

Linua Female Half-Elf Wiz20

NAME

Wiz20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	16	+3	16	+3
CON Constitution	16	+3	16	+3
INT Intelligence	20	+5	20	+5
WIS Wisdom	18	+4	18	+4
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+9

=

+6

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+9

=

+6

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+16

=

+12

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+12/+7

=

+10/+5

+

+2

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+13/+8

=

+10/+5

+

+3

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+12/+7

=

+10/+5

+

+2

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+8/+3

DAMAGE

1d3+2

CRITICAL

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

58.0

Medium

116.0

Heavy

175.0

Lift over head

175.0

Lift off ground

350.0

Push / Drag

875.0

FEATS

Armor Proficiency (Light)

See Text

Combat Casting

See Text

Craft Magic Arms and Armor

See Text

Craft Rod

See Text

Craft Wand

See Text

Extend Spell

See Text

Forge Ring

See Text

Leadership

See Text

Scribe Scroll

See Text

Scribe Scroll

See Text

Still Spell

See Text

Widen Spell

See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'0"

HEIGHT

115 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

HP
hit points

113

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

13

TOTAL

10

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+10/+5

Neutral Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 30'

0

+0

0

SKILLS

MAX RANKS

23/11.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Alchemy)

INT

17

=

5

+

12.0

+

Craft (Armorsmithing)

INT

6

=

5

+

1.0

+

Craft (Woodworking)

INT

10

=

5

+

5.0

+

Knowledge (Arcana)

INT

28

=

5

+

23.0

+

Knowledge (Dungeoneering)

INT

28

=

5

+

23.0

+

Knowledge (Geography)

INT

27

=

5

+

22.0

+

Knowledge (Local)

INT

26

=

5

+

21.0

+

Knowledge (Nature)

INT

27

=

5

+

22.0

+

Knowledge (Religion)

INT

23

=

5

+

18.0

+

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

+4 to Concentration to use spll or spelllike ability

Elven Blood

Immunity to sleep spells and similar magical effects.

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Abyssal, Common, Elven, Gnoll, Ignan, 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] <i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.	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 <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	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] <i>Target:</i> One humanoid creature of 4 HD or less	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 <i>Target:</i> Cone-shaped emanation	Close (75 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	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 <i>Target:</i> Ray	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] <i>Target:</i> Burst of light	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] <i>Target:</i> Illusory sounds	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration <i>Target:</i> Object touched	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 <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	200 minutes <i>Target:</i> One object of up to 1 lb.	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 <i>Target:</i> 20 creatures	Close (75 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	20 hour <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous <i>Target:</i> See text	Close (75 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	200 minutes <i>Target:</i> Ray	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 <i>Target:</i> You	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 <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	16	Will negates	1 standard action	20 hours <i>Target:</i> One humanoid creature	Close (75 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	Concentration, up to 20 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, M/DF	No	Divination
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	Will negates (harmless)	1 standard action	24 hours <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 20 rounds <i>Target:</i> 20 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart	Close (75 Feet)	V	Yes (object)	Transmutation
□□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D] <i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart	Close (75 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Jump <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	20 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	Medium (300 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	20 minutes [D] <i>Target:</i> Touch	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	16	None	1 standard action	20 minutes <i>Target:</i> Creature touched	Close (75 Feet)	V, S	Yes	Necromancy
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	20 minutes [D] <i>Target:</i> Ray	Personal	V, S	No	Abjuration [Force]
				<i>Target:</i> You				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 20 minutes.	17	Will negates (harmless)	1 standard action	20 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
□□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	17	Will negates (harmless)	1 standard action	20 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□□ Daze Monster <i>Effect:</i> Living creature of 6 HD or less loses next action.	17	Will negates	1 standard action	20 round <i>Target:</i> One living creature of 6 HD or less	Medium (300 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	17	Fortitude negates	1 standard action	1d6+2 rounds <i>Target:</i> Touch	Touch	V, S, M	Yes	Necromancy
□□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	17	Fortitude negates	1 standard action	20 round <i>Target:</i> Living humanoid touched	60 ft.	V, S	Yes	Evocation [Air]
□□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	17	Will negates	1 standard action	Concentration + 2 rounds <i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range	Medium (300 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]

* =Domain/Specialty Spell

Wizard Spells

■■■■■ Invisibility	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)
<i>Effect:</i> Subject is invisible for 20 minutes or until it attacks.								
■■■■■ Knock	17	None	1 standard action	Instantaneous; see text	Medium (300 Feet)	V	No	Transmutation
<i>Effect:</i> Opens locked or magically sealed door.								
■■■■■ Minor Image	17	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (1200 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As silent image, plus some sound.								
■■■■■ Phantom Trap	17	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamour)
<i>Effect:</i> Makes item seem trapped.								
■■■■■ 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.								
■■■■■ Scare	17	Will partial	1 standard action	20 rounds or 1 round; see text for cause fear	Medium (300 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Panics creatures of less than 6 HD.								
■■■■■ Spider Climb	17	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.								
■■■■■ 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.								
■■■■■ Whispering Wind	17	None	1 standard action	No more than 20 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
<i>Effect:</i> Sends a short message 20 miles.								
<i>Target:</i> 10-ft.-radius spread								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Clairaudience/Clairvoyance	18	None	10 minutes	20 minutes [D]	Long (1200 Feet)	V, S, F/DF	No	Divination (Scrying)
<i>Effect:</i> Hear or see at a distance for 20 minutes.								
■■■■■ Heroism	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.								
■■■■■ Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.								
■■■■■ Phantom Steed	18	None	10 minutes	20 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Magic horse appears for 20 hours.								
■■■■■ Suggestion	18	Will negates	1 standard action	20 hours or until completed	Close (75 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> Compels subject to follow stated course of action.								
<i>Target:</i> One living creature								

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:</i> Creates undead skeletons and zombies.								
■■■■■ Arcane Eye	19	None	10 minutes	20 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
<i>Effect:</i> Invisible floating eye moves 30 ft./round.								
■■■■■ Bestow Curse	19	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.								
■■■■■ Black Tentacles	19	None	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.								
■■■■■ Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.								
■■■■■ Crushing Despair	19	Will negates	1 standard action	20 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks.								
■■■■■ Fear	19	Will partial	1 standard action	20 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Subjects within cone flee for 20 rounds.								
■■■■■ Ice Storm	19	None	1 standard action	20 full round	Long (1200 Feet)	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.								
■■■■■ Illusory Wall	19	Will disbelief (if interacted with)	1 standard action	Permanent	Close (75 Feet)	V, S	No	Illusion (Figment)
<i>Effect:</i> Wall, floor, or ceiling looks real, but anything can pass through.								
■■■■■ Invisibility, Greater	19	Will negates (harmless)	1 standard action	20 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.								
■■■■■ Mnemonic Enhancer	19	None	10 minutes	Instantaneous	Personal	V, S, M, F	No	Transmutation
<i>Effect:</i> Wizard only. Prepares extra spells or retains one just cast.								
■■■■■ Phantasmal Killer	19	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (300 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
<i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage.								
■■■■■ Rainbow Pattern	19	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]
<i>Effect:</i> Lights fascinate 24 HD of creatures.								
■■■■■ Summon Monster IV	19	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 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Animal Growth	20	Fortitude negates	1 standard action	20 minutes	Medium (300 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> One animal/two levels doubles in size.								
■■■■■ Cloudkill	20	Fortitude partial; see text	1 standard action	20 minutes	Medium (300 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.								
■■■■■ Cone of Cold	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> 20d6 cold damage.								
■■■■■ Contact Other Plane	20	None	10 minutes	Concentration	Personal	V	No	Divination
<i>Effect:</i> Lets you ask question of extraplanar entity.								
■■■■■ Mage's Faithful Hound	20	None	1 standard action	20 hours or until discharged, then 20 rounds; see text	Close (75 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Phantom dog can guard, attack.								
■■■■■ Nightmare	20	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]
<i>Effect:</i> Sends vision dealing 1d10 damage, fatigue.								
■■■■■ Overland Flight	20	Will negates (harmless)	1 standard action	20 hours	Personal	V, S	Yes (harmless)	Transmutation
<i>Effect:</i> You fly at a speed of 40 ft. and can hustle over long distances.								
■■■■■ Passwall	20	None	1 standard action	20 hours [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Creates passage through wood or stone wall.								
<i>Target:</i> 5 ft. by 8 ft. opening, 40 ft. deep								

* =Domain/Specialty Spell

Wizard Spells

Stone Shape	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.								
Summon Monster V	20	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.								
Wall of Force	20	None	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Wall is immune to damage.								
<i>Target:</i> Wall whose area is up to 20 10-ft. squares								

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Chain Lightning	21	Reflex half	1 standard action	Instantaneous	Long (1200 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 20d6 damage; 20 secondary bolts each deal half damage.								
Disintegrate	21	Fortitude partial (object)	1 standard action	Instantaneous	Medium (300 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Makes one creature or object vanish.								
Mage's Lucubration	21	None	1 standard action	Instantaneous	Personal	V, S	No	Transmutation
<i>Effect:</i> Wizard only. Recalls spell of 5th level or lower.								
Summon Monster VI	21	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.								
Wall of Iron	21	See text	1 standard action	Instantaneous	Medium (300 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> 30 hp/four levels; can topple onto foes.								
<i>Target:</i> Iron wall whose area is up to 20 5-ft. squares; see text								

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.								
Phase Door	22	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)
<i>Effect:</i> Creates an invisible passage through wood or stone.								
Power Word Blind	22	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.								
Project Image	22	Will disbelief (if interacted with)	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, M	No	Illusion (Shadow)
<i>Effect:</i> Illusory double can talk and cast spells.								
Scrying, Greater	22	Will negates	1 standard action	20 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.								
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								

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Binding	23	Will negates; see text	1 minute	See text [D]	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Utilizes an array of techniques to imprison a creature.								
Clenched Fist	23	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.								
Incendiary Cloud	23	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.								
Mind Blank	23	Will negates (harmless)	1 standard action	24 hours	Close (75 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Subject is immune to mental/emotional magic and scrying.								
Polymorph Any Object	23	Fortitude negates (object); see text	1 standard action	See text	Close (75 Feet)	V, S, M/DF	Yes (object)	Transmutation
<i>Effect:</i> Changes any subject into anything else.								
<i>Target:</i> One creature, or one nonmagical object of up to 2000 cu. ft.								

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Crushing Hand	24	None	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, M, F/DF	Yes	Evocation [Force]
<i>Effect:</i> Large hand provides cover, pushes, or crushes your foes.								
Dominate Monster	24	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.								
Etherealness	24	None	1 standard action	20 minutes [D]	Touch; see text	V, S	Yes	Transmutation
<i>Effect:</i> Travel to Ethereal Plane with companions.								
Freedom	24	Will negates (harmless)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Releases creature from imprisonment.								
Gate	24	None	1 standard action	Instantaneous or concentration [up to 20 rounds]; see text	Medium (300 Feet)	V, S, XP; see text	No	Conjuration (Creation) [Calling]
<i>Effect:</i> Connects two planes for travel or summoning.								
Power Word Kill	24	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.								
Prismatic Sphere	24	See text	1 standard action	200 minutes [D]	10 ft.	V	See text	Abjuration
<i>Effect:</i> As prismatic wall, but surrounds on all sides.								
Refuge	24	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.								
Summon Monster IX	24	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.								
Teleportation Circle	24	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