

Beau Male Halfling Wiz19

NAME

Wiz19

CLASS

342000

EXPERIENCE

19

190000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'0"

HEIGHT

34 lbs

WEIGHT

0

Male

GENDER

0

AGE

EYES

HAIR

POINTS

True Neutral

ALIGNMENT

Normal

VISION

0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	21	+5	21	+5
CON Constitution	12	+1	12	+1
INT Intelligence	21	+5	21	+5
WIS Wisdom	15	+2	15	+2
CHA Charisma	12	+1	12	+1

HP

hit points

67

AC

armor class

16

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

SPEED

Walk 20'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+9

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SAVING THROWS

FORTITUDE

(constitution)

+10

REFLEX

(dexterity)

+12

WILLPOWER

(wisdom)

+14

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+11/+6

RANGED

attack bonus

+15/+10

GRAPPLE

attack bonus

+11/+6

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+7/+2

1d2+1

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	32.0	Medium	64.0	Heavy	97.0
Lift over head	97.0	Lift off ground	194.0	Push / Drag	485.0

FEATS	
Alertness	See Text
Brew Potion	See Text
Craft Rod	See Text
Craft Wand	See Text
Empower Spell	See Text
Enlarge Spell	See Text
Great Fortitude	See Text
Improved Initiative	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Painting)	INT	22	= 5	+ 17.0	+
Decipher Script	INT	25	= 5	+ 20.0	+
Knowledge (Dungeoneering)	INT	26	= 5	+ 21.0	+
Knowledge (History)	INT	26	= 5	+ 21.0	+
Knowledge (Nobility and Royalty)	INT	27	= 5	+ 22.0	+
Knowledge (Religion)	INT	26	= 5	+ 21.0	+
Knowledge (The Planes)	INT	27	= 5	+ 22.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES

- +1 racial bonus on all saving throws
- +2 morale bonus on saving throws against fear
- Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff
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LANGUAGES

Common, Dwarven, Elven, Goblin, Halfling, Orc

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6	5	5	5	5	4	4	3	3

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div> <div></div> <div></div> <div></div> <div></div> </div> Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	19 minute [D]	Medium (290 Feet)	V, S	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	19 round	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (70 Feet)	V	Yes	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	19 rounds [D]	Close (70 Feet)	V, S, M	No	Illusion (Figment)
<div> <div></div> <div></div> <div></div> <div></div> </div> Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (70 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	190 minutes	Medium (290 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div> <div></div> <div></div> <div></div> <div></div> </div> Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	19 hour	10 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Evocation [Cold]
<div> <div></div> <div></div> <div></div> <div></div> </div> Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	19 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Animate Rope <i>Effect:</i> Makes a rope move at your command.	16	None	1 standard action	19 rounds	Medium (290 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Charm Person <i>Effect:</i> Makes one person your friend.	16	Will negates	1 standard action	19 hours	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	16	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Disguise Self <i>Effect:</i> Changes your appearance.	16	None	1 standard action	190 minutes [D]	Personal	V, S	No	Illusion (Glamour)
<div> <div></div> <div></div> <div></div> <div></div> </div> Erase <i>Effect:</i> Mundane or magical writing vanishes.	16	See text	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	16	See text	1 standard action	19 rounds [D]	Close (70 Feet)	V, S, M	No	Conjuration (Creation)
<div> <div></div> <div></div> <div></div> <div></div> </div> Hold Portal <i>Effect:</i> Holds door shut.	16	None	1 standard action	19 minutes [D]	Medium (290 Feet)	V	No	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	19 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
<div> <div></div> <div></div> <div></div> <div></div> </div> Magic Aura <i>Effect:</i> Alters object's magic aura.	16	None; see text	1 standard action	19 days [D]	Touch	V, S, F	No	Illusion (Glamour)
<div> <div></div> <div></div> <div></div> <div></div> </div> Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	Yes	Evocation [Force]
<div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<div> <div></div> <div></div> <div></div> <div></div> </div> Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	19 minutes	Medium (290 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.	16	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<div> <div></div> <div></div> <div></div> <div></div> </div> True Strike <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	See text	Personal	V, F	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Ventriloquism <i>Effect:</i> Throws voice for 19 minutes.	16	Will disbelief (if interacted with)	1 standard action	19 minutes [D]	Close (70 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Blur <i>Effect:</i> Attacks miss subject 20% of the time.	17	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
<div> <div></div> <div></div> <div></div> <div></div> </div> Command Undead <i>Effect:</i> Undead creature obeys your commands.	17	Will negates; see text	1 standard action	19 days	Close (70 Feet)	V, S, M	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	17	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]

* =Domain/Specialty Spell

Wizard Spells

Detect Thoughts	17	Will negates; see text	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<i>Effect: Allows 'listening' to surface thoughts.</i>								
False Life	17	None	1 standard action	19 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
<i>Effect: Gain 1d10+10 temporary hp</i>								
Hideous Laughter	17	Will negates	1 standard action	19 rounds	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Subject loses actions for 19 rounds.</i>								
Minor Image	17	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (1160 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect: As silent image, plus some sound.</i>								
Misdirection	17	None or Will negates; see text	1 standard action	19 hours	Close (70 Feet)	V, S	No	Illusion (Glamour)
<i>Effect: Misleads divinations for one creature or object.</i>								
Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
<i>Effect: Masks object against scrying.</i>								
Owl's Wisdom	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 19 minutes.</i>								
Resist Energy	17	Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>								
Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>								
Web	17	Reflex negates; see text	1 standard action	190 minutes [D]	Medium (290 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect: Fills 20-ft.-radius spread with sticky spiderwebs.</i>								
Whispering Wind	17	None	1 standard action	No more than 19 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
<i>Effect: Sends a short message 19 miles.</i>								
<i>Target: 10-ft.-radius spread</i>								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Clairaudience/Clairvoyance	18	None	10 minutes	19 minutes [D]	Long (1160 Feet)	V, S, F/DF	No	Divination (Scrying)
<i>Effect: Hear or see at a distance for 19 minutes.</i>								
Fireball	18	Reflex half	1 standard action	Instantaneous	Long (1160 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect: 1d6 damage per level, 20-ft. radius.</i>								
Fly	18	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
<i>Effect: Subject flies at speed of 60 ft.</i>								
Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect: As protection spells, but 10-ft. radius and 190 minutes.</i>								
Magic Circle against Evil	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect: As protection spells, but 10-ft. radius and 190 minutes.</i>								
Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	19 hours	Close (70 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
<i>Effect: +1/four levels 5.</i>								
Major Image	18	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1160 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect: As silent image, plus sound, smell and thermal effects.</i>								
Sleet Storm	18	None	1 standard action	19 rounds	Long (1160 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
<i>Effect: Hampers vision and movement.</i>								
<i>Target: Cylinder 40</i>								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Dead	19	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect: Creates undead skeletons and zombies.</i>								
Black Tentacles	19	None	1 standard action	19 rounds [D]	Medium (290 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect: Tentacles grapple all within 15 ft. spread.</i>								
Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect: Infects subject with chosen disease.</i>								
Enervation	19	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<i>Effect: Subject gains 1d4 negative levels.</i>								
Fire Trap	19	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
<i>Effect: Opened object deals 1d4+19 damage.</i>								
Globe of Invulnerability (Lesser)	19	None	1 standard action	19 rounds [D]	10 ft.	V, S, M	No	Abjuration
<i>Effect: Stops 1st- through 3rd-level spell effects.</i>								
Invisibility, Greater	19	Will negates (harmless)	1 standard action	19 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect: As invisibility, but subject can attack and stay invisible.</i>								
Minor Creation	19	None	1 minute	19 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
<i>Effect: Creates one cloth or wood object.</i>								
Polymorph	19	None	1 standard action	19 minutes [D]	Touch	V, S, M	No	Transmutation
<i>Effect: Gives one willing subject a new form.</i>								
Remove Curse	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect: Frees object or person from curse.</i>								
Resilient Sphere	19	Reflex negates	1 standard action	19 minutes [D]	Close (70 Feet)	V, S, M	Yes	Evocation [Force]
<i>Effect: Force globe protects but traps one subject.</i>								
Wall of Ice	19	Reflex negates; see text	1 standard action	19 minutes	Medium (290 Feet)	V, S, M	Yes	Evocation [Cold]
<i>Effect: Ice plane creates wall with 34 hp or hemisphere can trap creatures inside.</i>								
<i>Target: Anchored plane of ice, up to 19 10-ft. squares, or hemisphere of ice with a radius of up to 22 ft</i>								

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Cone of Cold	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect: 19d6 cold damage.</i>								
Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, DF	Yes	Abjuration
<i>Effect: Forces a creature to return to native plane.</i>								
Dominate Person	20	Will negates	1 round	19 days	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Controls humanoid telepathically.</i>								
Hold Monster	20	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: As hold person, but any creature.</i>								
Mage's Faithful Hound	20	None	1 standard action	19 hours or until discharged, then 19 rounds; see text	Close (70 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect: Phantom dog can guard, attack.</i>								
Permanency	20	None	2 rounds	Permanent; see text	See text	V, S, XP	No	Universal
<i>Effect: Makes certain spells permanent.</i>								
Seeming	20	Will negates or Will disbelief (if interacted with)	1 standard action	12 hours [D]	Close (70 Feet)	V, S	Yes or No; see text	Illusion (Glamour)
<i>Effect: Changes appearance of one person per two levels.</i>								
<i>Target: 9 creatures, no two of which can be more than 30 ft. apart</i>								
* =Domain/Specialty Spell								

Wizard Spells

□□□□□ Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1900 miles.			<i>Target:</i> You and touched objects or other touched willing creatures				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antimagic Field	21	None	1 standard action	190 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
Globe of Invulnerability	21	None	1 standard action	19 rounds [D]	10 ft.	V, S, M	No	Abjuration
<i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.				<i>Target:</i> 10-ft.-radius spherical emanation, centered on you				
Heroism, Greater	21	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)
<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.				<i>Target:</i> Creature touched				
Repulsion	21	Will negates	1 standard action	19 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 190 ft. radius emanation centered on you				
Symbol of Persuasion	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Control Undead	22	Will negates	1 standard action	19 minutes	Close (70 Feet)	V, S, M	Yes	Necromancy
Effect: Undead don't attack you while under your command.				Target: 38 HD of undead creatures, no two of which can be more than 30 ft. apart				
Insanity	22	Will negates	1 standard action	Instantaneous	Medium (290 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject suffers continuous confusion.				Target: One living creature				
Limited Wish	22	None; see text	1 standard action	See text	See text	V, S, XP	Yes	Universal
Effect: Alters reality-within spell limits.				Target: See text				
Shadow Conjuration, Greater	22	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
Effect: As shadow conjuration, but up to 6th level and 60% real.				Target: See text				
Simulacrum	22	None	12 hours	Instantaneous	0 ft.	V, S, M, XP	No	Illusion (Shadow)
Effect: Creates partially real double of a creature.				Target: One duplicate creature				
Teleport Object	22	Will negates (object)	1 standard action	Instantaneous	Touch	V	Yes (object)	Conjuration (Teleportation)
Effect: As teleport, but affects a touched object.				Target: One touched object of up to 950 lbs and 57cu. ft.				
Vision	22	None	1 standard action	See text	Personal	V, S, M, XP	No	Divination
Effect: As legend lore, but quicker and strenuous.				Target: You				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Clenched Fist	23	None	1 standard action	19 rounds [D]	Medium (290 Feet)	V, S, F/DF	Yes	Evocation [Force]
Effect: Large hand provides cover, pushes, or attacks your foes.				Target: 10-ft. hand				
☐☐☐☐☐Discern Location	23	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
Effect: Reveals exact location of creature or object.				Target: One creature or object				
☐☐☐☐☐Maze	23	None	1 standard action	See text	Close (70 Feet)	V, S	Yes	Conjuration (Teleportation)
Effect: Traps subject in extradimensional maze.				Target: One creature				
☐☐☐☐☐Polymorph Any Object	23	Fortitude negates (object); see text	1 standard action	See text	Close (70 Feet)	V, S, M/DF	Yes (object)	Transmutation
Effect: Changes any subject into anything else.				Target: One creature, or one nonmagical object of up to 1900 cu. ft				
☐☐☐☐☐Scintillating Pattern	23	None	1 standard action	Concentration + 2 rounds	Close (70 Feet)	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
Effect: Twisting colors confuse, stun, or render unconscious.				Target: Colorful lights in a 20-ft.-radius spread				

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Foresight	24	None or Will negates (harmless)	1 standard action	190 minutes	Personal or touch	V, S, M/DF	No or Yes (harmless)	Divination
Effect: 'Sixth sense' warns of impending danger.				Target: See text				
☐☐☐☐☐ Gate	24	None	1 standard action	Instantaneous or concentration [up to 19 rounds]; see text	Medium (290 Feet)	V, S, XP; see text	No	Conjuration (Creation)[Calling]
Effect: Connects two planes for travel or summoning.				Target: See text				
☐☐☐☐☐ Hold Monster, Mass	24	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion)
Effect: As hold monster, but all within 30 ft.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Mage's Disjunction	24	Will negates (object)	1 standard action	Instantaneous	Close (70 Feet)	V	No	Abjuration
Effect: Dispel magic, disenchants magic items.				Target: All magical effects and magic items within a 40-ft.-radius burst				
☐☐☐☐☐ Shapechange	24	None	1 standard action	190 minutes [D]	Personal	V, S, F	No	Transmutation
Effect: Transforms you into any creature, and change forms once per round.				Target: You				
☐☐☐☐☐ Wail of the Banshee	24	Fortitude negates	1 standard action	Instantaneous	Close (70 Feet)	V	Yes	Necromancy [Death, Sonic]
Effect: Kills 19 creatures.				Target: 19 living creatures within a 40-ft.-radius spread				

* =Domain/Specialty Spell