

Dwalgar Male Dwarf Wiz20

NAME

Wiz20

CLASS

20

TCL

380000

EXPERIENCE

210000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'2"

HEIGHT

145 lbs

WEIGHT

,

HAIR

EYES

Neutral Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	14	+2	14	+2
CON Constitution	21	+5	21	+5
INT Intelligence	20	+5	20	+5
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP hit points	144	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED													
AC armor class	12	:	10	:	12	=	10	+	0	+	0	+	2	+	0	+	0	+	0	Walk 20'	
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE	

INITIATIVE modifier	+6	=	+2	+	+4
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+10/+5				

SKILLS		MAX RANKS 23/11.5				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Shipmaking)	INT	6	=	5	+	1.0 +
Knowledge (Arcana)	INT	27	=	5	+	22.0 +
Knowledge (Dungeoneering)	INT	28	=	5	+	23.0 +
Knowledge (Geography)	INT	26	=	5	+	21.0 +
Knowledge (Local)	INT	21	=	5	+	16.0 +
Knowledge (Nature)	INT	28	=	5	+	23.0 +
Knowledge (Religion)	INT	24	=	5	+	19.0 +
			=		+	
✓ : can be used untrained. X : exclusive skills						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+11	=	+6	+	+5	+	+0	+	+0	+	
REFLEX (dexterity)	+8	=	+6	+	+2	+	+0	+	+0	+	
WILLPOWER (wisdom)	+15	=	+12	+	+1	+	+0	+	+2	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
	+14/+9	=	+10/+5	+	+4	+	+0	+	+0	+	
RANGED attack bonus	+12/+7	=	+10/+5	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+14/+9	=	+10/+5	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d3+4	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	100.0	Medium	200.0
Lift over head	300.0	Lift off ground	600.0
		Heavy	300.0
		Push / Drag	1500.0

FEATS	
Alertness	See Text
Brew Potion	See Text
Craft Staff	See Text
Craft Wand	See Text
Heighten Spell	See Text
Improved Initiative	See Text
Iron Will	See Text
Maximize Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Simple Weapon Proficiency	See Text
Spell Mastery (Prying Eyes (Greater), Magic Circle against Chaos, Eyebite, Scintillating Pattern, Dispel Magic)	See Text
Spell Penetration	See Text

SPECIAL ABILITIES

- +1 racial bonus on attack rolls against orcs and goblinoids
 - +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
 - +2 racial bonus on saving throws against poison.
 - +2 racial bonus on saving throws against spells and spell-like effects.
 - +4 Dodge bonus to Armor Class against monsters of the giant type.
- Stability
- Stonecunning
- Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES

Common, Dwarven, Giant, Orc, Undercommon

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
□□□□□ Burning Hands <i>Effect:</i> 5d4 fire damage	16	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
□□□□□ 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
□□□□□ 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	Close (75 Feet)	V	Yes (object)	Transmutation
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	20 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	20 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□□ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	16	Fortitude negates	1 round	20 minutes [D]	Close (75 Feet)	V, S, M	Yes	Transmutation

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alter Self <i>Effect:</i> Assume form of a similar creature.	17	None	1 standard action	200 minutes [D]	Personal	V, S	No	Transmutation
□□□□□ 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 (Glamer)
□□□□□ 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]
□□□□□ Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 20 rounds.	17	Reflex negates	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Evocation [Fire]
□□□□□ 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 (Glamer)
□□□□□ 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)
□□□□□ Protection from Arrows <i>Effect:</i> Subject immune to most ranged attacks.	17	Will negates (harmless)	1 standard action	20 hours or until discharged	Touch	V, S, F	Yes (harmless)	Abjuration
□□□□□ Pyrotechnics <i>Effect:</i> Turns fire into blinding light or choking smoke.	17	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds Long (1200 Feet) after creatures leave the smoke cloud; see text	Touch	V, S, M	Yes or No; see text	Transmutation
□□□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space.	17	None	1 standard action	20 hours [D]	Touch	V, S, M	No	Transmutation

* =Domain/Specialty Spell

Wizard Spells

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Daylight <i>Effect:</i> 60-ft. radius of bright light.	18	None	1 standard action	200 minutes [D]	Touch	V, S	No	Evocation [Light]
☐☐☐☐☐ Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	18	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	No	Abjuration
☐☐☐☐☐ Displacement <i>Effect:</i> Attacks miss subject 50%.	18	Will negates (harmless)	1 standard action	20 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamer)
☐☐☐☐☐ Haste <i>Effect:</i> 20 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	18	Fortitude negates (harmless)	1 standard action	20 rounds	Close (75 Feet)	V, S, M	Yes (harmless)	Transmutation
☐☐☐☐☐ Heroism <i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Hold Person <i>Effect:</i> Paralyzes one humanoid for 20 rounds.	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]
☐☐☐☐☐ Keen Edge <i>Effect:</i> Doubles normal weapon's threat range.	18	Will negates (harmless, object)	1 standard action	200 minutes	Close (75 Feet)	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐☐ Magic Circle against Chaos <i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
☐☐☐☐☐ Magic Circle against Law <i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
☐☐☐☐☐ Rage <i>Effect:</i> Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.	18	None	1 standard action	Concentration + 20 rounds [D]	Medium (300 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Sepia Snake Sigil <i>Effect:</i> Creates text symbol that immobilizes reader.	18	Reflex negates	10 minutes	Permanent or until discharged; Touch until released or 1d4 days + one day/level; see text	Touch	V, S, M	No	Conjuration (Creation) [Force]
☐☐☐☐☐ Summon Monster III <i>Effect:</i> Calls extraplanar creature to fight for you.	18	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
☐☐☐☐☐ Water Breathing <i>Effect:</i> Subjects can breathe underwater.	18	Will negates (harmless)	1 standard action	40 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
☐☐☐☐☐ Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	18	None; see text	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Evocation [Air]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Arcane Eye <i>Effect:</i> Invisible floating eye moves 30 ft./round.	19	None	10 minutes	20 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
☐☐☐☐☐ Crushing Despair <i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks.	19	Will negates	1 standard action	20 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Fire Shield <i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.	19	None	1 standard action	20 rounds [D]	Personal	V, S, M/DF	No	Evocation
☐☐☐☐☐ Minor Creation <i>Effect:</i> Creates one cloth or wood object.	19	None	1 minute	20 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
☐☐☐☐☐ Reduce Person, Mass <i>Effect:</i> Reduces several creatures.	19	Fortitude negates	1 round	20 minutes [D]	Close (75 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐☐ Stoneskin <i>Effect:</i> Ignore 10 points of damage per attack.	19	Will negates (harmless)	1 standard action	200 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal.	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (75 Feet)	V, S	Yes	Transmutation
☐☐☐☐☐ Cloudkill <i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	20	Fortitude partial; see text	1 standard action	20 minutes	Medium (300 Feet)	V, S	No	Conjuration (Creation)
☐☐☐☐☐ Stone Shape <i>Effect:</i> Sculpt's stone into any shape.	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
☐☐☐☐☐ Teleport <i>Effect:</i> Instantly transports you as far as 2000 miles.	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
☐☐☐☐☐ Transmute Rock to Mud <i>Effect:</i> Transforms two 10-ft. cubes per level.	20	See text	1 standard action	Permanent; see text	Medium (300 Feet)	V, S, M/DF	No	Transmutation [Earth]

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Acid Fog <i>Effect:</i> Fog deals acid damage.	21	None	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
☐☐☐☐☐ Antimagic Field <i>Effect:</i> Negates magic within 10 ft.	21	None	1 standard action	200 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
☐☐☐☐☐ Eagle's Splendor, Mass <i>Effect:</i> As eagle's splendor, affects 20 subjects.	21	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐ Eyebite <i>Effect:</i> Target becomes panicked, sickened, and comatose.	21	Fortitude negates	1 standard action	20 round per three levels; see text	Close (75 Feet)	V, S	Yes	Necromancy [Evil]
☐☐☐☐☐ Forceful Hand <i>Effect:</i> Hand pushes creatures away.	21	None	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, F	Yes	Evocation [Force]
☐☐☐☐☐ Guards and Wards <i>Effect:</i> Array of magic effects protect area.	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
☐☐☐☐☐ Move Earth <i>Effect:</i> Digs trenches and build hills.	21	None	See text	Instantaneous	Long (1200 Feet)	V, S, M	No	Transmutation [Earth]
☐☐☐☐☐ Planar Binding <i>Effect:</i> As lesser planar binding, but up to 12 HD.	21	Will negates	10 minutes	Instantaneous	Close (75 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
☐☐☐☐☐ Shadow Walk <i>Effect:</i> Step into shadow to travel rapidly.	21	Will negates	1 standard action	20 hours [D]	Touch	V, S	Yes	Illusion (Shadow)
☐☐☐☐☐ True Seeing <i>Effect:</i> Lets you see all things as they really are.	21	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M	Yes (harmless)	Divination

* =Domain/Speciality Spell

Wizard Spells

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Control Undead	22	Will negates	1 standard action	20 minutes	Close (75 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Undead don't attack you while under your command.				<i>Target:</i> 40 HD of undead creatures, no two of which can be more than 30 ft. apart				
Ethereal Jaunt	22	None	1 standard action	20 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 20 rounds.				<i>Target:</i> You				
Insanity	22	Will negates	1 standard action	Instantaneous	Medium (300 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject suffers continuous confusion.				<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				
Invisibility, Mass	22	Will negates (harmless) or Will negates (harmless, object)	1 standard action	20 minutes [D]	Long (1200 Feet)	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> As invisibility, but affects all in range.				<i>Target:</i> Any number of creatures, no two of which can be more than 180 ft. apart				
Mage's Magnificent Mansion	22	None	1 standard action	40 hours [D]	Close (75 Feet)	V, S, F	No	Conjuration (Creation)
<i>Effect:</i> Door leads to extradimensional mansion.				<i>Target:</i> Extradimensional mansion, up to 60 10-ft. cubes [S]				
Prismatic Spray	22	See text	1 standard action	Instantaneous	60 ft.	V, S	Yes	Evocation
<i>Effect:</i> Rays hit subjects with variety of effects.				<i>Target:</i> Cone-shaped burst				
Symbol of Weakness	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune weakens nearby creatures.				<i>Target:</i> One symbol				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Charm Monster, Mass	23	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				
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.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
Maze	23	None	1 standard action	See text	Close (75 Feet)	V, S	Yes	Conjuration (Teleportation)
<i>Effect:</i> Traps subject in extradimensional maze.				<i>Target:</i> One creature				
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.				
Prying Eyes, Greater	23	None	1 minute	20 hours; see text [D]	One mile	V, S, M	No	Divination
<i>Effect:</i> As prying eyes, but eyes have true seeing.				<i>Target:</i> Ten or more levitating eyes				
Scintillating Pattern	23	None	1 standard action	Concentration + 2 rounds	Close (75 Feet)	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Twisting colors confuse, stun, or render unconscious.				<i>Target:</i> Colorful lights in a 20-ft.-radius spread				
Screen	23	None or Will disbelief (if interacted with); see text	10 minutes	24 hours	Close (75 Feet)	V, S	No	Illusion (Glamour)
<i>Effect:</i> Illusion hides area from vision, scrying.				<i>Target:</i> 20 30-ft. cubes [S]				
Symbol of Insanity	23	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				
Temporal Stasis	23	Fortitude negates	1 standard action	Permanent	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Puts subject into suspended animation.				<i>Target:</i> Creature touched				

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
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.				<i>Target:</i> One creature				
Energy Drain	24	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Subject gains 2d4 negative levels.				<i>Target:</i> Ray of negative energy				
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.				<i>Target:</i> You and 6 other touched creatures				
Foresight	24	None or Will negates (harmless)	1 standard action	200 minutes	Personal or touch	V, S, M/DF	No or Yes (harmless)	Divination
<i>Effect:</i> 'Sixth sense' warns of impending danger.				<i>Target:</i> See text				
Imprisonment	24	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	24	Will negates (object)	1 standard action	Instantaneous	Close (75 Feet)	V	No	Abjuration
<i>Effect:</i> Dispels magic, disenchant magic items.				<i>Target:</i> All magical effects and magic items within a 40-ft.-radius burst				
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.				<i>Target:</i> One living creature with 100 hp or less				
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.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

* =Domain/Speciality Spell