

Character Name, School: Conjuration, Wizard, Level 5, Epic, Beguiler, Level 1, Epic, Ultimate Magus, Level 10, Epic, Third Class

Total, HD 1, XP 190,000, Male, Purple, Hit Dice, Total, Adj., HD type, Next level: 210,000 xp, Gender, Eyes, Size, ECL, Adj., Height, Weight, Hair, Face / Reach, Alignment, Deity, Skin



Fav. Soul 1st, Mast. Spec. 1st, Archmage 2nd

Extension

STR 9 -1, DEX 15 +2, CON 22 +6, INT 26 +8, WIS 12 +1, CHA 11

HP 175

AC 20 = 10 + 5 + 3 + 2

TOUCH 12, GRAPPLE +7 = 8 + -1

Flat-Footed 18, INITIATIVE +2 = 2

SPELL 18

POWER

FORTITUDE +16, REFLEX +12, WILL +25

Base Attack +8

MELEE +7, RANGED +10

ENERGY, Armor Check

Damage Reduction

Vision & Senses, Darkvision 120 ft., Blindsight 30 ft.

SKILLS table with columns: Skill, Total, Key Ability, Modifier, Ranks, Effects, Conditional, Misc

FULL ATTACK One-Handed Quarterstaff, Total Attack / Damage, Critical

FULL ATTACK Two-Handed Quarterstaff, Total Attack / Damage, Critical

FULL ATTACK One-Handed None, Total Attack / Damage, Critical

FULL ATTACK One-Handed None, Total Attack / Damage, Critical

FULL ATTACK One-Handed None, Total Attack / Damage, Critical

FULL ATTACK One-Handed None, Total Attack / Damage, Critical

Character Specific Skills table

ARMOR		None	Adj.	Armor Check Adj.:
Light	Max Dex:		Armor Check Penalty:	Spell Fail:
Desc.: _____				
Notes: _____				

SHIELD		Mithril Light Shield +2	Adj.	Skill Check Adj.:
Maximum Dexterity:	Bonus: +3	Skill Check Penalty:	Spell Fail: 0%	2 lb.
Desc.: This nonmagical shield is made of mithral and thus is much lighter than a standard steel shield				
Notes: _____				

MAGICAL ITEMS WORN		Total weight: 1 lb.	List: Wondrous Items
Head: Headband of Intellect +6	Waist:		
Eyes:	Shoulders:		
Neck: Amulet of Health +4	Arm/Wrist:		
Torso: Robe of the Archmagi			
Hands: Gloves of Dexterity +2			
Feet: Boots of Big Stepping			
Right Finger: Ring of Evasion			
Left Finger: Ring of Arcane Might			

COINS	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp
GEMS	

SPELLS		Arcane Spell Failure: 0%						Adj.:	
Casting Class:	Wizard	Fav. Soul							
Caster Level:	18 (Spell eff:23)	8 (Spell eff:17)			1				
Caster level adj:									
Spell / day adj:									
Spell known adj:									
Spell Level	Spells /day	Save DC	Spells Known	Spells /day	Save DC	Spells Known	Spells /day	Save DC	Spells Known
0	4	18		6	18		0		11
1	7	19		8	19		1		19
2	7	20		8	20		0		20
3	7	21		7	21		0		21
4	7	22		5	22		0		22
5	4	23					0		23
6	6	24					0		24
7	5	25					0		25
8	4	26					0		26
9	3	27					0		27

LOCATIONS	
HH	2 lb.
BP	
Tag	Weight

CARRIED GEAR		Loc.	qty	lb	Loc.	qty	lb	List:	Equipment
Quarterstaff			1	4					
Wand of Cure Serious Wounds	BP		1						
Masterwork thieves' tools	HH		1						
Ivory Gem Encrusted Statue of Levithix	HH		1						
Handy Haversack			1	5					
Adventuring Gear	HH		1						
12.0 lb.		Light							197,520 gp
Total Weight	Load Class	Max Dex	Chk Penalty	Total Value					

Feats	14	=	7	+	7	+		List:	Custom Feats	✓
Flaw: Inattentive									-4 to Listen & Spot.	✓
Flaw: Noncombatant									-2 to Melee Attacks.	✓
Collegiate Wizard									+2 spells per level into spellbook. +2 to Knowledge: Arcane.	✓
Extend Spell									Double spell's duration	
Arcane Mastery									Take 10 on Caster Level checks.	
Scribe Scroll									Create magic scrolls	
Practiced Spellcaster									+4 to Beguiler CL.	✓
Steadfast Concentration									Take 10 on Concentration checks.	
Energy Substitution (Acid)									Cast damage spells as (Acid) regardless of usual damage type. +0 LA.	
Maximize Spell									Maximize spell's variable, numeric effects	
Spell Penetration									+2 bonus on caster level checks to defeat spell resistance	
Twin Spell									Cast spells twice at same target. +4 LA.	
Skill Focus: Spellcraft									+3 bonus on checks with skill: Spellcraft	✓
Spell Focus: Conjuraction									Add +1 to the DC against spells of the Conjuraction school of magic	✓
Spell Focus: Evocation									Add +1 to the DC against spells of the Evocation school of magic	✓
Quicken Spell									Cast spells as free action	
SLA: Moment of Prescience									Moment of Prescience 2 times per day.	

LANG: 4
Common
Elven, Dwarven, Draconic

CHARGES		Initial	Spent	Avail.
Wand of Cure Serious Wounds		50	1	49

ENCUMBRANCE LIMITS				
30.0	60.0	90.0	180.0	450.0
Light	Medium	Heavy	Lift Off Ground	Push / Drag
			Adj	

Levithix ux Bahamuti

Racial Traits: DragonBorn (Half-Elf) (Mind) | _____

Immunity to Sleep & Paralysis

Immunity to Frightful Presence

_____ | Vision & Senses | _____

Darkvision 120 ft., Blindsight 30 ft.

_____ | Class Features: Wizard 5th | _____

School specialization: Conjuraction

Spontaneous Summoning (Ex): Lose a 2nd+ level spell to cast a lower level summon spell

- Prohibited schools: Enchantment, Illusion

Bonus Feat: Scribe Scroll

Familiar: none selected

1x Bonus Feat (Ref. PHB p.57)

_____ | Class Features: Beguiler 1st | _____

Armored Mage (EX)- Ignore Spell Failure due to light armor.

Trapfinding

Use search skill to find traps over DC: 20

_____ | Class Features: Ultimate Magus 10th | _____

10 added to Wizard spellcasting level

6 added to Beguiler spellcasting level

Arcane Spell Power (Ex): 4 added to CL of Wizard and Beguiler

- * increase duration range, effect, etc

Expanded Spell Knowledge (Ex): for Beguiler

- * 5 extra spells known, level 0 to 5
- * cannot cast if Beguiler effective level insufficient
- * cannot integrate; keep track manually

Augmented Casting (Su): may sacrifice spell slot from one arcane casting class to apply metamagic feat to spell of other arcane casting class

- * spell to be augmented can be up to level 5
- * level of sacrificed spell >= augmented spell's level
- * ability usable 8/day

Bonus Feat: 2 metamagic feats (must meet requirements)

_____ | Class Features: Favoured Soul 1st | _____

_____ | Class Features: Master Specialist 1st | _____

1 added to Wizard spellcaster level

Bonus Feat: Skill Focus (Spellcraft)

_____ | Class Features: Archmage 2nd | _____

+2 Arcane Bonus Levels on Spells per day

+2 Arcane Bonus Levels on Spells Known

High Arcana: Spell-Like Ability

High Arcana: Mastery of Elements

_____ | Conditional Bonus - Wizard Class | _____

+2 to Spellcraft to learn a Conjuraction spell [Wizard]

_____ | Conditional Skill Synergies | _____

+2 to Use Magic Device involving scrolls [Spellcraft Synergy]

+2 to Spellcraft to decipher scrolls [Use Magic Device Synergy]

+2 to Survival to keep from getting lost or avoid hazards [Know.: Geo. Synergy]

+2 to Survival on other planes [Knowledge: Planes Synergy]

_____ | CHARACTER STATUS | _____

For leveling, you overspent ability increases by 1 point

Wizard Spells

Wizard Spells		CL 23	CL > SR: 27 (Can take 10)	BOLD = Maximised (3) <i>Italics</i> = Extended (1)	<u>Underlined</u> = Energy Substitution (Acid) (0) <u>Double Underlined</u> = Quickened (4)	Spells/Day (Beg/Wiz/Conj) = 0:6/4	1:8/5/3	2:8/5/3	3:7/5/3	4:5/5/3	5:0/4/1	6:0/4/3	7:0/3/3	8:0/3/2	9:0/1/3
Known	Lvl Gained	Mem. as Lvl	Spell Lvl	Name	School	Subtype	Description	Source							
Yes	1		0	Acid Splash	Cnj	Cre, Acid	Orb deals 103 acid damage.	PHB							
Yes	1		0	Arcane Mark	Uni	ni	Inscribes a personal rune (visible or invisible).	PHB							
Yes	1		0	Dancing Lights	Evc	Lg	Creates torches or other lights.	PHB							
Yes	1		0	Detect Magic	Dw	ni	Detects spells and magic items within 60 ft.	PHB							
Yes	1	0	0	Detect Poison	Dw	ni	Detects poison in one creature or small object.	PHB							
Yes	1		0	Flare	Evc	Lg	Dazzles one creature (-1 on attack rolls).	PHB							
Yes	1		0	Light	Evc	Lg	Object shines like a torch.	PHB							
Yes	1	0	0	Mage Hand	Tm	ni	5 pound telekinetic.	PHB							
Yes	1	0	0	Mending	Tm	ni	Makes minor repairs on an object.	PHB							
Yes	1		0	Message	Tm	Lan	Whispered conversation at a distance.	PHB							
Yes	1		0	Open/Close	Tm	ni	Opens or closes small or light things.	PHB							
Yes	1	0	0	Prestidigitation	Uni	ni	Performs minor tricks.	PHB							
Yes	1		0	Ray of Frost	Evc	Col	Ray deals 103 cold damage.	PHB							
Yes	1		0	Read Magic	Dw	ni	Read scrolls and spellbooks.	PHB							
Yes	1		0	Resistance	Abj	ni	Subject gains +1 on saving throws.	PHB							
Yes	1	2	1	Dawnburst	Evc	Lg	Illuminates all creatures in 10 ft radius, deal damage to light-sensitive creatures.	CM							
Yes	3		1	Detect Undead	Dw	ni	Reveals undead within 60 ft.	PHB							
Yes	3	1	1	Endure Elements	Abj	ni	Exist comfortably in hot or cold environments.	PHB							
Yes	1		1	Feather Fall	Tm	ni	Objects or creatures fall slowly.	PHB							
Yes	1	1 1	1	Grease	Cnj	Cre	Makes 10 ft square or one object slippery.	PHB							
Yes	1		1	Identify	Dw	ni	Determines properties of magic item.	PHB							
Yes	1	1	1	Jet of Steam	Evc	Wat	30 ft line of steam deals 1D4 fire damage/level (max 5D4).	CM							
Yes	1	1 1 1	1	Magic Missile	Evc	For	1D4+1 damage; +1 missile per two levels above 1st (max 5).	PHB							
Yes	3		1	Protection from Evil	Abj	varies	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	PHB							
Yes	1	2	1	Shield	Abj	For	Invincible disc gives +4 to AC, blocks magic missiles.	PHB							
Yes	3	1	1	Sticky Floor	Cnj	Cre	Entangles and immobilizes creatures in affected area.	RoDR							
Yes	1		1	Summon Monster I	Cnj	Sum, varies	Calls extraplanar creature to fight for you.	PHB							
Yes	1	1	1	True Strike	Dw	ni	+20 on your next attack roll.	PHB							
Yes	4	2	2	Glitterdust	Cnj	Cre	Blinds creatures, outlines invisible creatures.	PHB							
Yes	6	2	2	Gust of Wind	Evc	Air	Blows away or knocks down smaller creatures.	PHB							
Yes	4		2	Knock	Tm	ni	Opens locked or magically sealed door.	PHB							
Yes	6	2	2	Locate Object	Dw	ni	Senses direction toward object (specific or type).	PHB							
Yes	4	2 2	2	Scorching Ray	Evc	Fire	Ranged touch attack deals 4D6 fire damage, +1 ray/four levels (max 3).	PHB							
Yes	6	2	2	Shatter	Evc	Son	Sonic vibration damages objects or crystalline creatures.	PHB							
Yes	4	2 2 2	2	Summon Monster II	Cnj	Sum, varies	Calls extraplanar creature to fight for you.	PHB							
Yes	6	2	2	Web	Cnj	Cre	Fls 20 ft radius spread with sticky spiderwebs.	PHB							
Yes	8	3	3	Caustic Smoke	Cnj	Cre	Cloud deals 1D6 acid damage/round, blinds creatures.	CM							
Yes	7		3	Dispel Magic	Abj	ni	Cancel magical spells and effects.	PHB							
Yes	8	3	3	Fireball	Evc	Fire	20' Radius spread deals 1D6/level (10D6 max) fire damage.	PHB							
Yes	7	4	3	Fly	Tm	ni	Subject flies at speed of 60 ft.	PHB							
Yes	7	3 4	3	Protection from Energy	Abj	ni	Absorb 12 points/level of damage from one level of energy.	PHB							
Yes	Copied (16)	3	3	Scintillating Sphere	Evc	Ele	20' Radius spread deals 1D6/level (10D6 max) electricity damage.	MoF							
Yes	8	3	3	Slow	Tm	ni	One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.	PHB							
Yes	7	3 3	3	Summon Monster III	Cnj	Sum, varies	Calls extraplanar creature to fight for you.	PHB							
Yes	8		3	Water Breathing	Tm	ni	Subjects can breathe underwater.	PHB							
Yes	9		4	Black Tentacles	Cnj	Crw	Tentacles grapple all within 20 ft spread.	PHB							
Yes	9	8	4	Dimension Door	Cnj	Tel	Teleports you short distance.	PHB							
Yes	10	4	4	Dimensional Anchor	Abj	ni	Bars extradimensional movement.	PHB							
Yes	Copied (16)	4	4	Globe of Invulnerability, Lesser	Abj	ni	Stops 1st through 3rd level spell effects.	PHB							
Yes	10		4	Mnemonic Enhancer	Tm	ni	<i>Wizard only. Prepares extra spells or retains one just cast.</i>	PHB							
Yes	10	4 4	4	Orb of Force	Cnj	Cre, For	Globe of force deals 1D6/level damage (max 10D6).	CA							
Yes	Copied (20)	4	4	Resilient Sphere	Evc	For	Force globe protects but traps one subject.	PHB							
Yes	10	4	4	Resist Energy, Mass	Abj	ni	Creatures ignore damage from specified energy type.	CA							
Yes	9	4	4	Solid Fog	Cnj	Cre	Blacks vision and slows movement.	PHB							
Yes	9		4	Summon Monster IV	Cnj	Sum, varies	Calls extraplanar creature to fight for you.	PHB							
Yes	Copied (18)	4	4	Wall of Fire	Evc	Fire	Deals 2D4 fire dam. to 10ft and 1D4 to 20 ft. Moving thru wall deals 2D6 damage +1/level.	PHB							
Yes	11		5	Arc of Lightning	Cnj	Cre, Ele	Line of electricity arcs between two creatures (1D6/level damage).	CA							
Yes	Copied (16)	5	5	Blink, Improved	Tm	ni	As Blink except; 50% miss chance on melee & targeted spells, half damage on area attacks.	CD							
Yes	12		5	Break Enchantment	Abj	ni	Frees subjects from enchantments, alterations, curses, and petrification.	PHB							
Yes	Copied (20)	5	5	Cloudkill	Cnj	ni	Kills 3 HD or less; 4-6 HD save or die; 6+ HD take Con damage.	PHB							
Yes	16	5	5	Cone of Cold	Evc	Col	1D6/level cold damage (15D6 max).	PHB							
Yes	12		5	Dismissal	Abj	ni	Forces a creature to return to its native plane.	PHB							
Yes	18		5	Evacuation Rune	Cnj	Tel	Transports you once, at will as if by Greater Teleport, to inscribed rune (Lasts 24 hours).	PHB							
Yes	12	5 8	5	Fire and Brimstone	Cnj	Cre, Fire	Subject takes fire damage, might be sickened. Fort Save.	CM							
Yes	15		5	Lightning Leap	Tm	Ele	Transform into bolt of lightning, damaging foes (15D6 max) and transporting self 60'.	PHB							
Yes	14		5	Secret Chest	Cnj	Sum	Hides expensive chest on Ethereal Plane; you retrieve it at will.	PHB							
Yes	11		5	Summon Monster V	Cnj	Sum, varies	Calls extraplanar creature to fight for you.	PHB							
Yes	18	5	5	Telepathic Bond	Dw	ni	Link lets allies communicate.	PHB							
Yes	11		5	Teleport	Cnj	Tel	Instantly transports you as far as 100 miles/level.	PHB							
Yes	Copied (20)	5	5	Transmute Rock to Mud	Tm	Ear	Transforms two 10 ft cubes per level.	PHB							
Yes	Copied (16)	5	5	Vitriolic Sphere	Cnj	Cre, Acid	10' Radius burst deals 1d4/level (15d4 max) acid damage in 1 st , 6d4 in 2 nd , 3d4 in 3 rd round.	CA							
Yes	12	5	5	Wall of Force	Evc	For	Wall is immune to damage.	PHB							
Yes	13		6	Acid Fog	Cnj	Cre, Acid	Fog deals acid damage.	PHB							
Yes	17		6	Antimagic Field	Abj	ni	Negates magic within 10 ft.	PHB							
Yes	15		6	Contingency	Evc	ni	Sets trigger condition for another spell.	PHB							
Yes	14	6	6	Disintegrate	Tm	ni	Makes one creature or object vanish.	PHB							
Yes	13	6	6	Dispel Magic, Greater	Abj	ni	As dispel magic, but +20 on check.	PHB							
Yes	16	6	6	(Bigby's) Forceful Hand	Evc	For	Hand pushes creatures away.	PHB							
Yes	14	6	6	Lingering Flames	Evc	Fire	Eruption of fire deals 1D6 damage per caster level each round for 3 rounds.	CM							
Yes	Copied (20)	6	6	Repulsion	Abj	ni	Creatures can't approach you.	PHB							
Yes	13		6	Summon Monster VI	Cnj	Sum, varies	Calls extraplanar creature to fight for you.	PHB							
Yes	13	6 6	6	Tactical Teleportation	Cnj	Tel	Teleport one creature/3 levels a short distance.	CM							
Yes	14		6	True Seeing	Dw	ni	Lets you see all things as they really are.	PHB							
Yes	Copied (18)	6	6	Wall of Iron	Cnj	Cre	30 hp/4 levels; can topple onto foes.	PHB							
Yes	17	7	7	Antimagic Ray	Abj	ni	Subject loses all magical powers.	DRAC							
Yes	Copied (16)	7	7	Delayed Blast Fireball	Evc	Fire	1D6/level fire damage (20d6 max); you can postpone blast for 5 rounds.	PHB							
Yes	Copied (16)	7	7	Forcecage	Evc	For	Cube or cage of force imprisons all inside.	PHB							
Yes	16		7	Mage's (Mordkainen's) Sword	Evc	For	Floating magic blade strikes opponents.	PHB							
Yes	15		7	Plane Shift	Cnj	Tel	As many as eight subjects travel to another plane.	PHB							
Yes	Copied (20)	7	7	Prismatic Spray	Evc	ni	Rays hit subjects with variety of effects.	PHB							
Yes	18		7	Reverse Gravity	Tm	ni	Objects and creatures fall upward.	PHB							
Yes	16	7	7	Summon Monster VII	Cnj	Sum, varies	Calls extraplanar creature to fight for you.	PHB							
Yes	15	7 7	7	Teleport, Greater	Cnj	Tel	As teleport, but no range limit and no off-target arrival.	PHB							
Yes	Copied (17)	8	8	Incendiary Cloud	Cnj	Cre, Fire	Cloud deals 4D6 fire damage/round.	PHB							
Yes	17		8	Moment of Prescience	Dw	ni	You gain insight bonus on single attack roll, check, or save.	PHB							
Yes	17	8 8	8	Plane Shift, Greater	Cnj	Tel	Plane shift accurately to your desired destination.	PHB							
Yes	18	8	8	Prismatic Wall	Abj	ni	Wall's colours have array of effects.	PHB							
Yes	Copied (17)	8	8	Sunburst	Evc	Lg	Blinds all within 10 ft, deals 6D6 damage.	PHB							
Yes	19	9	9	Black Blade of Disaster	Cnj	Cre	Floating magic weapon disintegrates subjects.	SC							
Yes	20	9	9	Effulgent Eruption	Abj	ni	Creates one sphere/level that negate hostile magic.	SC							
Yes	19	9	9	Gate	Cnj	Cre or Cal	Connects two planes for travel or summoning.	PHB							
Yes	20		9	Evasion	Evc	ni	Transport to a safe location of your choice.	SC							
Yes	19		9	Mage's Disjunction	Abj	ni	Dispels magic, disenchant's magic items.	PHB							
Yes	20	9	9	Summon Monster IX	Cnj	Sum, varies	Calls extraplanar creature to fight for you.	PHB							
Yes	20		9	Teleportation Circle	Cnj	Tel	Circle teleports any creature inside to designated spot.	PHB							
Yes	19		9	Time Stop	Tm	ni	You act freely for 1D4+1 rounds.	PHB							

Beguiler Spells

Beguiler Spells CL 17

Spells/Day (Beg/Wiz/Conj) = 0:6/4 1:8/5/3 2:8/5/3 3:7/5/3 4:5/5/3 5:0/4/1 6:0/4/3 7:0/3/3 8:0/3/2 9:0/1/3

Known	Lvl Gained	Mem'rd	Spell Lvl	Name	School	Subtype	Description	Source
			0	Dancing Lights	Enc	Lig	Creates torches or other lights.	PHB
			0	Daze	Enc	Cmp, Min	Humanoid creature of 4 HD or less loses next action.	PHB2
			0	Detect Magic	Div	nil	Detects spells and magic items within 60 ft.	PHB
			0	Ghost Sound	II	Fig	Figment sounds.	PHB
			0	Message	Tm	Lan	Whispered conversation at a distance.	PHB
			0	Open/Close	Tm	nil	Opens or closes small or light things.	PHB
			0	Read Magic	Div	nil	Read scrolls and spellbooks.	PHB
			1	Charm Person	Enc	Chm, Min	Makes one person your friend.	PHB
			1	Colour Spray	II	Pat, Min	Knocks unconscious, blinds, and/or stuns weak creatures.	PHB
			1	Comprehend Languages	Div	nil	You understand all spoken and written languages.	PHB
			1	Detect Secret Doors	Div	nil	Reveals hidden doors within 60 ft.	PHB
			1	Disguise Self	II	Gla	Changes your appearance.	PHB
			1	Expeditious Retreat	Tm	nil	Your speed increases by 30 ft.	PHB
ESP	9		1	Feather Fall	Tm	nil	Objects or creatures fall slowly.	PHB
			1	Hypnotism	Enc	Cmp, Min	Fascinates 2D4 HD of creatures.	PHB
			1	Mage Armour	Cnj	Cre, For	Gives subject +4 armor bonus.	PHB
			1	Obscuring Mist	Cnj	Cre	Fog surrounds you.	PHB
			1	Rouse	Enc	Cmp, Min	Awakens creatures in area.	PHB2
			1	Silent Image	II	Fig	Creates minor illusion of your design.	PHB
			1	Sleep	Enc	Cmp, Min	Puts 4 HD of creatures into a magical slumber.	PHB
ESP	7		1	True Strike	Div	nil	+20 on your next attack roll.	PHB
			1	Undetectable Alignment	Abj	nil	Conceals alignment for 24 hours.	PHB
			1	Whelm	Enc	Cmp, Min	Deal 1D6 nonlethal damage +1D6/2 levels above 1st (max 5D6).	PHB2
			2	Blinding Colour Surge	II	Gla	Blind subject for 1 round, gain invisibility.	PHB2
			2	Blur	II	Gla	Attacks miss subject 20% of the time.	PHB
			2	Daze Monster	Enc	Cmp, Min	Living creature of 6 HD or less loses next action.	PHB
			2	Detect Thoughts	Div	Min	Allows "listening" to surface thoughts.	PHB
			2	Fog Cloud	Cnj	Cre	Fog obscures vision.	PHB
			2	Gilderdust	Cnj	Cre	Blinds creatures, outlines invisible creatures.	PHB
			2	Hypnotic Pattern	II	Pat, Min	Fascinates (2D4 + level) HD of creatures.	PHB
			2	Invisibility	II	Gla	Subject is invisible for 1 min./level or until it attacks.	PHB
			2	Knock	Tm	nil	Opens locked or magically sealed door.	PHB
			2	Minor Image	II	Fig	As silent image, plus some sound.	PHB
			2	Mirror Image	II	Fig	Creates decoy duplicates of you (1D4 + 1 per three levels, max 8).	PHB
			2	Misdirection	II	Gla	Misleads divinations for one creature or object.	PHB
			2	See Invisibility	Div	nil	Reveals invisible creatures or objects.	PHB
			2	Silence	II	Gla	Negates sound in 20 ft radius.	PHB
			2	Spider Climb	Tm	nil	Grants ability to walk on walls and ceilings.	PHB
			2	Stay the Hand	Enc	Chm, Min	Immediate spell, change subject creature's attitude to helpful for 1 round.	PHB2
			2	Touch of Idioty	Enc	Cmp, Min	Subject takes 1d6 points of Int, Wis, and Cha damage.	PHB
			2	Vertigo	II	Pha, Fea, Min	Subject creature must succeed on a DC 10 Balance check to move each round.	PHB2
			2	Whelming Blast	Enc	Cmp, Min	15 ft cone deals 1D6 nonlethal damage/2 levels (max 5D6).	PHB2
			3	Arcane Sight	Div	nil	Magical auras become visible to you.	PHB
			3	Cairaudience/Cairvoyance	Div	Scy	Hear or see at a distance for 1 min./level.	PHB
			3	Crown of Veils	II	Fig	Gain +2 to Disguise and Hide, discharge to gain +8.	PHB2
			3	Deep Slumber	Enc	Cmp, Min	Puts 10 HD of creatures to sleep.	PHB
			3	Depel Magic	Abj	nil	Cancel magical spells and effects.	PHB
			3	Displacement	II	Gla	Attacks miss subject 50%.	PHB
			3	Fly	Tm	nil	Subject flies at speed of 60 ft.	PHB
ESP	11		3	Glibness	Tm	nil	You gain +30 bonus on Bluff checks, and your lbs can escape magical discernment.	PHB
			3	Halt	Tm	nil	Immediate spell, subject's feet become stuck to ground.	PHB2
			3	Haste	Tm	nil	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	PHB
			3	Hesitate	Enc	Cmp, Min	Immediate spell, force subject to lose actions.	PHB2
			3	Hold Person	Enc	Cmp, Min	Paralyzes one humanoid for 1 round/level.	PHB
			3	Inevitable Defeat	Enc	Cmp, Min	Subject takes 3D6 nonlethal damage/round.	PHB2
			3	Invisibility Sphere	II	Gla	Makes everyone within 10 ft invisible.	PHB
			3	Legion of Sentinels	II	Shd	Ghostly swordsmen threaten a 10 ft radius, deal 1D8 damage +1/3 levels (max +5).	PHB2
			3	Major Image	II	Fig	As silent image, plus sound, smell, and thermal effects.	PHB
			3	Nondetection	Abj	nil	Hides subject from divination, scrying.	PHB2
			3	Slow	Tm	nil	One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.	PHB
			3	Suggestion	Enc	Cmp, Lan, Min	Compels subject to follow stated course of action.	PHB
			3	Vertigo Field	II	Pat	Creatures have 20% miss chance and possibly become nauseated.	PHB2
			3	Zone of Silence	II	Gla	Keeps eavesdroppers from overhearing conversations.	PHB
			4	Charm Monster	Enc	Chm, Min	Makes monster believe it is your ally.	PHB
			4	Confusion	Enc	Cmp, Min	Subjects behave oddly for 1 round/level.	PHB
			4	Crushing Despair	Enc	Cmp, Min	Subjects take -2 on attack rolls, damage rolls, saves, and checks.	PHB
ESP	13		4	Dimension Door	Cnj	Tele	Teleports you short distance.	PHB
ESP	15		4	Dimensional Anchor	Abj	nil	Bans extradimensional movement.	PHB
			4	Freedom of Movement	Abj	nil	Subject moves normally despite impediments.	PHB
			4	Invisibility, Greater	II	Gla	As invisibility, but subject can attack and stay visible.	PHB
			4	Locate Creature	Div	nil	Indicates direction to familiar creature.	PHB
			4	Mirror Image, Greater	II	Fig	As mirror image, but gain an additional image each round.	PHB2
			4	Phantom Battle	II	Fig	Illusion of battle flanks creatures and denies attacks of opportunity.	PHB2
			4	Rainbow Pattern	II	Pat, Min	Lights fascinate 24 HD of creatures.	PHB
			4	Solid Fog	Cnj	Cre	Blocks vision and slows movement.	PHB
			4	Whelm, Mass	Enc	Cmp, Min	1D6 nonlethal damage/level (max 10D6) to 1 creature/level.	PHB2