Hong Samud Hebeloma dk brown Human (Tian-Sing) medium male 5'4" 120 lbs black RACE & LA SIZE

Qi Zhong

45

Lawful Good

WEIGHT HAIR GENDER HEIGHT

EYES Atas Pulu, Wandering Isles, Minata, Tian Xia swarthy



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PROF. (Librarian)	## PROF. (Librarian)   WIS 20   15   2   3   3   16   16   14   2   15   10   3   3   3   16   16   14   2   16   16   16   16   16   16   16	СМВ	17	7	TINT		10					HALL		1						_	15	$\overline{}$	3	
Class: Librarian HD: d6; skills: 2 + Int Mod   Race: Human; Medium; +1 skill/vl   SPELCHYOF HAND - DEX   D1	FEATS FEATURES  CASS PRIVES, MODEL TRAITS, FIRS, AND CHARACTER FRATURES  St. Librarian HD: d6; skills: 2 + Int Mod  or Prof: None; Weapon Prof: club, dagger, staff  on: Community of Librarians  ne Bond: Library Card; Arcane School: Divination  ry Privilleges: Research +8/+16/+24; Guests 3  ertation: Linguistics  feat: Scribe Scroll  duction: Cast Tongues (Int Mod/day)  sc: Cast tongues to speak any aberrant, elemental or outsider language  sc: Cast speak with the inanimate as per stone tell  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  ARMOR & WEAPONS  ARMOR & MARCE & PRINALTY SPILL FAIL TYPE WEIGHT  ARE SOLUTION AS SPILL FAIL TYPE  WIST 16 14 12 2  Specific Tool HAND - DEX 5 5 5 0  WIST 57 5 0  WIST 7 5 5 2  WIST 7 5 5 2  WIST 7 5 5 2  WIST 10 1 0 0  SPELLCRATT INT 28 115 1 0 0 3  SPELLCRATT INT 28 115 10 0 0 3  SPELLCRATT INT 28				'==	DODGE &			 						,				_	_	15	$\overline{}$	2	
FEATS & FFATURES  CLASS ILIbrarian HD: d6; skills: 2 + Int Mod  Armor Prof: None; Weapon Prof: club, dagger, staff  Faction: Community of Librarians  Arcane Bond: Library Card; Arcane School: Divination  Library Privilleges: Research +8/+16/+24; Guests 3  Dissertation: Linguistics  Feat: Scribe Scroll  Straph Prof:	FEATS & FFATURES  CLOSS FLATURES, MICHAELT, AND CHAMCTER FLATURES  St. Librarian HD: d6; skills: 2 + Int Mod  Prof: None; Weapon Prof: club, dagger, staff  CONTROL Prof: None; Weapon Prof: None; Non	CMD	27	= 10 +	BAB	DETLOT			JL				1	1			(Librarian)			$\overline{}$	$\rightarrow$	$\rightarrow$	3	
Class: Librarian HD: d6; skills: 2 + Int Mod  Armor Prof: None; Weapon Prof: club, dagger, staff  Faction: Community of Librarians  Arcane Bond: Library Card; Arcane School: Divination Library Privilieges: Research +8/+16/+24; Guests 3  Dissertation: Linguistics  Introduction: Cast Tongues (Int Mod/day)  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Spell Specialization (Mind Thrust), +2 Mr. Greater Spell Specialization (Mind Thrust)  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Spell Specialization (Mind Thrust), +2 Mr. Greater Spell Specialization (Mind Thrust)  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Spell Specialization (Mind Thrust), +2 Mr. Greater Spell Specialization (Mind Thrust)  Maximize Meta-magic Feat (+3)  Maximize Meta-magic Feat (+3)  WEAPON NAME & DISCRIPTION  ARMOR & WEAPONS  ARMOR & WEAPONS  ARMOR & MARCE & DISCRIPTION  ATTACK MODIFIES  DAMAGE CRITICAL MANGE CRITICAL MANGE CARTES AMAGE AND A NAME AND A NAME A N	FEATURES CLOSS FRANCES, RECOVERS, MICHANDES SEE: Librarian HD: 46; skills: 2 + Int Mod Prof: None; Weapon Prof: club, dagger, staff on: Community of Librarians Be Bond: Library Card; Arcane School: Divination Pry Privilleges: Research +8/+16/+24; Guests 3 Petation: Linguistics duction: Cast Tongues (Int Mod/day) Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC Spell Focus (Divination), Greater Spell Focus (Divination) (Mind Thrust), +2 Mr. Greater Spell Specialization (Mind Thrust) Except Guardian Scroll Improved, Greater & Advanced Guardi																Motive		_	_	_	$\overline{}$		
Class: Librarian HD: d6; skills: 2 + Int Mod  Armor Prof: None; Weapon Prof: club, dagger, staff  Faction: Community of Librarians  Arcane Bond: Library Card; Arcane School: Divination  Library Privilieges: Research +8/+16/+24; Guests 3  Dissertation: Linguistics  Feat: Scribe Scroll  Introduction: Cast Tongues (Int Mod/day)  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Results: Cast tongues to speak arry aberrant, elemental or outsider language  Discussion: Speak with the inanimate as per stone tell  Improved, Greater & Advanced Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  WEAPON NAME & DESCRIPTION  ATTACK MODIFIERS  DAMAGE  CRITICAL  MAKE TYPE WEIGHT  AMMOR NAME & DESCRIPTION  AMMOR TYPE  VISIT 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Race: Human; Medium; +1 skill/lvl  Prof: None; Weapon Prof: club, dagger, staff on: Community of Librarians ne Bond: Library Card; Arcane School: Divination nry Privilleges: Research +8/+16/+24; Guests 3 entation: Linguistics duction: Cast Tongues (Int Mod/day)  Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC Spell Specialization (Mind Thrust), +2 M: Greater Spell Specialization (Mind Thrust), +2 M: Greater Spell Specialization (Mind Thrust)  E. Cast tongues to speak any aberrant, elemental or outsider language Usesion: Speak with the inanimate as per stone tell  Improved, Greater & Advanced Guardian Scroll Improved, Greater & Advanced Guardian Scroll Maximize Meta-magic Feat (+3)  ARMOR & WEAPONS  ARMOR & WEAP						FE	ATS & I	FEATURES							☐ SLEIGH	T OF HAND •					_		
Armor Prof: None; Weapon Prof: club, dagger, staff Faction: Community of Librarians  Arcane Bond: Library Card; Arcane School: Divination  Library Privilieges: Research +8/+16/+24; Guests 3  Dissertation: Linguistics  Introduction: Cast Tongues (Int Mod/day)  Methods: Cast Speak w/ animals, plants or dead (Int Mod/day)  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Spell Specialization (Mind Thrust), +2 Mc Greater Spell Specialization (Mind Thrust), +2 Mc Greater Spell Specialization (Mind Thrust), +2 Mc Greater Spell Specialization (Mind Thrust), +4 Mc Greater Spell Specia	or Prof: None; Weapon Prof: club, dagger, staff on: Community of Librarians  ne Bond: Library Card; Arcane School: Divination or Privilleges: Research +8/+16/+24; Guests 3 ertation: Linguistics  duction: Cast Tongues (Int Mod/day)  size: Cast Speak w/ animals, plants or dead (Int Mod/day)  size: Cast speak w/ animals, plants or dead (Int Mod/day)  size: Cast tongues to speak any aberrant, elemental or outsider language ussion: Speak with the inanimate as per stone tell  Maximize Meta-magic Feat (+3)  ARMOR & WEAPONS  ARMOR & WEAPONS  ARMOR NAME & DESCRIPTION  AC SONUS MAXDEX PRAKTY SPELL FAIL TYPE WEIGHT  ARMOR & WEAPONS  ARMOR NAME & DESCRIPTION  AC SONUS MAXDEX PRAKTY SPELL FAIL TYPE WEIGHT  None  SIR 1 1 0 0 1 1 1 0 0 1 0 1 0 0 1 0 0 0 0			D 10				CIAL TRAITS,				. 4 . 1.111.0				✓ Spellc	RAFT	ı	NT	28	15	10	3	
Faction: Community of Librarians  Arcane Bond: Library Card; Arcane School: Divination  Library Privilleges: Research +8/+16/+24; Guests 3  Dissertation: Linguistics  Dissertation: Cast Tongues (Int Mod/day)  Methods: Cast Speak with animals, plants or dead (Int Mod/day)  Results: Cast tongues to speak any aberrant, elemental or outsider language  Discussion: Speak with the inanimate as per stone tell  Lesser Guardian Scroll; Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Interval Cast Speak with the inanimate as per stone tell  ARMOR & WEAPONS  ARMOR & WEAPONS  ARMOR & MEANOR NAME & DESCRIPTION  ACRONUS MAN DEX. PENALTY SPELL FAIL  TYPE WEIGHT  AMMOR Librarian'S Cloak  HERO  WEAPON NAME & DESCRIPTION  ATTACK MODIFIES  DAMAGE CERTICAL MANGE TYPE WEIGHT AMMOR NAME & AMMOR NOTES	ion: Community of Librarians ine Bond: Library Card; Arcane School: Divination iny Privilleges: Research +8/+16/+24; Guests 3 ine Bond: Library Card; Arcane School: Divination iny Privilleges: Research +8/+16/+24; Guests 3 ine Bond: Library Card; Arcane School: Divination iny Privilleges: Research +8/+16/+24; Guests 3 ine Bond: Library Card; Arcane School: Divination iny Privilleges: Research +8/+16/+24; Guests 3 ine Bond: Library Card; Arcane School: Divination iny Privilleges: Research +8/+16/+24; Guests 3 ine Bond: Librarians	Class: Libra	arian H	D: d6;	; skills:	2 + Int	Mod		Race: Hu	ıman; Me	edium;	; +1 skill/l	VI						_	_	$\overline{}$	_		
Faction: Community of Librarians  Arcane Bond: Library Card; Arcane School: Divination  Library Privilieges: Research +8/+16/+24; Guests 3  Dissertation: Linguistics  Introduction: Cast Tongues (Int Mod/day)  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Results: Cast tongues to speak any aberrant, elemental or outsider language  Discussion: Speak with the inanimate as per stone tell  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  ARMOR & WEAPONS  ARMOR & WEAPONS  ARMOR & WEAPONS  ARMOR Librarian's Cloak  SHILL DATE OF MAGIC DEVICE:  CHAM 15 10 2 3  STR  STR  STR  STR  STR  STR  STR  ST	on: Community of Librarians  ne Bond: Library Card; Arcane School: Divination iny Privilleges: Research +8/+16/+24; Guests 3 ertation: Linguistics duction: Cast Tongues (Int Mod/day)  spell Focus (Divination), Greater Spell Focus (Divination) +2 DC  ods: Cast speak w/ animals, plants or dead (Int Mod/day)  sc Cast speak with the inanimate as per stone tell  Improved, Greater & Advanced Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  Librarian's Cloak  ARMOR NAME & DESCRIPTION  ACERONUS MAXORX PENALTY SPELL FAIL TYPE  WEIGHT  WEIGHT  STR  STR  STR  STR  STR  STR  STR  S	Armor Prof:	None;	Weap	on Pro	f: club,	daggei	r, staff												_	$\overline{}$	$\overline{}$		
Arcane Bond: Library Card; Arcane School: Divination  Library Privilieges: Research +8/+16/+24; Guests 3  Dissertation: Linguistics  Introduction: Cast Tongues (Int Mod/day)  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Results: Cast tongues to speak any aberrant, elemental or outsider language  Discussion: Speak with the inanimate as per stone tell  Improved, Greater & Advanced Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  ARMOR & WEAPON SAMOR NAME & DESCRIPTION  ATTACK MODIFIES  DAMAGE  Centrol And To SHOW A CLASS STAIL CARS STAIL STAIL TO SHOW A CLASS STAIL CARS STAIL CARS STAIL CARS STAIL CARS STAIL CARS STAIL STAIL TO SHOW A CLASS STAIL CARS STAIL CARS STAIL CARS STAIL STAIL TO SHOW A CLASS STAIL CARS ST	ne Bond: Library Card; Arcane School: Divination ry Privilieges: Research +8/+16/+24; Guests 3 ertation: Linguistics duction: Cast Tongues (Int Mod/day) spell Focus (Divination), Greater Spell Focus (Divination) +2 DC spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust) scast tongues to speak any aberrant, elemental or outsider language Lesser Guardian Scroll; Guardian Scroll Improved, Greater & Advanced Guardian Scroll Intro D = 0 DEX + DR 10/chaos  RESISTANCES  POOL POINTS  ACRONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT  Librarian's Cloak ARMOR & WEAPONS  ACRONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT  Librarian's Cloak ARMOR & WEAPONS  ACRONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT  ACRONUS MAX DEX PENALTY SPELL FA	Faction: Co	ommun	ity of I	ibraria	ıns									,					_	-	$\overline{}$	3	
Library Privilieges: Research +8/+16/+24; Guests 3  Dissertation: Linguistics Introduction: Cast Tongues (Int Mod/day)  Methods: Cast Tongues (Int Mod/day)  Methods: Cast Speak w/ animals, plants or dead (Int Mod/day)  Spell Specialization (Mind Thrust), +2 Mr. Greater Spell Specialization (Mind Thrust), +2 Mr.	ry Privilieges: Research +8/+16/+24; Guests 3 ertation: Linguistics  duction: Cast Tongues (Int Mod/day)  spell Focus (Divination), Greater Spell Focus (Divination) +2 DC  duction: Cast Tongues (Int Mod/day)  spell Focus (Divination), Greater Spell Focus (Divination) +2 DC  str  str  str  str  str  str  str  st						al. Divi	in a tion									AGIC DEVICE		''` <b> </b>	13	10	_		
Dissertation: Linguistics Introduction: Cast Tongues (Int Mod/day)  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Results: Cast tongues to speak any aberrant, elemental or outsider language Discussion: Speak with the inanimate as per stone tell Improved, Greater & Advanced Guardian Scroll Improved, Greater & Advanced Guardian Scroll Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  ARMOR NAME & DESCRIPTION  ARMOR NAME & DESCRIPTION  ARMOR NAME & DESCRIPTION  ATTACK MODIFIERS  DAMAGE  CRITICAL  BANGE  Type  WEIGHT  AMMO & NOTES  AMMO & NOTES  Type  WEIGHT  AMMO & NOTES  Type  WEIGHT  AMMO & NOTES	Petation: Linguistics  duction: Cast Tongues (Int Mod/day)  Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC  Spell Specialization (Mind Thrust), +2 Int, Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mind Thrust), +2 Int, Greater Spell Specialization (Mind Thrust)  Sc. Cast tongues to speak any aberrant, elemental or outsider language  Clever Defense (Ex) + Int Mod to AC  Skill Focus (Knowledge) +6  Lesser Guardian Scroll; Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  ARMOR & WEAPONS  ARMOR NAME & DESCRIPTION  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT  Librarian's Cloak  None  STR  STR  STR  STR  STR  STR  STR  ST	Arcane Bond	d: Libra	iry Car	a; Arca	ne Scho	ואום :וספ	ination											$\neg$	$\neg$				
Introduction: Cast Tongues (Int Mod/day)  Methods: Cast Speak w/ animals, plants or dead (Int Mod/day)  Spell Specialization (Mind Thrust), +2 M: Greater Spell Specialization (Mind Thrust), +2 M:	Spell Focus (Divination), Greater Spell Focus (Divination) + 2 DC  duction: Cast Tongues (Int Mod/day)  Spell Focus (Divination), Greater Spell Focus (Divination) + 2 DC  Spell Specialization (Mind Thrust), +2 Ivi; Greater Spell Specialization (Mind Thrust)  Clever Defense (Ex) + Int Mod to AC  Ussion: Speak with the inanimate as per stone tell  Skill Focus (Knowledge) +6  Lesser Guardian Scroll; Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  ARMOR & WEAPONS  ARMOR NAME & DESCRIPTION  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT  Librarian's Cloak  None	Library Privi	ilieges:	Rese	earch +	8/+16/+	+24; Gu	ests 3										STR		$\neg$				
Introduction: Cast Tongues (Int Mod/day)  Spell Focus (Divination), Greater Spell Focus (Divination) + 2 DC  Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Results: Cast tongues to speak any aberrant, elemental or outsider language  Discussion: Speak with the inanimate as per stone tell    Improved, Greater & Advanced Guardian Scroll     Improved, Greater & Advanced Guardian Scroll     Maximize Meta-magic Feat (+3)    ARMOR & WEAPON S    ARMOR & WEAPON NAME & DESCRIPTION     ATTACK MODIFIERS     DAMAGE   CRITICAL     RANGE   TYPE   WEIGHT     AMMO & NOTES     STR     MARK & D TO SHOW A CLASS SKILLS WITH RANKS CAIN A + 3 TRAINE     STR     MARK & D TO SHOW A CLASS SKILL CLASS SKILLS WITH RANKS CAIN A + 3 TRAINE     SKILL CLAS SKILLS WITH RANKS CAIN A + 3 TRAINE     SKILL CLASS SKILLS WITH RANKS CAIN A + 3 TRAINE     SKILL CLASS SKILLS WITH RANKS CAIN A + 3 TRAINE     SKILL CLASS SKILLS WITH RANKS CAIN A + 3 TRAINE     SKILL CLASS SKILLS WITH RANKS CAIN A + 3 TRAINE     SKILL CL	Spell Focus (Divination), Greater Spell Focus (Divination) + 2 DC  Str.  Spell Focus (Divination), Greater Spell Focus (Divination) + 2 DC  Str.  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mi	Dissertation	n: Lingu	uistics					Feat: Scr	ibe Scrol	1							STR						
Methods: Cast speak w/ animals, plants or dead (Int Mod/day)  Spell Specialization (Mind Thrust), +2 M: Greater Spell Specialization (Mind Thrust)  Results: Cast tongues to speak any aberrant, elemental or outsider language  Discussion: Speak with the inanimate as per stone tell  Lesser Guardian Scroll; Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  ARMOR & WEAPONS  ARMOR NAME & DESCRIPTION  AC BONUS MAX DEX PENALTY SPELL FAIL  WEAPON NAME & DESCRIPTION  ATTACK MODIFIERS  DAMAGE  CIEVER Defense (Ex) + Int Mod to AC  Skill Focus (Knowledge) +6  Lesser Guardian Scroll; Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  INIT 0 = 0 DEX 10/chaos  RESISTANCES  POOL POINTS  POOL POINTS  ARMOR NAME & DESCRIPTION  ATTACK MODIFIERS  DAMAGE  CRITICAL RANGE TYPE WEIGHT AMMO & NOTES	ARMOR & WEAPONS  ARMOR AMERA DESCRIPTION  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE  ARMOR NAME & DESCRIPTION  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE  WEIGHT  Librarian's Cloak  None  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell Specialization (Mind Thrust), +2 M; Greater Spell Specialization (Mind Thrust)  Spell					t N/04/4	O//)					tor Spall F	ocue (F	Nivinotic :						$\perp$				
Results: Cast tongues to speak any aberrant, elemental or outsider language  Clever Defense (Ex) + Int Mod to AC  Discussion: Speak with the inanimate as per stone tell  Experience  Skill Focus (Knowledge) +6  Lesser Guardian Scroll; Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  FERSISTANCES  POOL POINTS  ARMOR & WEAPON NAME & DESCRIPTION  ATTACK MODIFIERS  ARMOR & DAMAGE  Clever Defense (Ex) + Int Mod to AC  EXPERIENCE  SOUGH MEDIUM WEAST (ASSOURCE PENALTY APPLIES SLOW) ARMOR AND	**SKIL CAN BE USED UNTRAINED **ARMOR CHECK PENALTY APPLIES **SKIL CAN BE USED UNTRAINED **ARMOR CHE						• /																	
Discussion: Speak with the inanimate as per stone tell    Skill Focus (Knowledge) +6	Skill Focus (Knowledge) +6  Lesser Guardian Scroll; Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  ARMOR & WEAPONS  ARMOR & WEAPONS  ARMOR ARMOR & MEDIUM 20 PAST   SWIM CLIMB  SPEED 30   30   SWIM CLIMB  SPEED 30   DEX   ODEX   SWIM CLIMB  SPEED 30   DEX   SWIM CLIMB  HERO  RESISTANCES  POOL POINTS  The pool points  None	Methods: Cas	st speak	w/ anim	nals, plar	nts or dea	ad (Int Mo	od/day)	Spell Specializa	tion (Mind Thr	ust), +2 l	vl; Greater Spe	ell Specia	alization (M	lind Thrust)	MARK A □ T	O SHOW A CLAS SKILL CAN BE US	S SKILL. <i>CL</i> ED UNTRA	ASS SKII	ARMO	RANKS C	AIN A +3 PENALTY	TRAINED APPLIES	BONUS
Discussion: Speak with the inanimate as per stone tell    Skill Focus (Knowledge) +6	Skill Focus (Knowledge) +6  Lesser Guardian Scroll; Guardian Scroll  Improved, Greater & Advanced Guardian Scroll  Maximize Meta-magic Feat (+3)  ARMOR & WEAPONS  ARMOR & WEAPONS  ARMOR ARMOR & MEDIUM 20 PAST   SWIM CLIMB  SPEED 30   30   SWIM CLIMB  SPEED 30   DEX   ODEX   SWIM CLIMB  SPEED 30   DEX   SWIM CLIMB  HERO  RESISTANCES  POOL POINTS  The pool points  None	Results: Cast ton	ngues to sp	eak any	aberrant,	elemental o	or outsider l	language	Clever De	fense (E	x) + Ir	nt Mod to	AC						6	35 00	00	/ A	90 nr	00
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				SPELLS						
LEVEL	PREP	USED	Detect Magic - Detects all spells and	t magic items within 60 ft.	SCHOOL Divination	n 1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in on		Divination	n instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find p	sychically charged items.	Divination	n instant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creature	e gains +2 on one Diplomacy or Intimidate check.	Divination	n 1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check at	-2.	Divination	n instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north.		Divination	n instant	personal	none	no	PRG:CRB
0			Guidance - Touched creature gains +1	on one attack roll, saving throw, or skill check.	Divination	n 1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spell	books.	Divination	n 10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining	it.	Divinatio	n instant	30'	none	no	PRG:APG
1			Detect Aberration - Reveals present	ce of aberrations.	Divination	n 10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects k	inds of animals or plants.	Divination	n 10 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, com	pulsion, and possession of all creatures in area.	Divination	n 1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals co	reatures, spells, or objects of selected alignment.	Divination	n 10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal obje	ects or creatures within a 60-foot cone.	Divination	n 1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation in	n the surrounding area.	Divination	n 10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hidde		Divination		60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals na		Divination		60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other wo		Divination		60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead wi		Divination		60'	none	no	PRG:CRB
1				nd items of one alignment emit a ghostly radiance.	Divination		personal	none	no	PRG:UC
1				erstand all spoken and written languages.	Divination		personal	none	no	PRG:CRB
1			Cultural Adaptation - Adapt to fit the		Divination		personal	none	no	PRG:UI
1			Identify Gives - +10 bonus to identify  Mind Thrust I - Mentally deal 1d6 no		Divination Divination		close	none	no	PRG:CRB
1			Mind Thrust I - Mentally deal 1d6 poi Share Language - Subject understar		Divination		close	will	yes	PRG:OA
<u> </u>			Object Reading - Read psychic impr		Divination		touch	will none	no	PRG:APG
<u> </u>				ability checks and Charisma-based skill checks.	Divination		personal	none	no	PCS:ISG
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			SPELLS			4			
LEVEL 2	PREP	USED	Augury - Learns whether an action will be good or bad.	SCHOOL Divination	instant	personal	none	sr no	PRG:CRB
2			Commune with Birds - You can understand the responses given by birds.	Divination	10 min/lvl	personal	none	no	PRG:ARG
2			Detect Anxieties - Learn what makes creatures anxious.	Divination	1 min/lvl	60'	will	no	PRG:UI
2			Detect Desires - Learn what treatures desire.		1 min/lvl	60'	will		PRG:UI
2				Divination	1 min/lvl	60'	will	no	PRG:OA
			Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination				no	
2			Detect Magic, Greater - As detect magic, but learn more information.	Divination	1 min/lvl	60'	none	no	PRG:UI
2			Detect Thoughts - Allows "listening" to surface thoughts.	Divination	1 min/lvl	60'	will	no	PRG:CRB
2			Find Traps - Notice traps as a rogue does.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2			Locate Object - Senses direction toward object (specific or type).	Divination	1 min/lvl	long	none	no	PRG:CRB
2			Locate Weakness - Roll damage twice for a critical hit and take the best damage.	Divination	1 min/lvl	personal	none	no	PRG:UC
2			Mind Thrust II - As mind thrust I, but deal 1d8 points of damage per level (maximum 5d8).	Divination	instant	close	will	yes	
2			See Invisibility - Reveals invisible creatures or objects.	Divination	10 min/lvl	personal	none	no	PRG:CRB
2			Tongues - Speak and understand any language.	Divination	10 min/lvl	touch	will	no	PRG:CRB
2			Elemental Speech - Enables you to speak to elementals and some creatures.	Divination	1 min/lvl	personal	none	no	PRG:APG
2			Speak with Plants You can talk to plants and plant creatures.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2			Share Language. Communal As share language, but you may divide the duration among creatures touched.	Divination	24 hrs	touch	will	yes	PRG:UC
3			Akashic Communion Attempt to gain a glimpse of some specific event from the Akashic Record.	Divination	1 min/lvl	personal	none	no	PPC:MaTT
3			Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.	Divination	1 min/lvl	long	none	no	PRG:CRB
3			Find Fault - You instantly learn many of the target's weaknesses.	Divination	instant	medium	none	+	PPC:ArA
3			Mind Thrust III - As mind thrust I , but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	+	PRG:OA
3			Scrying - Spies on subject from a distance.	Divination	1 min/lvl	any	will	yes	PRG:CRB
3			See Beyond - You attune your mind and your sight to the hidden world of spirits.	Divination	24 hrs	personal	none	no	PPC:DA
3			Seek Thoughts - Detects thinking creatures' thoughts.	Divination	1 min/lvl	40'	will	no	PRG:APG
3			Tongues, Communal - As tongues, but you may divide the duration among creatures touched.	Divination	10 min/lvl	touch	will	no	PRG:UC
3			Locate Creature - Indicates direction to familiar creature.	Divination	10 min/lvl	long	none	no	PRG:CRB
3			Mark of Obvious Ethics Other creatures can determine the target's alignment.	Divination	1 day/lvl	touch	will	yes	PRG:ACG
3			Pierce Disguise See through low-level magical disguises.	Divination	1 min/lvl	personal	none	no	PRG:ACG
4			Commune with Nature - Learn about terrain for 1 mile/level.	Divination	instant	personal	none	no	PRG:CRB
4			Contact Other Plane - Lets you ask question of extraplanar entity.	Divination	conc.	personal	none	no	PRG:CRB
4			Detect Scrying - Alerts you to magical eavesdropping	Divination	24 hrs	40'	none	no	PRG:MA
4			Discern Lies - Reveals deliberate falsehoods.	Divination	1 rnd/lvl	close	will	no	PRG:CRB
4			Divination - Provides useful advice for specific proposed actions.	Divination	instant	personal	none	no	PRG:CRB
4			Find Quarry - You can sense whether a particular creature is within 20 miles of your location.	Divination	instant	personal	none	no	PRG:UC
4			Mind Thrust IV - As mind thrust I, but a maximum of 15d8 points of damage and target is fatigued for 1 round.	Divination	instant	close	will	yes	PRG:OA
4			Mind Thrust I, Communal - As mind thrust I, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
4			Telepathy - Communicate mentally with creatures within 100 ft.	Divination	1 min/lvl	100'	none	no	PRG:OA
4			Truespeak You can communicate with any creature that is not mindless.	Divination	1 min/lvl	personal	none	no	PRG:ARG
4			Thoughtsense - Automatically detect nearby conscious creatures.	Divination	1 min/lvl	60'	none	no	PRG:OA

		0	SPELLS		2	· · · · · · · · · · · · · · · · · · ·		0.	9
LEVEL 5	PREP	USED	NAME & DESCRIPTION  Commune - Deity answers one yes-or-no question/level.	school Divination	1 rnd/lvl	personal	none	sr no	PRG:CRB
5			Locate Gate - Find a nearby magical portal.	Divination	1 min/lvl		none	no	PRG:HA
5				Divination	instant	long	will		PRG:OA
$\vdash$			Mind Thrust V - As mind thrust IV, but target is exhausted or fatigued for 1 round.			close			
5			Mind Thrust II, Communal - As mind thrust II, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	
5			True Seeing - Lets you see all things as they really are.	Divination	1 min/lvl	touch	will		PRG:CRB
5			The Ornithological Collection of Uwetsiageyv I Retrieve one book in the form of a raven.	Divination	1 min/lvl	close	none	no	PPPH:L
5			Telepathic Bond - Link lets allies communicate.	Divination	10 min/lvl	close	none	no	PRG:CRB
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6			Find the Path - Shows most direct way to a location.	Divination	10 min/lvl	touch	none	no	PRG:CRB
6			Mind Thrust VI - As mind thrust IV, but maximum 20d8 points of damage and target is exhausted and stunned for 1 round.	Divination	instant	close	will	yes	
6			Mind Thrust III, Communal - As mind thrust III, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
6			The Ornithological Collection of Uwetsiageyv II - Retrieve one book in the form of a giant raven.	Divination	1 min/lvl	close	none	no	PPPH:L
6			Stone Tell - Talk to natural or worked stone.	Divination	1 min/lvl	personal	none	no	PRG:CRB
7			Arcane Sight, Greater - As arcane sight, but also reveals magic effects on creatures and objects.	Divination	1 min/lvl	personal	none	no	PRG:CRB
7			Mind Thrust IV, Communal - As mind thrust IV, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
7			Hong Samud's Alternate Reality I - Exchange target with healthy version of itself from parallel reality.	Divination	1 rnd/lvl	close	will	no	PPPH:L
7			Vision - As legend lore, but quicker.	Divination	1 action	close	none	no	PRG:CRB
7			The Ornithological Collection of Uwetsiageyv III - Retrieve one book in the form of a large raven.	Divination	1 min/lvl	close	will	no	PPPH:L
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8			Glimpse of the Akashic - + caster level on all checks, attacks, damage, and saves for 1 minute sometime in next day.	Divination	1 day	personal	none	_	PRG:PsA
⊢ŭ-			Hong Samud's Alternate Reality II - Exchange target with enhanced version of itself from parallel reality.	Divination	1 rnd/lvl	close	will		PPPH:L
8			Mind Thrust V, Communal - As mind thrust V, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	
8			The Ornithological Collection of Uwetsiageyv IV - Retrieve one book in the form of a huge raven.	Divination	1 min/lvl	close	none	no	PPPH:L
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