

Baba 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	12	+1	12	+1
CON Constitution	15	+2	15	+2
INT Intelligence	23	+6	23	+6
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

=

+6

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

+7

=

+6

+

+1

+

+0

+

+0

+

+16

=

+12

+

+4

+

+0

+

+0

+

TOTAL

+11/+6

=

+10/+5

+

+1

+

+0

+

+0

+

TEMP MODIFIER

MELEE
attack bonus

+11/+6

=

+10/+5

+

+1

+

+0

+

+0

+

RANGED
attack bonus

+11/+6

=

+10/+5

+

+1

+

+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

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	
Craft Magic Arms and Armor	See Text
Craft Rod	See Text
Craft Wand	See Text
Empower Spell	See Text
Extend Spell	See Text
Forge Ring	See Text
Greater Spell Penetration	See Text
Heighten Spell	See Text
Maximize Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (History))	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'11"

HEIGHT

146 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP
hit points

100

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+10/+5

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS 23/11.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Decipher Script	INT	29	= 6	+ 23.0	+
Knowledge (Architecture and Engineering)	INT	29	= 6	+ 23.0	+
Knowledge (Geography)	INT	25	= 6	+ 19.0	+
Knowledge (History)	INT	29	= 6	+ 23.0	+
Knowledge (Local)	INT	27	= 6	+ 21.0	+
Knowledge (Nature)	INT	28	= 6	+ 22.0	+
Knowledge (Nobility and Royalty)	INT	23	= 6	+ 17.0	+
Knowledge (Religion)	INT	27	= 6	+ 21.0	+
Knowledge (The Planes)	INT	16	= 6	+ 10.0	+
✓ : can be used untrained. ✗ : exclusive skills					

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Common, Dwarven, Gnoll, Gnome, Halfling

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	6	5	5	5	5	4	4	4

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	16	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	16	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Dancing Lights <i>Effect:</i> Creates torches or other lights.	16	None	1 standard action	20 minute [D]	Medium (300 Feet)	V, S	No	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	16	Will negates	1 standard action	20 round	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	16	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	16	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	16	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	Instantaneous	Close (75 Feet)	V	Yes	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, M	No	Illusion (Figment)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Light <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Mage Hand <i>Effect:</i> 5-pound telekinesis.	16	None	1 standard action	Concentration	Close (75 Feet)	V, S	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Mending <i>Effect:</i> Makes minor repairs on an object.	16	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> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Message <i>Effect:</i> Whispered conversation at distance.	16	None	1 standard action	200 minutes	Medium (300 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Open/Close <i>Effect:</i> Opens or closes small or light things.	16	Will negates (object)	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Prestidigitation <i>Effect:</i> Performs minor tricks.	16	See text	1 standard action	20 hour	10 ft.	V, S	No	Universal
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	16	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Evocation [Cold]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Read Magic <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	200 minutes	Personal	V, S, F	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	20 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	16	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
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Charm Person <i>Effect:</i> Makes one person your friend.	17	Will negates	1 standard action	20 hours	Close (75 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	17	None	1 standard action	200 minutes	Personal	V, S, M/DF	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Disguise Self <i>Effect:</i> Changes your appearance.	17	None	1 standard action	200 minutes [D]	Personal	V, S	No	Illusion (Glamour)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Enlarge Person <i>Effect:</i> Creatures size increases to next category	17	Fortitude negates	1 round	20 minutes [D]	Close (75 Feet)	V, S, M	Yes	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	17	Will negates	1 round	2d4 rounds [D]	Close (75 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Identify <i>Effect:</i> Determines properties of magic item.	17	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Jump <i>Effect:</i> Subject gets bonus on Jump checks.	17	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	V, S, M	Yes	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	17	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Force]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Mount <i>Effect:</i> Summons riding horse for 40 hours.	17	None	1 round	40 hours [D]	Close (75 Feet)	V, S, M	No	Conjuration (Summoning)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	17	None	1 standard action	20 minutes [D]	Personal	V, S	No	Abjuration [Force]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	17	Will negates	1 round	20 minutes	Medium (300 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> True Strike <i>Effect:</i> +20 on your next attack roll.	17	None	1 standard action	See text	Personal	V, F	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	17	None	1 standard action	20 hours	Close (75 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Blindness/Deafness <i>Effect:</i> Makes subject blinded or deafened.	18	Fortitude negates	1 standard action	Permanent [D]	Medium (300 Feet)	V	Yes	Necromancy
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 20 minutes.	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M	Yes	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 20 minutes.	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	18	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy

* =Domain/Speciality Spell

Wizard Spells

■■■■■	Invisibility	18	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)
<i>Effect:</i> Subject is invisible for 20 minutes or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 2000 lbs				
■■■■■	Levitate	18	None	1 standard action	20 minutes [D]	Personal or close	V, S, F	No	Transmutation
<i>Effect:</i> Subject moves up and down at your direction.					<i>Target:</i> You or one willing creature or one object, total weight up to 2000 lbs				
■■■■■	Mirror Image	18	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				
■■■■■	Owl's Wisdom	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 20 minutes.					<i>Target:</i> Creature touched				
■■■■■	Phantom Trap	18	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamour)
<i>Effect:</i> Makes item seem trapped.					<i>Target:</i> Object touched				
■■■■■	Protection from Arrows	18	Will negates (harmless)	1 standard action	20 hours or until discharged	Touch	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> Subject immune to most ranged attacks.					<i>Target:</i> Creature touched				
■■■■■	Spider Climb	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched				
■■■■■	Web	18	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
■■■■■ Clairaudience/Clairvoyance	19	None	10 minutes	20 minutes [D]	Long (1200 Feet)	V, S, F/DF	No	Divination (Scrying)
Effect: Hear or see at a distance for 20 minutes.				Target: Magical sensor				
■■■■■ Daylight	19	None	1 standard action	200 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.				Target: Object touched				
■■■■■ Dispel Magic	19	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
■■■■■ Fireball	19	Reflex half	1 standard action	Instantaneous	Long (1200 Feet)	V, S, M	Yes	Evocation [Fire]
Effect: 1d6 damage per level, 20-ft. radius.				Target: 20-ft.-radius spread				
■■■■■ Flame Arrow	19	None	1 standard action	200 minutes	Close (75 Feet)	V, S, M	No	Transmutation [Fire]
Effect: Arrows deal +1d6 fire damage.				Target: Fifty projectiles, all of which must be in contact with each other at the time of casting				
■■■■■ Fly	19	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				
■■■■■ Haste	19	Fortitude negates (harmless)	1 standard action	20 rounds	Close (75 Feet)	V, S, M	Yes (harmless)	Transmutation
Effect: 20 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				Target: 20 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Lightning Bolt	19	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
Effect: Electricity deals 20d6 damage.				Target: 120-ft. line				
■■■■■ Secret Page	19	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
Effect: Changes one page to hide its real content.				Target: Page touched, up to 3 sq. ft. in size				
■■■■■ Sepia Snake Sigil	19	Reflex negates	10 minutes	Permanent or until discharged; Touch until released or 1d4 days + one day/level; see text		V, S, M	No	Conjuration (Creation) [Force]
Effect: Creates text symbol that immobilizes reader.				Target: One touched book or written work				
■■■■■ Slow	19	Will negates	1 standard action	20 rounds	Close (75 Feet)	V, S, M	Yes	Transmutation
Effect: 20 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				Target: 20 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Tiny Hut	19	None	1 standard action	40 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
Effect: Creates shelter for ten creatures.				Target: 20-ft.-radius sphere centered on your location				
■■■■■ Tongues	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, M/DF	No	Divination
Effect: Speak any language.				Target: Creature touched				
■■■■■ Vampiric Touch	19	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy
Effect: Touch deals 1d6/two levels damage; caster gains damage as hp.				Target: Living creature touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■Animate Dead	20	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
■■■■■Dimensional Anchor	20	None	1 standard action	20 minutes	Medium (300 Feet)	V, S	Yes (object)	Abjuration
Effect: Bars extradimensional movement.				Target: Ray				
■■■■■Geas, Lesser	20	Will negates	1 round	20 days or until discharged [D]	Close (75 Feet)	V	Yes	Enchantment (Compulsion)
Effect: Commands subject of 7 HD or less.				Target: One living creature with 7 HD or less				
■■■■■Rainbow Pattern	20	Will negates	1 standard action	Concentration + 20 rounds [D]	Medium (300 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
Effect: Lights fascinate 24 HD of creatures.				Target: Colorful lights with a 20-ft.-radius spread				
■■■■■Reduce Person, Mass	20	Fortitude negates	1 round	20 minutes [D]	Close (75 Feet)	V, S, M	Yes	Transmutation
Effect: Reduces several creatures.				Target: 20 humanoid creatures, no two of which can be more than 30 ft. apart				
■■■■■Wall of Fire	20	None	1 standard action	Concentration + 20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Evocation [Fire]
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+20 damage				Target: Opaque sheet of flame up to 400 ft. long or a ring of fire with a radius of up to 50 ft; either form 20 ft. high				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■Baleful Polymorph	21	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (75 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
■■■■■Cone of Cold	21	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
Effect: 20d6 cold damage.				Target: Cone-shaped burst				
■■■■■Hold Monster	21	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: As hold person, but any creature.				Target: One living creature				
■■■■■Sending	21	None	10 minutes	20 round; see text	See text	V, S, M/DF	No	Evocation
Effect: Delivers short message anywhere, instantly.				Target: One creature				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antimagic Field	22	None	1 standard action	200 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
Effect: Negates magic within 10 ft.								
Cat's Grace, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M	Yes	Transmutation
Effect: As cat's grace, affects 20 subjects.				Target: 10-ft.-radius emanation, centered on you				
Fox's Cunning, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
Effect: As fox's cunning, affects one subject/ level.				Target: 20 creatures, no two of which can be more than 30 ft. apart				
Heroism, Greater	22	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)
Effect: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.				Target: Creature touched				

* =Domain/Specialty Spell

Wizard Spells

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Delayed Blast Fireball	23	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				
Hold Person, Mass	23	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion)
<i>Effect:</i> As hold person, but all within 30 ft.				<i>Target:</i> One or more humanoid creatures, no two of which can be more than 30 ft. apart				
Mage's Sword	23	None	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, F	Yes	Evocation [Force]
<i>Effect:</i> Floating magic blade strikes opponents.				<i>Target:</i> One sword				
Power Word Blind	23	None	1 standard action	See text	Close (75 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Blinds creature with 200 hp or less.				<i>Target:</i> One creature with 200 hp or less				
Reverse Gravity	23	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]				
Shadow Conjunction, Greater	23	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
<i>Effect:</i> As shadow conjunction, but up to 6th level and 60% real.				<i>Target:</i> See text				
Summon Monster VII	23	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				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Charm Monster, Mass	24	Will negates	1 standard action	20 days	Close (75 Feet)	V	Yes	Enchantment (Charm)
<i>Effect:</i> As charm monster, but all within 30 ft.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
Clenched Fist	24	None	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, F/DF	Yes	Evocation [Force]
<i>Effect:</i> Large hand provides cover, pushes, or attacks your foes.				<i>Target:</i> 10-ft. hand				
Create Greater Undead	24	None	1 hour	Instantaneous	Close (75 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.				<i>Target:</i> One corpse				
Demand	24	Will partial	10 minutes	20 round; see text	See text	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> As sending, plus you can send suggestion.				<i>Target:</i> One creature				
Horrid Wilting	24	Fortitude half	1 standard action	Instantaneous	Long (1200 Feet)	V, S, M/DF	Yes	Necromancy
<i>Effect:</i> Deals 20d6 damage within 30 ft.				<i>Target:</i> Living creatures, no two of which can be more than 60 ft. apart				
Incendiary Cloud	24	Reflex half; see text	1 standard action	20 rounds	Medium (300 Feet)	V, S	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Cloud deals 4d6 fire damage/round.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
Moment of Prescience	24	None	1 standard action	20 hours or until discharged	Personal	V, S	No	Divination
<i>Effect:</i> You gain insight bonus on single attack roll, check, or save.				<i>Target:</i> You				
Planar Binding, Greater	24	Will negates	10 minutes	Instantaneous	Close (75 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
<i>Effect:</i> As lesser planar binding, but up to 18 HD.				<i>Target:</i> Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.				
Symbol of Insanity	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune renders nearby creatures insane.				<i>Target:</i> One symbol				
Sympathy	24	Will negates; see text	1 hour	40 hours [D]	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Object or location attracts certain creatures.				<i>Target:</i> One location [20 10-ft. cubes] or one object				

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Astral Projection	25	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Projects you and companions onto Astral Plane.				<i>Target:</i> You plus one additional willing creature touched per two caster levels				
Dominate Monster	25	Will negates	1 round	20 days	Close (75 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> As dominate person, but any creature.				<i>Target:</i> One creature				
Etherealness	25	None	1 standard action	20 minutes [D]	Touch; see text	V, S	Yes	Transmutation
<i>Effect:</i> Travel to Ethereal Plane with companions.				<i>Target:</i> You and 6 other touched creatures				
Freedom	25	Will negates (harmless)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Releases creature from imprisonment.				<i>Target:</i> One creature				
Hold Monster, Mass	25	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion)
<i>Effect:</i> As hold monster, but all within 30 ft.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
Imprisonment	25	Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Abjuration
<i>Effect:</i> Entombs subject beneath the earth.				<i>Target:</i> Creature touched				
Mage's Disjunction	25	Will negates (object)	1 standard action	Instantaneous	Close (75 Feet)	V	No	Abjuration
<i>Effect:</i> Dispel magic, disenchant magic items.				<i>Target:</i> All magical effects and magic items within a 40-ft.-radius burst				
Power Word Kill	25	None	1 standard action	Instantaneous	Close (75 Feet)	V	Yes	Enchantment (Compulsion) [Death, Mind-Affecting]
<i>Effect:</i> Kills one creature with 100 hp or less.				<i>Target:</i> One living creature with 100 hp or less				
Refuge	25	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
<i>Effect:</i> Alters item to transport its possessor to you.				<i>Target:</i> Object touched				
Shapechange	25	None	1 standard action	200 minutes [D]	Personal	V, S, F	No	Transmutation
<i>Effect:</i> Transforms you into any creature, and change forms once per round.				<i>Target:</i> You				
Teleportation Circle	25	None	10 minutes	200 minutes [D]	0 ft.	V, M	Yes	Conjuration (Teleportation)
<i>Effect:</i> Circle teleports any creature inside to designated spot.				<i>Target:</i> 5-ft.-radius circle that teleports those who activate it				

* =Domain/Specialty Spell