

Findeer, Wizard 5 – Spells in Spellbook

Acid Splash Level: 0; School: Conjuration; Subschool: Acid, Creation; Components: V, S; Casting Time : 1 Action; Range: Close (25 ft. + 5 ft./2 levels); Effect: One missile of acid; Duration: Instantaneous; Save: None; Resistance: No Orb deals 1d3 acid damage.	Wizard 0
Arcane Mark Level: 0; School: Universal; Subschool: None; Components: V, S; Casting Time : 1 Action; Range: 0 ft.; Effect: One personal rune or mark, all of which must fit within 1 sq. ft.; Duration: Permanent; Save: None; Resistance: No Inscribes a personal rune (visible or invisible).	Wizard 0
Dancing Lights Level: 0; School: Evocation; Subschool: Light, Wu Jen (Fire); Components: V, S; Casting Time : 1 Action; Range: Medium (100 + 10 ft./level; Target: Up to four lights, all within a 10-ft. -radius area; Duration: 1 minute (D); Save: None; Resistance: No Creates torches or other lights.	Wizard 0
Daze Level: 0; School: Enchantment; Subschool: Compulsion, Mind-Affecting; Components: V, S, M; Casting Time : 1 Action; Range: Close (25 ft. + 5 ft./2 levels); Target: One humanoid creature of 4 HD or less; Duration: 1 round; Save: Will Negates; Resistance: Yes Humanoid creature of 4 HD or less loses next action.	Wizard 0
Detect Magic Level: 0; School: Divination; Subschool: None; Components: V, S; Casting Time : 1 Action; Range: 60 ft.; Area: Cone-shaped emanation; Duration: Concentration, up to 1 minute/level (D); Save: None; Resistance: No Detects spells and magic items within 60 ft.	Wizard 0
Detect Poison Level: 0; School: Divination; Subschool: None; Components: V, S; Casting Time : 1 Action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature, one object, or a 5-ft. cube; Duration: Instantaneous; Save: None; Resistance: No Detects poison in one creature or object.	Wizard 0
Disrupt Undead Level: 0; School: Necromancy; Subschool: None; Components: V, S; Casting Time : 1 Action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Duration: Instantaneous; Save: None; Resistance: Yes Deals 1d6 damage to one undead.	Wizard 0
Flare Level: 0; School: Evocation; Subschool: Light, Wu Jen (Fire); Components: V; Casting Time : 1 Action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Burst of light; Duration: Instantaneous; Save: Fortitude Negates; Resistance: Yes Dazzles one creature (-1 on attack rolls).	Wizard 0
Ghost Sound Level: 0; School: Illusion; Subschool: Figment; Components: V, S, M; Casting Time : 1 Action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Illusory sounds; Duration: 1 round/level (D); Save: Will Disbelief (if interacted with); Resistance: No Figment sounds.	Wizard 0
Light Level: 0; School: Evocation; Subschool: Light; Components: V, M/DF; Casting Time : 1 Action; Range: Touch; Target: Object touched; Duration: 10 minutes/level (D); Save: None; Resistance: No Object shines like a torch.	Wizard 0
Mage Hand Level: 0; School: Transmutation; Subschool: None; Components: V, S; Casting Time : 1 Action; Range: Close (25 ft. + 5 ft./2 levels); Target: One nonmagical, unattended object weighing up to 5 lb.; Duration: Concentration; Save: None; Resistance: No 5-pound telekinesis.	Wizard 0
Mending Level: 0; School: Transmutation; Subschool: None; Components: V, S; Casting Time : 1 Action; Range: 10 ft.; Target: One object up to 1 lb.; Duration: Instantaneous; Save: Will Negates (harmless, object); Resistance: Yes (harmless, object) Makes minor repairs on an object.	Wizard 0
Message Level: 0; School: Transmutation; Subschool: Language-Dependent; Components: V, S, F; Casting Time : 1 Action; Range: Medium (100 + 10 ft./level; Target: One creature/level; Duration: 10 minutes/level; Save: None; Resistance: No Whispered conversation at distance.	Wizard 0
Open/Close Level: 0; School: Transmutation; Subschool: None; Components: V, S, F; Casting Time : 1 Action; Range: Close (25 ft. + 5 ft./2 levels); Target: Object weighing up to 30 lb. or portal that can be opened or closed; Duration: Instantaneous; Save: Will Negates (object); Resistance: Yes (object) Opens or closes small or light things.	Wizard 0
Prestidigitation Level: 0; School: Universal; Subschool: None; Components: V, S; Casting Time : 1 Action; Range: 10 ft.; Target: See Text; Duration: 1 Hour; Save: See Text; Resistance: No Performs minor tricks.	Wizard 0
Ray of Frost Level: 0; School: Evocation; Subschool: Cold, Wu Jen (Water); Components: V, S; Casting Time : 1 Action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Duration: Instantaneous; Save: None; Resistance: Yes Ray deals 1d3 cold damage.	Wizard 0
Read Magic Level: 0; School: Divination; Subschool: None; Components: V, S, F; Casting Time : 1 Action; Range: Personal; Target: You; Duration: 10 minutes/level Read scrolls and spellbooks.	Wizard 0
Repair Minor Damage Level: 0; School: Transmutation; Subschool: None; Components: V, S; Casting Time : 1 Action; Range: Touch; Target: Construct touched; Duration: Instantaneous; Save: None; Resistance: No Repairs 1 point of damage to any construct.	Wizard 0
Resistance Level: 0; School: Abjuration; Subschool: None; Components: V, S, M/DF; Casting Time : 1 Action; Range: Touch; Target: Creature touched; Duration: 1 minute; Save: Will Negates (harmless); Resistance: Yes (harmless) Subject gains +1 bonus on saving throws.	Wizard 0
Touch of Fatigue Level: 0; School: Necromancy; Subschool: None; Components: V, S, M; Casting Time : 1 Action; Range: Touch; Target: Creature touched; Duration: 1 round/level; Save: Fortitude Negates; Resistance: Yes Touch attack fatigues target.	Wizard 0

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Color Spray Wizard 1

Level: 1; **School:** Illusion; **Subschool:** Mind-Affecting, Pattern;
Components: V, S, M; **Casting Time:** 1 Action; **Range:** 15 ft.; **Area:** Cone-shaped burst; **Duration:** Instantaneous; See Text; **Save:** Will Negates; **Resistance:** Yes
 Knocks unconscious, blinds, and/or stuns weak creatures.

Comprehend Languages Wizard 1

Level: 1; **School:** Divination; **Subschool:** None; **Components:** V, S, M/DF; **Casting Time:** 1 Action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level; **Save:** None; **Resistance:** No
 You understand all spoken and written languages.

Enlarge Person Wizard 1

Level: 1; **School:** Transmutation; **Subschool:** None; **Components:** V, S, M; **Casting Time:** 1 Round(s); **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One humanoid creature; **Duration:** 1 minute/level (D); **Save:** Fortitude Negates; **Resistance:** Yes
 Humanoid creature doubles in size.

Feather Fall Wizard 1

Level: 1; **School:** Transmutation; **Subschool:** None; **Components:** V; **Casting Time:** Action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart; **Duration:** 1 round/level; **Save:** Will Negates; **Resistance:** Yes (harmless)
 Objects or creatures fall slowly.

Grease Wizard 1

Level: 1; **School:** Conjuration; **Subschool:** Creation; **Components:** V, S, M; **Casting Time:** 1 Action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One object or a 10-ft. square; **Duration:** 1 round/level (D); **Save:** See Text; **Resistance:** No
 Makes 10-ft. square or one object slippery.

Identify Wizard 1

Level: 1; **School:** Divination; **Subschool:** None; **Components:** V, S, M/DF; **Casting Time:** 1 Hour(s); **Range:** Touch; **Target:** One touched object; **Duration:** Instantaneous; **Save:** None; **Resistance:** No
 Determines properties of magic item.

Mage Armor Wizard 1

Level: 1; **School:** Conjuration; **Subschool:** Creation, Force; **Components:** V, S, F; **Casting Time:** 1 Action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level (D); **Save:** Will Negates (harmless); **Resistance:** No
 Gives subject +4 armor bonus.

Magic Missile Wizard 1

Level: 1; **School:** Evocation; **Subschool:** Force; **Components:** V, S; **Casting Time:** 1 Action; **Range:** Medium (100 + 10 ft./level); **Target:** Up to five creatures, no two of which can be more than 15 ft. apart; **Duration:** Instantaneous; **Save:** None; **Resistance:** Yes
 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Magic Weapon Wizard 1

Level: 1; **School:** Transmutation; **Subschool:** None, Wu Jen (Metal); **Components:** V, S, DF; **Casting Time:** 1 Action; **Range:** Touch; **Target:** Weapon touched; **Duration:** 1 minute/level; **Save:** Will Negates (harmless, object); **Resistance:** Yes (harmless, object)
 Weapon gains +1 bonus.

Orb of Sound, Lesser Wizard 1

Level: 1; **School:** Conjuration; **Subschool:** Creation, Sonic; **Components:** V, S; **Casting Time:** 1 Action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One orb of sonic energy; **Duration:** Instantaneous; **Save:** None; **Resistance:** No
 Ranged touch attack deals 1d6 sonic damage + 1d6/2 levels beyond 1st (max 5d6).

Protection from Evil Wizard 1

Level: 1; **School:** Abjuration; **Subschool:** Good; **Components:** V, S, M/DF; **Casting Time:** 1 Action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Save:** Will Negates (harmless); **Resistance:** No; See Text
 +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Shield Wizard 1

Level: 1; **School:** Abjuration; **Subschool:** Force; **Components:** V, S; **Casting Time:** 1 Action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D)
 Invisible disc gives +4 to AC, blocks magic missiles.

Silent Image Wizard 1

Level: 1; **School:** Illusion; **Subschool:** Figment; **Components:** V, S, F; **Casting Time:** 1 Action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S); **Duration:** Concentration; **Save:** Will Disbelief (if interacted with); **Resistance:** No
 Creates minor illusion of your design.

Summon Monster I Wizard 1

Level: 1; **School:** Conjuration; **Subschool:** Summoning; **Components:** V, S, F/DF; **Casting Time:** 1 Round(s); **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One summoned creature; **Duration:** 1 round/level (D); **Save:** None; **Resistance:** No
 Calls extraplanar creature to fight for you.

Cloud of Knives Wizard 2

Level: 2; **School:** Conjuration; **Subschool:** None; **Components:** V, S, M; **Casting Time:** 1 Action; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Save:** N/A; **Resistance:** No
 Release one knife/round, 1d6 damage +1/3 levels (max +5).

Darkvision Wizard 2

Level: 2; **School:** Transmutation; **Subschool:** None; **Components:** V, S, M; **Casting Time:** 1 Action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level; **Save:** Will Negates (harmless); **Resistance:** Yes (harmless)
 See 60 ft. in total darkness.

Glitterdust Wizard 2

Level: 2; **School:** Conjuration; **Subschool:** Creation; **Components:** V, S, M; **Casting Time:** 1 Action; **Range:** Medium (100 + 10 ft./level); **Area:** Creatures and objects within 10-ft.-radius spread; **Duration:** 1 round/level; **Save:** Will Negates (blinding only); **Resistance:** No
 Blinds creatures, outlines invisible creatures.

Invisibility Wizard 2

Level: 2; **School:** Illusion; **Subschool:** Glamer; **Components:** V, S, M/DF; **Casting Time:** 1 Action; **Range:** Personal or touch; **Target:** You or a creature or object weighing no more than 100 lb./level; **Duration:** 1 minute/level (D); **Save:** Will Negates (harmless) or Will Negates (harmless, object); **Resistance:** Yes (harmless) or Yes (harmless, object)
 Subject is invisible for 1 min./level or until it attacks.

Resist Energy Wizard 2

Level: 2; **School:** Abjuration; **Subschool:** None, Wu Jen (All); **Components:** V, S, DF; **Casting Time:** 1 Action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Save:** Fortitude Negates (harmless); **Resistance:** Yes (harmless)
 Ignores 10 (or more) points of damage/attack from specified energy type.

See Invisibility Wizard 2

Level: 2; **School:** Divination; **Subschool:** None; **Components:** V, S, M; **Casting Time:** 1 Action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level (D)
 Reveals invisible creatures or objects.

Summon Monster II

Wizard 2

Level: 2; **School:** Conjuration; **Subschool:** Summoning; **Components:** V, S, F/DF; **Casting Time :** 1 Round(s); **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level (D); **Save:** None; **Resistance:** No
Calls extraplanar creature to fight for you.

Web

Wizard 2

Level: 2; **School:** Conjuration; **Subschool:** Creation; **Components:** V, S, M; **Casting Time :** 1 Action; **Range:** Medium (100 + 10 ft./level); **Effect:** Webs in a 20-ft.-radius spread; **Duration:** 10 minutes/level (D); **Save:** Reflex negates; see text; **Resistance:** No
Fills 20-ft.-radius spread with sticky spiderwebs.

Dispel Magic

Wizard 3

Level: 3; **School:** Abjuration; **Subschool:** None; **Components:** V, S; **Casting Time :** 1 Action; **Range:** Medium (100 + 10 ft./level); **Target:** One spellcaster, creature, or object; or 20-ft.-radius burst; **Duration:** Instantaneous; **Save:** None; **Resistance:** No
Cancels magical spells and effects.

Haste

Wizard 3

Level: 3; **School:** Transmutation; **Subschool:** None; **Components:** V, S, M; **Casting Time :** 1 Action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Save:** Fortitude Negates (harmless); **Resistance:** Yes (harmless)
One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Sleet Storm

Wizard 3

Level: 3; **School:** Conjuration; **Subschool:** Cold, Creation; **Components:** V, S, M/DF; **Casting Time :** 1 Action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Cylinder (40-ft. radius, 20 ft. high); **Duration:** 1 round/level; **Save:** None; **Resistance:** No
Hampers vision and movement.

Summon Monster III

Wizard 3

Level: 3; **School:** Conjuration; **Subschool:** Summoning; **Components:** V, S, F/DF; **Casting Time :** 1 Round(s); **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level (D); **Save:** None; **Resistance:** No
Calls extraplanar creature to fight for you.