

Halldor Male Human Wiz20

NAME

Wiz20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	16	+3	16	+3
CON Constitution	20	+5	20	+5
INT Intelligence	21	+5	21	+5
WIS Wisdom	17	+3	17	+3
CHA Charisma	16	+3	16	+3

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+11

=

+6

+

+5

+

+0

+

+0

+

conditional modifiers

+9

=

+6

+

+3

+

+0

+

+0

+

+15

=

+12

+

+3

+

+0

+

+0

+

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+11/+6	=	+10/+5	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+13/+8	=	+10/+5	+	+3	+	+0	+	+0	+	
GRAPPLE attack bonus	+11/+6	=	+10/+5	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS

Blind-Fight	See Text
Craft Staff	See Text
Extend Spell	See Text
Forge Ring	See Text
Heighten Spell	See Text
Improved Initiative	See Text
Leadership	See Text
Maximize Spell	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text
Skill Focus (Knowledge (Architecture and Engineering))	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'1"

HEIGHT

180 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP hit points	151	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
AC armor class	13	TOTAL	FLAT	TOUCH	Walk 30'

INITIATIVE

+7

=

+3

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

+10/+5

bonus

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
0	+0	0

SKILLS

MAX RANKS 23/11.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Pottery)	INT	25	= 5	+ 20.0	+
Craft (Trapmaking)	INT	28	= 5	+ 23.0	+
Craft (Weaponsmithing)	INT	20	= 5	+ 15.0	+
Decipher Script	INT	26	= 5	+ 21.0	+
✓ Diplomacy	CHA	9	= 3	+ 6.0	+
Knowledge (Arcana)	INT	28	= 5	+ 23.0	+
Knowledge (Architecture and Engineering)	INT	25	= 5	+ 20.0	+
Knowledge (Dungeoneering)	INT	7	= 5	+ 2.0	+
Knowledge (The Planes)	INT	25	= 5	+ 20.0	+
Spellcraft	INT	30	= 5	+ 23.0	+ 2

= + +

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Abyssal, Aquan, Auran, Common, Infernal

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	4	4

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	20 minute [D]	Medium (300 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	20 round	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (75 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (75 Feet)	V, S	No	Transmutation
□□□□□ 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
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	200 minutes	Medium (300 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	20 hour	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	200 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	20 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	20 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	16	None	1 standard action	20 minutes [D]	Personal	V, S	No	Transmutation
□□□□□ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	16	See text	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Hold Portal <i>Effect:</i> Holds door shut.	16	None	1 standard action	20 minutes [D]	Medium (300 Feet)	V	No	Abjuration
□□□□□ Identify <i>Effect:</i> Determines properties of magic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	16	None; see text	1 standard action	20 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Mount <i>Effect:</i> Summons riding horse for 40 hours.	16	None	1 round	40 hours [D]	Close (75 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	20 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	20 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□□ True Strike <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	See text	Personal	V, F	No	Divination

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 7 rounds.	17	None	1 standard action	7 rounds	Long (1200 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	17	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 20 minutes.	17	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	17	Will negates; see text	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 20 minutes.	17	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 20 minutes or until it attacks.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	20 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Levitate <i>Effect:</i> Subject moves up and down at your direction.	17	None	1 standard action	20 minutes [D]	Personal or close	V, S, F	No	Transmutation
□□□□□ Minor Image <i>Effect:</i> As silent image, plus some sound.	17	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (1200 Feet)	V, S, F	No	Illusion (Figment)

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Mirror Image	17	None	1 standard action	20 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
	<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You				
□□□□□	Rope Trick	17	None	1 standard action	20 hours [D]	Touch	V, S, M	No	Transmutation
	<i>Effect:</i> As many as eight creatures hide in extradimensional space.				<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long				
□□□□□	Scare	17	Will partial	1 standard action	20 rounds or 1 round; see text	Medium (300 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
	<i>Effect:</i> Panics creatures of less than 6 HD.				<i>Target:</i> 6 living creatures, no two of which can be more than 30 ft. apart				
□□□□□	Touch of Idiocy	17	No	1 standard action	200 minutes	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subject takes 1d6 points of Int, Wis, and Cha damage.				<i>Target:</i> Living creature touched				
□□□□□	Web	17	Reflex negates; see text	1 standard action	200 minutes [D]	Medium (300 Feet)	V, S, M	No	Conjuration (Creation)
	<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.				<i>Target:</i> Webs in a 20-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Daylight	18	None	1 standard action	200 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.				Target: Object touched				
☐☐☐☐☐Fly	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
Effect: Subject flies at speed of 60 ft.				Target: Creature touched				
☐☐☐☐☐Hold Person	18	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 20 rounds.				Target: One humanoid creature				
☐☐☐☐☐Magic Circle against Evil	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
Effect: As protection spells, but 10-ft. radius and 200 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐Nondetection	18	Will negates (harmless, object)	1 standard action	20 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
Effect: Hides subject from divination, scrying.				Target: Creature or object touched				
☐☐☐☐☐Sleet Storm	18	None	1 standard action	20 rounds	Long (1200 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.				Target: Cylinder 40				
☐☐☐☐☐Suggestion	18	Will negates	1 standard action	20 hours or until completed	Close (75 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Effect: Compels subject to follow stated course of action.				Target: One living creature				
☐☐☐☐☐Summon Monster III	18	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Charm Monster	19	Will negates	1 standard action	20 days	Close (75 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes monster believe it is your ally.				Target: One living creature				
☐☐☐☐☐ Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐ Dimensional Anchor	19	None	1 standard action	20 minutes	Medium (300 Feet)	V, S	Yes (object)	Abjuration
Effect: Bars extradimensional movement.				Target: Ray				
☐☐☐☐☐ Enlarge Person, Mass	19	Fortitude negates	1 round	20 minutes [D]	Close (75 Feet)	V, S, M	Yes	Transmutation
Effect: Enlarges several creatures.				Target: 20 humanoid creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Mnemonic Enhancer	19	None	10 minutes	Instantaneous	Personal	V, S, M, F	No	Transmutation
Effect: Wizard only. Prepares extra spells or retains one just cast.				Target: You				
☐☐☐☐☐ Shadow Conjunction	19	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
Effect: Mimics conjunction below 4th level, but only 20% real.				Target: See text				
☐☐☐☐☐ Solid Fog	19	None	1 standard action	20 minutes	Medium (300 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Blocks vision and slows movement.				Target: Fog spreads in 20-ft. radius, 20 ft. high				
☐☐☐☐☐ Wall of Ice	19	Reflex negates; see text	1 standard action	20 minutes	Medium (300 Feet)	V, S, M	Yes	Evocation [Cold]
Effect: Ice plane creates wall with 35 hp or hemisphere can trap creatures inside.				Target: Anchored plane of ice, up to 20 10-ft. squares, or hemisphere of ice with a radius of up to 23 ft				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Break Enchantment	20	See text	1 minute	Instantaneous	Close (75 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 20 creatures, all within 30 ft. of each other				
Cone of Cold	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
Effect: 20d6 cold damage.				Target: Cone-shaped burst				
Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S, DF	Yes	Abjuration
Effect: Forces a creature to return to native plane.				Target: One extraplanar creature				
Dream	20	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
Effect: Sends message to anyone sleeping.				Target: One living creature touched				
Feeblemind	20	Will negates; see text	1 standard action	Instantaneous	Medium (300 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject's Int and Cha drop to 1.				Target: One creature				
Mind Fog	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (300 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects in fog get -10 to Wis and Will checks.				Target: Fog spreads in 20-ft. radius, 20 ft. high				
Persistent Image	20	Will disbelief (if interacted with)	1 standard action	20 minutes [D]	Long (1200 Feet)	V, S, F	No	Illusion (Figment)
Effect: As major image, but no concentration required.				Target: Visual figment that cannot extend beyond 24 10-ft. cubes [S]				
Symbol of Pain	20	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
Effect: Triggered rune wracks nearby creatures with pain.				Target: One symbol				
Telekinesis	20	Will negates (object) or None; see text	1 standard action	Concentration of up to 20 rounds or instantaneous; see text	Long (1200 Feet)	V, S	Yes (object); see text	Transmutation
Effect: Moves object, attacks creature, or hurls object or creature.				Target: See text				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Analyze Dweomer	21	None or Will negates; see text	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, F	No	Divination
Effect: Reveals magical aspects of subject.				Target: One object or creature per caster level				
□□□□□Bear's Endurance, Mass	21	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
Effect: As bear's endurance, affects 20 subjects.				Target: 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□Control Water	21	None; see text	1 standard action	200 minutes [D]	Long (1200 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 200 ft by 200 ft by 40 ft [S]				
□□□□□Disintegrate	21	Fortitude partial (object)	1 standard action	Instantaneous	Medium (300 Feet)	V, S, M/DF	Yes	Transmutation
Effect: Makes one creature or object vanish.				Target: Ray				
□□□□□Guards and Wards	21	See text	30 minutes	40 hours [D]	Anywhere within the V, S, M, F area to be warded	V, S, M, F	See text	Abjuration
Effect: Array of magic effects protect area.				Target: Up to 4000 sq. ft [S]				
□□□□□Move Earth	21	None	See text	Instantaneous	Long (1200 Feet)	V, S, M	No	Transmutation [Earth]
Effect: Digs trenches and build hills.				Target: Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]				
* =Domain/Speciality Spell								

* =Domain/Specialty Spell

Wizard Spells

☐☐☐☐☐	Stone to Flesh	21	Fortitude negates (object); see text	1 standard action	Instantaneous	Medium (300 Feet)	V, S, M	Yes	Transmutation
	<i>Effect:</i> Restores petrified creature.				<i>Target:</i> One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long				
☐☐☐☐☐	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				
☐☐☐☐☐	Veil	21	Will negates; see text	1 standard action	Concentration + 20 hours [D]	Long (1200 Feet)	V, S	Yes; see text	Illusion (Glamour)
	<i>Effect:</i> Changes appearance of group of creatures.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
☐☐☐☐☐Delayed Blast Fireball	22	Reflex half	1 standard action	5 rounds or less; see text	Long (1200 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 20d6 fire damage; you can postpone blast for 5 rounds.				<i>Target:</i> 20-ft.-radius spread				
☐☐☐☐☐Finger of Death	22	Fortitude partial	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Kills one subject.				<i>Target:</i> One living creature				
☐☐☐☐☐Instant Summons	22	None	1 standard action	Permanent until discharged	See text	V, S, M	No	Conjuration (Summoning)
<i>Effect:</i> Prepared object appears in your hand.				<i>Target:</i> One object weighing 10 lb. or less whose longest dimension is 6 ft. or less				
☐☐☐☐☐Reverse Gravity	22	None; see text	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, M/DF	No	Transmutation
<i>Effect:</i> Objects and creatures fall upward.				<i>Target:</i> Up to 10 10-ft. cube [S]				
☐☐☐☐☐Summon Monster VII	22	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Symbol of Stunning	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune stuns nearby creatures.				<i>Target:</i> One symbol				
☐☐☐☐☐Teleport, Greater	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> As teleport, but no range limit and no off-target arrival.				<i>Target:</i> You and touched objects or other touched willing creatures				
☐☐☐☐☐Teleport Object	22	Will negates (object)	1 standard action	Instantaneous	Touch	V	Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> As teleport, but affects a touched object.				<i>Target:</i> One touched object of up to 1000 lbs and 60cu. ft.				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Demand	23	Will partial	10 minutes	20 round; see text	See text	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: As sending, plus you can send suggestion.				Target: One creature				
☐☐☐☐☐ Dimensional Lock	23	None	1 standard action	20 days	Medium (300 Feet)	V, S	Yes	Abjuration
Effect: Teleportation and interplanar travel blocked for 20 days.				Target: 20-ft.-radius emanation centered on a point in space				
☐☐☐☐☐ Prismatic Wall	23	See text	1 standard action	200 minutes [D]	Close (75 Feet)	V, S	See text	Abjuration
Effect: Wall's colors have array of effects.				Target: Wall 80 ft wide, 40 ft high				
☐☐☐☐☐ Screen	23	None or Will disbelief (if interacted with); see text	10 minutes	24 hours	Close (75 Feet)	V, S	No	Illusion (Glamour)
Effect: Illusion hides area from vision, scrying.				Target: 20 30-ft. cubes [S]				
☐☐☐☐☐ Telekinetic Sphere	23	Reflex negates (object)	1 standard action	20 minutes [D]	Close (75 Feet)	V, S, M	Yes (object)	Evocation [Force]
Effect: As resilient sphere, but you move sphere telekinetically.				Target: 20 ft. diameter sphere, centered around creatures or objects				

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Astral Projection	24	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
Effect: Projects you and companions onto Astral Plane.				Target: You plus one additional willing creature touched per two caster levels				
☐☐☐☐☐ Foresight	24	None or Will negates (harmless)	1 standard action	200 minutes	Personal or touch	V, S, M/DF	No or Yes (harmless)	Divination
Effect: 'Sixth sense' warns of impending danger.				Target: See text				
☐☐☐☐☐ Freedom	24	Will negates (harmless)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Abjuration
Effect: Releases creature from imprisonment.				Target: One creature				
☐☐☐☐☐ Hold Monster, Mass	24	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 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				
☐☐☐☐☐ Meteor Swarm	24	None or Reflex half; see text	1 standard action	Instantaneous	Long (1200 Feet)	V, S	Yes	Evocation [Fire]
Effect: Four exploding spheres each deal 6d6 fire damage.				Target: Four 40-ft.-radius spreads; see text				
☐☐☐☐☐ Power Word Kill	24	None	1 standard action	Instantaneous	Close (75 Feet)	V	Yes	Enchantment (Compulsion) [Death, Mind-Affecting]
Effect: Kills one creature with 100 hp or less.				Target: One living creature with 100 hp or less				
☐☐☐☐☐ Shapechange	24	None	1 standard action	200 minutes [D]	Personal	V, S, F	No	Transmutation
Effect: Transforms you into any creature, and change forms once per round.				Target: You				
☐☐☐☐☐ Soul Bind	24	Will negates	1 standard action	Permanent	Close (75 Feet)	V, S, F	No	Necromancy
Effect: Traps newly dead soul to prevent resurrection.				Target: Corpse				
☐☐☐☐☐ Teleportation Circle	24	None	10 minutes	200 minutes [D]	0 ft.	V, M	Yes	Conjuration (Teleportation)
Effect: Circle teleports any creature inside to designated spot.				Target: 5-ft.-radius circle that teleports those who activate it				

* =Domain/Speciality Spell