

Wizard

CASTER LVL

15

SPELL SAVE

+5

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

15/19	16/20	17/21	18/22	19/23	20/24	21/25			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
5	7	6	6	5	5	3			

Character: **Thorin**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	60 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	250 ft.
LONG RANGE (400 ft. + 40 ft. / level)	1000 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
— 0-Level Spells (Cantrips) —										
	Acid Splash	con(creation)[acid]	vs	1a	Close	Inst	None	No	Orb deals 1d3 acid damage.	ph:196
	Callrops	con(creation)	vs	1a	Close	15 rds	None	No	Covers several spots with magical callrops.	spc:42
	Dancing Lights	evo[light]	vs	1a	Med	1 min(D)	None	No	Creates torches or other lights.	ph:216
	Detect Magic	div	vs	1a	60 ft.	[c]->15 min(D)	None	No	Detects spells and magic items within 60 ft.	ph:219
	Detect Poison	div	vs	1a	Close	Inst	None	No	Detects poison in one creature or object.	ph:219
	Ghost Sound	ill(fig)	vsm	1a	Close	15 rd(D)	Will dis	No	Figment sounds.	ph:235
	Light	evo[light]	vm/df	1a	Touch	150 min(D)	None	No	Object shines like a torch.	ph:248
	Mage Hand	tra	vs	1a	Close	[c]	None	No	5-pound telekinesis.	ph:249
	Mending	tra	vs	1a	10 ft.	Inst	Will neg(h,o)	Yes(h,o)	Makes minor repairs on an object.	ph:253
	Message	tra[lang]	vsf	1a	Med	150 min	None	No	Whispered conversation at distance.	ph:253
	No Light	tra	vs	1a	Close	15 min	None	No	Prevents normal light from illuminating.	bv:100
	Open/Close	tra	vsf	1a	Close	Inst	Will neg(o)	Yes(o)	Opens or closes small or light things.	ph:258
	Ray of Frost	evo[cold]	vs	1a	Close	Inst	None	Yes	Ray deals 1d3 cold damage.	ph:269
	Read Magic	div	vsf	1a	Personal	150 min			Read scrolls and spellbooks.	ph:269
	Resistance	abj	vsm/df	1a	Touch	1 min	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	ph:272
	Silent Portal	ill(glam)	s	1a	Close	15 min(D)	Will neg(o)	Yes(o)	Negates the sound from opening a door or window.	spc:190
— 1st-Level Spells —										
	Benign Transposition	con(teleport)	v	1a	Med	Inst	None	No	Two willing subjects switch places.	spc:27
	Comprehend Languages	div	vsm/df	1a	Personal	150 min			You understand all spoken and written languages.	ph:212
	Ectoplasmic Armor	abj	v	1a	Touch	15 hr(D)	Will neg(h)	No	Gain a +8 armor bonus against incorporeal touch attacks.	spc:77
	Familiar Pocket	uni	vsm	1a	Touch	15 hr(D)	None	No	Creates a extradimensional space for your familiar	spc:88
	Feather Fall	tra	v	1 imm	Close	Land/15 rd	Will neg(h,o)	Yes(o)	Objects or creatures fall slowly.	ph:229
	Identify	div	vsm/df	1 hr	Touch	Inst	None	No	Determines properties of magic item.	ph:243
	Mage Armor	con(creation)[force]	vsf	1a	Touch	15 hr(D)	Will neg(h)	No	Gives subject +4 armor bonus.	ph:249
	Magic Missile	evo[force]	vs	1a	Med	Inst	None	Yes	5 missiles deal 1d4+1 damage each.	ph:251
	Nightshield	abj	vs	1a	Personal	15 mins(D)			+3 saves & negates magic missile.	spc:148
	Orb of Acid, Lesser	con(creation)[acid]	vs	1a	Close	Inst	None	No	Orb of acid on ranged touch attack deals 5d8 of damage	spc:150
	Protection from Evil	abj[good]	vsm/df	1a	Touch	15 min(D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	ph:266
	Shield	abj[force]	vs	1a	Personal	15 min(D)			Invisible disc gives +4 to AC, blocks magic missiles.	ph:278
	Shocking Grasp	evo[electricity]	vs	1a	Touch	Inst	None	Yes	Touch delivers 5d6 electricity damage.	ph:279
	True Strike	div	vf	1a	Personal	see text			+20 on your next attack roll.	ph:296
	Weapon Shift	tra	vsm	1a	Touch	15 min	For neg(o)	Yes(o)	Transform base weapon type.	spc:237
— 2nd-Level Spells —										
	Augment Familiar	tra	vs	1a	Close	[c]+15 rd	Fort neg(h)	Yes(h)	Your familiar gains +4 enhancement to Str, Dex, & Con; DR 5/magic; & +2 saves.	spc:17
	Balor Nimbus	tra	vsm/df	1a	Personal	15 rd	None	No	Subject's flaming body damages foes in grapple.	spc:24
	Blast of Force	evo[force]	vs	1a	Med	Inst	Fort prt	Yes	Ray deals 5d6 damage.	spc:31
	Combust	evo[fire]	vsm	1a	Touch	Inst	Ref prt	Yes	Combustable objects burst into flame. If the target creatures it takes 10d8 with no save.	spc:50
	Create Magic Tattoo	con(creation)	vsmf	10 mins	Touch	1 day	None	Yes(h)	Subject receives a magic tattoo with various effects.	spc:55
	Dark Way	ill(shad)	vsdf	1a	Close	15 rd	None	Yes	Creates temp. bridge of shadow supporting 3000lbs.	spc:58
	Fireburst	evo[fire]	vsm	1a	10 ft.	Inst	Ref half	Yes	A fireburst deals 5d8 damage to all within a 10ft radius	spc:93
	Fly, Swift	tra	v	1 swift	Personal	1 rd			Gain fly speed of 60 feet.	spc:96
	Fox's Cunning	tra	vsm/df	1a	Touch	15 min	Will neg(h)	Yes	Subject gains +4 to Int.	ph:233
	Glitterdust	con(creation)	vsm	1a	Med	15 rd	Will neg(blind)	No	10 ft. radius spread blinds creatures, outlines invisible creatures.	ph:236

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	Invisibility	ill(glam)	vsm/df	1a	Per or Tch	15 min(D)	Will neg(h), Will ne Yes(h,o)		Subject is invisible for 15 minutes or until it attacks.	ph:245
	Levitate	tra	vsf	1a	Per or Close	15 min(D)	None	No	Subject moves up and down at your direction.	ph:248
	Reflective Disguise	ill(glam)	vs	1a	Personal	150 min			Intellegent creatures view you as the same species & gender as themselves.	spc:171
	Rope Trick	tra	vsm	1a	Touch	15 hr(D)	None	No	As many as eight creatures hide in extra-dimensional space.	ph:273
	Scale Weakening	tra	vsm	1a	Close	15 min(D)	None	Yes	With a ranged touch attack a targets natural armor is reduced by 5.	spc:180
	Scorch	evo[fire]	vsf	1a	30 ft.	Inst	Ref half	Yes	Path of fire deals 5d8.	spc:181
	See Invisibility	div	vsm	1a	Personal	150 min(D)			Reveals invisible creatures or objects.	ph:275
	Slide, Greater	tra	v	1a	Med	Inst	Will neg	Yes	Move subject 20 feet in a strait line.	spc:192
	Snake's Swiftess	tra	vsm/df	1a	Close	Inst	Will neg(h)	Yes(h)	Subject immediately makes one attack.	spc:193
	Sonic Weapon	tra[sonic]	v	1a	Touch	15 min(D)			Weapon deals +1d6 sonic damage on each hit.	spc:195
	Spider Climb	tra	vsm	1a	Touch	150 min	Will neg(h)	Yes(h)	Grants ability to walk on walls and ceilings.	ph:283
	Whirling Blade	tra	vsf	1a	60 ft.	Inst	None	No	Hurled slashing weapon deals damage to all enemies in a 60ft line	spc:238
	Wrathstrike	tra	vs	1 swift	Personal	1 rd			Melee attacks hit as touch attacks.	spc:243
--- 3rd-Level Spells ---										
	Acid Breath	con(creation)[acid]	vsm	1a	15 ft.	Inst	Ref half	Yes	Cone of acid deals 10d6 damage.	spc:7
	Crack Ice	evo[force]	vsm	1a	Close	Inst	Fort half	Yes	Shatters or damages ice structures and creatures.	fr:92
	Dispel Magic	abj	vs	1a	Med	Inst	None	No	Cancels magical spells and effects.	ph:223
	Earthen Grace	abj[earth]	vsm	1a	Touch	15 min	Will neg(h)	Yes(h)	Any damage caused by stone is nonlethal damage.	spc:76
	Enhance Familiar	uni	vs	1a	Touch	15 hr	None	Yes(h)	Grants familiar +2 competence bonus to saves, attacks, and dmg, +2 AC	spc:82
	Fireball	evo[fire]	vsm	1a	Long	Inst	Ref half	Yes	10d6 damage, 20-ft. radius.	ph:231
	Fortify Familiar	uni	vs	1a	Touch	15 hr	None	Yes(h)	Grants familiar 2d8 temp HP, +2 Natural armor, and Light fortication (25%)	spc:98
	Gaseous Form	tra	sm/df	1a	Touch	30 min(D)	None	No	Subject becomes insubstantial and can fly slowly.	ph:234
	Hamatula Barbs	tra	vsm	1a	Touch	150 min.	Fort neg (h)	Yes (h)	Subject grows barbs, which damage (1d8 slashing & piercing) foes that attack the subject in melee.	spc:109
	Haste	tra	vsm	1a	Close	15 rd	Fort neg(h)	Yes(h)	15 creatures move faster, +1 on attack rolls, AC, and Reflex saves.	ph:239
	Invisibility Sphere	ill(glam)	vsm	1a	Per or Tch	15 min(D)	Will neg(h), Will ne Yes(h,o)		Makes everyone within 10 ft. invisible.	ph:245
	Lightning Bolt	evo[electricity]	vsm	1a	120 ft.	Inst	Ref half	Yes	Electricity deals 10d6 damage.	ph:248
	Manyjaws	evo[force]	vsm	1a	Med	(c) up to 3 rds	see text	Yes	10 sets of jaws attack enemies for 1d6 damage.	spc:138
	Protection from Energy	abj	vsdf	1a	Touch	150 mins*	Fort neg(h)	Yes(h)	Absorb 120 of damage from one kind of energy.	ph:266
	Regroup	conj	vs	1a	Close	Inst	None	No	Teleport up to 15 willing comrades to your side	bv:101
	Rust Ray	tra	vsm	1a	Close	Inst	None or Fort neg(c)	No	Ray that rust non-magical iron alloys object, 2d6+7 damage ignoring hardness.	spc:178
	Snake's Swiftess, Mass	tra	vsm/df	1a	Med	Inst	Will neg(h)	Yes(h)	Allies in a 20' radius each immediately make one attack.	spc:193
	Sound Lance	evo[sonic]	vs	1a	Med	Inst	Fort half	Yes	Projectile of sonic energy does 10d8 to target.	spc:196
	Spiderskin	tra	vsm/df	1a	Touch	150 min	Will neg (h)	Yes(h)	You gain a +5 bonus to natural armor, saves vs poison, and Hide checks.	spc:202
	Tongues	div	vm/df	1a	Touch	150 min	Will neg(h)	No	Speak any language.	ph:294
	Tremorsense	tra	vsfdf	1a	Personal	150 rd(D)			You can automatically pinpoint the location of any object on ground within 30'	spc:224
	Vampiric Touch	nec	vs	1a	Touch	Inst/1 hour*	None	Yes	Touch deals 7d6 damage; You gain damage as hp.	ph:298
--- 4th-Level Spells ---										
	Animate Dead	nec[evil]	vsm	1a	Touch	Inst	None	No	Creates undead skeletons and zombies.	ph:198
	Arcane Eye	div(scrying)	vsm	10 mins	Unlimited	15 min(D)	None	No	Invisible floating eye moves 30 ft./round.	ph:200
	Assay Spell Resistance	div	vs	1 swift	Personal	15 rd			Gives +10 bonus on caster level to overcome SR of a single creature	spc:17
	Blast of Flame	con(creation)[fire]	vsm	1a	60 ft.	Inst	Ref half	No	A cone shaped burst of fire causes 10d6 fire damage	spc:31
	Dimension Door	con(teleport)	v	1a	Long	Inst	None, Will neg(o)	No, Yes(o)	Teleports you and 5 Medium creatures up to Long range.	ph:221
	Celerity	tra	vsm	1imed	Personal	Inst	None	No	Take a standard action out of turn, become dazed for 1 round	fr:92
	Fire Shield	evo[fire/cold]	vsm/df	1a	Personal	15 rd(D)			Creatures attacking you take fire damage; you're protected from heat or cold.	ph:230

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Character: **Thorin**

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SPELL LIST

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	Invisibility, Greater	ill(glam)	vs	1a	Per or Tch	15 rd(D)	Will neg(h)	Yes(h,o)	As invisibility, but subject can attack and stay invisible.	ph:245
	Lower Spell Resistance	tra	vs	1r	Close	15 min	Fort neg(h)	No	Reduces subjects SR by -15 to a minimum of 0	dr:114
	Orb of Acid	con(creation)[acid]	vs	1a	Close	Inst	Fort prt*	No	Orb of acid on ranged touch attack deals 15d6 of damage and sickens	spc:150
	Orb of Force	con(creation)[force]	vs	1a	Med	Inst	None	No	Orb of force on ranged touch attack deals 10d6 of damage	spc:157
	Otiluke's Resilient Sphere	evo[force]	vsm	1a	Close	15 min(D)	Ref neg	Yes	15-ft. diameter force globe protects but traps one subject.	ph:258
	Polymorph	tra	vsm	1a	Touch	15 min(D)	None	No	Gives one willing subject a new form.	ph:263
	Ray of Deanimation	abj	vs	1a	Close	Inst	None	No	Ray does 15d6 points of damage to animated objects.	spc:166
	Resistance, Greater	abj	vsm/df	1a	Touch	24 hrs	Will neg(h)	Yes(h)	Subject gains +3 on saving throws.	spc:174
	Stone Shape	tra[earth]	vsm/df	1a	Touch	Inst	None	No	Sculpts 25 cu. ft. of stone into any shape.	ph:284
	Stoneskin	abj	vsm	1a	Touch	150 mins*	Will neg(h)	Yes(h)	Ignore 10 points of damage per attack, up to 150 total.	ph:285
	— 5th-Level Spells —									
	Acid Sheath	con(creation)[acid]	vsmf	1a	Personal	150 rd(D)			Sheath of acid damages attackers.	spc:7
	Arc of Lightning	con(creation)[electricity]	vsm/df	1a	Close	Inst	Ref half	No	Causes 15d6 electricity damage to two or more creatures	spc:15
	Baleful Polymorph	tra	vs	1a	Close	Perm	Fort neg, Will prt*	Yes	Transforms subject into harmless animal.	ph:202
	Ball Lightning	evo[electricity]	vsm	1a	Med	15 rd	Ref neg	Yes	Energy balls deal 15d6 electricity damage.	spc:23
	Blink, Greater	tra	vs	1a	Personal	15 rd(D)			As blink, but safer and with more control.	spc:32
	Break Enchantment	abj	vs	1 min	Close	Inst	see text	No	Frees subjects from enchantments, alterations, curses, and petrification.	ph:207
	Cone of Cold	evo[cold]	vsm/df	1a	60 ft.	Inst	Ref half	Yes	15d6 cold damage.	ph:212
	Dimension Door, Greater	con(teleport)	v	1a	Touch	7 rd	None, Will neg(o)	No, Yes(o)	Dimension Door lasting rounds. Transport targets up to 60 ft as a move action no AoO.	spc:64
	Dragon Ally, Lesser	con(calling)	vxp,gold	10 mins	Close	Inst	None	No	Summons a dragon of up to 15 HD.	spc:72
	Fire Shield, Mass	evo[fire/cold]	vsm	1a	Close	15 rd(D)	Will neg(h)	Yes(h)	As fire shield (PHB:250), targets allies not more than 30' apart	spc:92
	Fireburst, Greater	evo[fire]	vsm	1a	15 ft.	Inst	Ref half	Yes	A fireburst deals 15d8 damage to all within a 10ft radius	spc:94
	Indomitability	abj	vs	1a	Touch	15 min(D)	None(h)	Yes(h)	Protects the recipient from the first incapacitating attack. The attack will only do enough damage to kill	spc:121
	Passwall	tra	vsm	1a	Touch	15 hr(D)	None	No	Creates passage through wood or stone wall.	ph:259
	Permanency	uni	vsxp	2 rds	see text	Perm*	None	No	Makes certain spells permanent.	ph:259
	Phantasmal Thief	con(creation)	vsm	1a	Close	15 rd	None	No	An invisible force comes into being to steal from creatures at your direction.	spc:155
	Prying Eyes	div	vsm	1 min	1 mile	15 hrs*(D)	None	No	1d4+15 floating eyes scout for you.	ph:266
	Teleport	con(teleport)	v	1a	Per or Tch	Inst	None and Will neg	No, Yes(o)	Instantly transports you as far as 1500 miles.	ph:292
	Vulnerability	tra	vs	1a	Touch	15 rd	Will neg	Yes	This spell lowers the subjects damage reduction by 10. To a minimum of 5.	spc:232
	Wall of Force	evo[force]	vsm	1a	Close	15 rd(D)	None	No	Wall is immune to damage.	ph:298
	Wall of Stone	con(creation)[earth]	vsm/df	1a	Med	Inst	see text	No	Creates a stone wall that can be shaped.	ph:299
	— 6th-Level Spells —									
	Antimagic Field	abj	vsm/df	1a	10 ft.	150 min(D)	None	see text	Negates magic within 10 ft.	ph:200
	Chain Lightning	evo[electricity]	vsf	1a	Long	Inst	Ref half	Yes	15d6 damage; 15 secondary bolts each deals half damage.	ph:208
	Contingency	evo	vsmf	10 mins+	Personal	15 day(D)*			Sets trigger condition for another spell.	ph:213
	Disintegrate	tra	vsm/df	1a	Med	Inst	Fort prt(o)	Yes	Makes one creature or object vanish.	ph:222
	Dispel Magic, Greater	abj	vs	1a	Med	Inst	None	No	As dispel magic, but +20 on check.	ph:223
	Fires of Purity	evo[fire]	vsdf	1a	Touch	15 rd	see text	Yes(h)*	Target bursts into magical flame. Target can deal an extra 15 pts of fire damage.	spc:94
	Flesh to Stone	tra	vsm	1a	Med	Inst	Fort neg	Yes	Turns subject creature into statue.	ph:232
	Imbue Familiar with Spell Ability	uni	vs	1a	Touch	15 hr	Will neg(h)	Yes(h)	Allows you to imbue your familiar with 5 spells of no higher than 5th level	spc:120
	Otiluke's Freezing Sphere	evo[cold]	vsf	1a	Long	Inst/15 rd	Ref half*	Yes	Freezes water or deals cold damage.	ph:258
	Reflective Disguise, Mass	ill(glam)	vs	1a	Close	12 hr(D)	Will neg	Yes	Intelligent creatures view you, and others you target, as the same species & gender as themselves.	spc:171
	Resistance, Superior	abj	vsm/df	1a	Touch	24 hrs	Will neg(h)	Yes(h)	Subject gains +6 on saving throws.	spc:174
	Ruby Ray of Reversal	abj	vsf	1a	Med	Inst	None	No	Ray negates magical or mundane hazards.	spc:177

