

Runic Guardian

Spell-like

8 th

Prestige Class Caster Levels
Additional Caster Levels

5

Spells/Day Caster Level
Effective Caster Level

13
13

Player's Handbook, Book of Exalted Deeds [BoED], Book of Vile Darkness [BoVD], Cityscape [CS], Complete Mage [CM], Complete Scoundrel [CSc], Dragon Magic [DM], Frostburn [FB], Heroes of Battle [HoB], Heroes of Horror [HoH]
Hordes of the Abyss [FC I], Lords of Madness [LoM], Player's Handbook II [PH-B II], Races of Destiny [RoD], Races of Stone [RoS], Races of the Dragon [RoDr], Races of the Wild [RoW], Sandstorm [SA], Spell Compendium [SC]
Stormwrack [SW], Tyrants of the Nine Hells [FC II]

Int

24

DC
18

1st Level

Spellname	Prepared	School	Sub.	Descr.	Comp.	CT	Range (ft.)	Area/Effect/Target	Duration	ST
Ray of Enfeeblement	<input type="checkbox"/>	NEC			V S	1 st act	55	ray	1 m/l	none
Head Ray deals 1d6 +1 per two levels Str damage.										

Int

24

DC
19

EVO/CON
20

2nd Level

Spellname	Prepared	School	Sub.	Descr.	Comp.	CT	Range (ft.)	Area/Effect/Target	Duration	ST
Blur	<input type="checkbox"/>	ILL	Glam		V	1 st act	T	cr t'd	1 m/l (D)	WN (h)
Right Arm Attacks miss subject 20% of the time.										
Electric Vengeance PH-B II	<input type="checkbox"/>	EVO		[Electr.]	V S	1 immediate	5	1 cr	inst	none
Left Arm 2d8 damage +1/level (max. +10) to opponent who damages you in melee.										

Int

24

DC
20

3rd Level

Spellname	Prepared	School	Sub.	Descr.	Comp.	CT	Range (ft.)	Area/Effect/Target	Duration	ST
Haste	<input type="checkbox"/>	TRA			V S M	1 st act	55	1 cr/l, wtn 30 ft.	1 r/l	FN (h)
Right Leg One creature/level moves faster, +1 on attack rolls, AC, Reflex saves.										
Repelling Shield CM	<input type="checkbox"/>	ABJ		[Force]	V S	1 st act	pers	you	1 m/l (D)	-
Left Leg Invisible disc gives +4 to AC, blocks <i>magic missiles</i> , pushes away attackers.										

Int

24

DC
22

EVO/CON
23

5th Level

Spellname	Prepared	School	Sub.	Descr.	Comp.	CT	Range (ft.)	Area/Effect/Target	Duration	ST
Fireburst, Greater SC	<input type="checkbox"/>	EVO		[Fire]	V S M	1 st act	15	burst or fire 15 ft. fr. you	inst	R 1/2
Torso Subjects within 15 ft. take 1d10/level fire damage.										

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SR
yes

SR
yes (h)

yes

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yes (h)

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yes
