Yes within a 40-ft. radius	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity] Caster Level: 15 Necromancy [Death]	phb: p.259 phb: p.292 phb: p.292 Source phb: p.197 phb: p.208
You can control a humanoid creature through a telepathic link.	tal [kno nay moo back tr 21 21 21 21 21 21 21 21 21 21 21 21 21	wn as the magic jar], leave back to the jar [therei by oyour own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) ay be as distant as 1500 Saving Throw None or Will negates; see text atures or objects. Reflex half your fingertips. Deals 1: Fortitude negates instantly.	action living your b by returning the recept: 1 standard action ed, the spe s 1 standard action miles. Time 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous Instantaneous	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V uched object Comp. V, S, F or creature V, S, F y target, plus to be within 3 V, S, M ng creatures	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No per caster level Yes s 15 secondary targets 0 ft. of the primary Yes within a 40-ft. radius	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity] Caster Level: 15 Necromancy [Death] Caster Level: 15	phb: p.259 phb: p.292 phb: p.292 Source phb: p.197 phb: p.208
You can control a humanoid creature through a telepathic link.	but not 21 pendin lent thr 21 pendin melant thr 21 pendin melant thr 21 pendin melant thr 22 pendin melant three me	wn as the magic jar], leave back to the jar [theret or back to the jar [theret or your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) and be as distant as 1500 Saving Throw None or Will negates; see text actures or objects. Reflex half Your fingertips. Deals 1: Fortitude negates instantly. Fortitude partial (object)	action wing your b by returning the recepts 1 standard action arder mater 1 standard action ed, the spe 1 standard action miles. Time 1 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous al damage; 15 secondary bolts each dea Instantaneous Instantaneous Instantaneous	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V uched object Comp. V, S, F or creature V, S, F y target, plus to be within 3 V, S, M ng creatures	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No per caster level Yes s 15 secondary targets 0 ft. of the primary Yes within a 40-ft. radius	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity] Caster Level: 15 Necromancy [Death] Caster Level: 15	phb: p.259 phb: p.292 phb: p.292 Source phb: p.197 phb: p.208
You can control a humanoid creature through a telepathic link.	but not 21 pendin lent thr 21 pendin melant thr 21 pendin melant thr 21 pendin melant thr 22 pendin melant three me	wn as the magic jar], leave back to the jar [theret or back to the jar [theret or your own body, leaving None through metal or other h Will negates (object) or None; see text g on the version select ust. None and Will negates (object) and be as distant as 1500 Saving Throw None or Will negates; see text actures or objects. Reflex half Your fingertips. Deals 1: Fortitude negates instantly. Fortitude partial (object)	action living your b by returning the recept: 1 standard action arder mater 1 standard action ed, the spe 1 standard action miles. Time 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action 1 standard action 3 standard action 1 standard action 3 standard action 1 standard action 3 standard action 3 standard action 3 standard action 4 standard action 5 standard	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous al damage; 15 secondary bolts each dea Instantaneous Instantaneous Instantaneous	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V uched object Comp. V, S, F or creature V, S, F y target, plus to be within 3 V, S, M ng creatures	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No per caster level Yes s 15 secondary targets 0 ft. of the primary Yes within a 40-ft. radius	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity] Caster Level: 15 Necromancy [Death] Caster Level: 15	phb: p.259 phb: p.292 phb: p.292 Source phb: p.197 phb: p.208
You can control a humanoid creature through a telepathic link.	tal [kno ay mo back to 21	wn as the magic jar], leave back to the jar [thereto book to the jar [thereto bown]. Provided the partial of th	action aving your b by returning the recept: 1 standard action ed, the spe s 1 standard action miles. Time 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 9 standard action 9 standard action	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous Instantaneous Instantaneous Instantaneous	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V uched object Comp. V, S, F or creature V, S, F or target, plus t be within 3 V, S, M og creatures V, S, M/DF	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No per caster level Yes s 15 secondary targets 0 ft. of the primary Yes within a 40-ft. radius	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity] Caster Level: 15 Necromancy [Death] Caster Level: 15 Transmutation Caster Level: 15	phb: p.259 phb: p.292 phb: p.292 Source phb: p.197 phb: p.208 phb: p.209
You can control a humanoid creature through a telepathic link.	tal [kno ay mo back to 21	wn as the magic jar], leave back to the jar [thereto book to the jar [thereto bown]. Provided the partial of th	action living your b by returning the recept: 1 standard action arder mater 1 standard action ed, the spe 1 standard action miles. Time 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action 1 standard action 3 standard action 1 standard action 3 standard action 1 standard action 3 standard action 3 standard action 3 standard action 4 standard action 5 standard	ody lifeless. Then you can attempt to tak the trapped soul to its body] and attempt acte empty. 15 hours ials. Concentration of up to 15 rounds or instantaneous; see text ell can provide a gentle, sustained force Instantaneous LEVEL 6 Duration 15 rounds Instantaneous Instantaneous Instantaneous Instantaneous	Medium (250 ft.) Target: One creature of the control of the contr	V, S, M opening, 35 V, S V uched object Comp. V, S, F or creature V, S, F or target, plus t be within 3 V, S, M og creatures V, S, M/DF	No ft. deep Yes (object); see text No and Yes (object) s or other touched Spell Resistance No per caster level Yes a 15 secondary targets 0 ft. of the primary Yes within a 40-ft. radius Yes	Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 School Divination Caster Level: 15 Evocation [Electricity] Caster Level: 15 Necromancy [Death] Caster Level: 15 Transmutation Caster Level: 15 Abjuration	phb: p.259 phb: p.292 phb: p.292 Source phb: p.208 phb: p.209 phb: p.222

Otiluke's Freezing Sphere	22	Reflex half; see text	1 standard	d Instantaneous or 15 rounds; see text	Long (1000 ft.)	V, S, F	Yes	Evocation [Cold]	phb: p.258
Effect:					Target: See text			Caster Level: 15	
Creates a frigid globe of cold energy that streaks from your fing					ng _				
15d6 points of cold damage to each creature in the area. An eleme	ental [w	rater] creature instead to	kes 15d8 p	points of cold damage.					
□□□□□Seal Portal	22	None	10 minute	s Instantaneous	100	V, S, M	No	Abjuration	Custom: null
Effect: You seal a portal to another plane.					Target: One portal			Caster Level: 15	
□□□□Summon Monster VI	22	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	F No	Conjuration (Summoning)	phb: p.287
Effect:					Target: One or mor	e summone	ed creatures, no two of	Caster Level: 15	
This spell functions like summon monster I, except that you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from which can be more than 30 ft. apart									
the 5th-level list, or 1d4+1 creatures of the same kind from a lower	-level I	ist.							
True Seeing	22	Will negates (harmless)	1 standard	d 15 minutes	Touch	V, S, M	Yes (harmless)	Divination	phb: p.296
Effect:					Target: Creature to	uched		Caster Level: 15	
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									

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.

IFVFI 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Delayed Blast Fireball	23	Reflex half	1 standa action	rd 5 rounds or less; see text	Long (1000 ft.)	V, S, M	Yes	Evocation [Fire]	phb: p.217
Effect: As fireball, except 15d6 fire damage; you can postpone blast for	up to	rounds.			Target: 20-ft. radius	s spread		Caster Level: 15	
Finger of Death	23	Fortitude partial	1 standa	rd Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy [Death]	phb: p.230
Effect: Target: One living creature Within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6+15 point of damage. The subject might die from damage even if it succeeds on its saving throw.									
Greater Teleport	23	None and Will negate (object)	s 1 standa action	rd Instantaneous	Personal and touch	n V	No and Yes (object)	Conjuration (Teleportation)	phb: p.293
Effect: This spell functions like teleport, except that there is no range lir	nit and	there is no chance you	arrive off ta	arget.	Target: You and to willing creatures	uched objec	cts or other touched	Caster Level: 15	
Limited Wish	23	None; see text	1 standa	rd See text	See text	V, S, XP	Yes	Universal	phb: p.248
Effect: A limited wish lets you create nearly any type of effect.					Target: See text			Caster Level: 15	

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Dimensional Lock	24	None	1 standard action	15 days	Medium (250 ft.)	V, S	Yes	Abjuration	phb: p.221
Effect: You create a shimmering emerald barrier that completely blocks	extrad	imensional travel.			Target: 20-ft. radius space	emanation	centered on a point in	Caster Level: 15	
Protection from Spells	24	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M, F	Yes (harmless)	Abjuration	phb: p.266
Effect: Target: Up to one creature touched per four The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities [but not against supernatural and extraordinary abilities].								Caster Level: 15	

^{* =}Domain/Speciality Spell

Spellbook: Spellbook (0-2nd)

Wizard

Level 0 □Acid Splash (DC:16) □Arcane Mark (DC:16) □Dancing Lights (DC:16) □Daze (DC:16) □Detect Magic (DC:16) Detect Poison (DC:16) □Disrupt Undead (DC:16) □Flare (DC:16)
□Ghost Sound (DC:16) □Light (DC:16) ☐Mage Hand (DC:16)
☐Mending (DC:16) □Message (DC:16) □Open/Close (DC:16) □Prestidigitation (DC:16) □Ray of Frost (DC:16) □Read Magic (DC:16) □Resistance (DC:16) □Touch of Fatique (DC:16)

Level 1 □Animate Rope (DC:17) □Burning Hands (DC:17) □Cause Fear (DC:17) □Charm Person (DC:17) □Chill Touch (DC:17) □Color Spray (DC:17)
□Disguise Self (DC:17) □Endure Elements (DC:17) □Enlarge Person (DC:17) □Expeditious Retreat (DC:17)
□Expeditious Retreat (DC:17)
□Feather Fall (DC:17)
□Grease (DC:17)
□Hypnotism (DC:17) □Identify (DC:17) □Jump (DC:17) □Mage Armor (DC:17) □Magic Missile (DC:17) □Magic Weapon (DC:17) ☐Mount (DC:17)

□Obscuring Mist (DC:17)

□Reduce Person (DC:17)
□Sleep (DC:17)
□Tenser's Floating Disk

(DC:17)

□Protection from Evil (DC:17)

Level 2 □Bear's Endurance (DC:18) □Blindness/Deafness (DC:18) □Bull's Strength (DC:18) □Darkness (DC:18) □Detect Thoughts (DC:18) □Flaming Sphere (DC:18) Fog Cloud (DC:18) ☐Gust of Wind (DC:18) □Hypnotic Pattern (DC:18) □Inypriotic Pattern (DC:18)
□Invisibility (DC:18)
□Knock (DC:18)
□Levitate (DC:18)
□Locate Object (DC:18) □Magic Mouth (DC:18) □Melf's Acid Arrow (DC:18) □Minor Image (DC:18) ☐Mirror Image (DC:18) Resist Energy (DC:18) □Rope Trick (DC:18) □See Invisibility (DC:18) □Spectral Hand (DC:18) □Web (DC:18)
□Whispering Wind (DC:18)

Spellbook: Spellbook (3rd) Wizard

Level 3 □Daylight (DC:19) □Dispel Magic (DC:19) □Displacement (DC:19)
□Fireball (DC:19) □Fly (DC:19) □Gaseous Form (DC:19) □Halt Undead (DC:19) ☐Haste (DC:19) Leomund's Tiny Hut (DC:19) □Lightning Bolt (DC:19)
□Magic Circle Against Chaos (DC:19) □Magic Circle Against Law (DC:19) □Greater Magic Weapon (DC:19) □Nondetection (DC:19) □Protection from Energy (DC:19) □Slow (DC:19) □Summon Monster III (DC:19) □Tongues (DC:19) □Water Breathing (DC:19)

Spellbook: Spellbook (4th - 5th)
Wizard

Level 4

□Ice Storm (DC:20)

□Greater Invisibility (DC:20)

□Polymorph (DC:20)

□Remove Curse (DC:20)

□Shout (DC:20)

□Stoneskin (DC:20)

□Summon Monster IV (DC:20)

□Wall of Fire (DC:20)

Level 5

Break Enchantment (DC:21)

Cloudkill (DC:21)

Dismissal (DC:21)

Dominate Person (DC:21)

Magic Jar (DC:21)

Passwall (DC:21)

Telekinesis (DC:21)

Teleport (DC:21)

Level 6 □Seal Portal (DC:22)

Notes:	
Character Sheet Notes:	