

Chukri Male Human Wiz18

NAME

Wiz18

306000

CLASS

EXPERIENCE

18

171000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	13	+1	13	+1
INT Intelligence	21	+5	21	+5
WIS Wisdom	14	+2	14	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+7

=

+6

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+6

+

+4

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+13

=

+11

+

+2

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+10/+5

=

+9/+4

+

+1

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+13/+8

=

+9/+4

+

+4

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+10/+5

=

+9/+4

+

+1

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+6/+1

DAMAGE

1d3+1

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Brew Potion	See Text
Craft Rod	See Text
Craft Wand	See Text
Dodge	See Text
Empower Spell	See Text
Extend Spell	See Text
Heighten Spell	See Text
Maximize Spell	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Mastery (Mount, Irresistible Dance, Geas (Lesser), Charm Monster (Mass), Fire Trap)	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Human

Medium

6'4"

246 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP

hit points

70

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

SKILLS		MAX RANKS		21/10.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Armorsmithing)	INT	18	= 5	+ 13.0	+
Craft (Carpentry)	INT	24	= 5	+ 19.0	+
Craft (Leatherworking)	INT	7	= 5	+ 2.0	+
Craft (Shipmaking)	INT	19	= 5	+ 14.0	+
Knowledge (Arcana)	INT	26	= 5	+ 21.0	+
Knowledge (Geography)	INT	25	= 5	+ 20.0	+
Knowledge (History)	INT	22	= 5	+ 17.0	+
Knowledge (Local)	INT	25	= 5	+ 20.0	+
Knowledge (Nobility and Royalty)	INT	13	= 5	+ 8.0	+
Knowledge (The Planes)	INT	25	= 5	+ 20.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES

Summon Familiar

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

LANGUAGES
Abyssal, Common, Giant, Gnoll, Terran

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	3	3	2

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 (70 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	18 minute [D]	Medium (280 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	18 round	Close (70 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 18 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 (70 Feet)	V, S	No	Divination
☐☐☐☐☐ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
☐☐☐☐☐ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (70 Feet)	V	Yes	Evocation [Light]
☐☐☐☐☐ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	18 rounds [D]	Close (70 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐☐ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	Target: Illusory sounds 180 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (70 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	180 minutes	Medium (280 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	Target: 18 creatures Instantaneous	Close (70 Feet)	V, S, F	Yes (object)	Transmutation
☐☐☐☐☐ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	Target: Object weighing up to 30 lb. or portal that can be opened or closed 18 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 (70 Feet)	V, S	Yes	Evocation [Cold]
☐☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	180 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	Target: You 18 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	Target: Creature touched 18 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Chill Touch <i>Effect:</i> 18 touches deal 1d6 damage and possibly 1 Str damage.	16	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
☐☐☐☐☐ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	16	None	1 standard action	Concentration, up to 18 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	Target: Cone-shaped emanation Concentration, up to 18 minutes [D]	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	Target: Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	16	None	1 standard action	Target: Creature touched 18 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	Target: You 18 rounds [D]	Close (70 Feet)	V, S, M	No	Conjuration (Creation)
☐☐☐☐☐ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	Target: One object or a 10-ft. square 2d4 rounds [D]	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	Target: Several living creatures, no two of which may be more than 30 ft. apart 18 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	Target: Creature touched Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation [Force]
☐☐☐☐☐ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	16	Will negates (harmless, object)	1 standard action	Target: Up to five creatures, no two of which can be more than 15 ft. apart 18 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
☐☐☐☐☐ Mount <i>Effect:</i> Summons riding horse for 36 hours.	16	None	1 round	Target: Weapon touched 36 hours [D]	Close (70 Feet)	V, S, M	No	Conjuration (Summoning)
☐☐☐☐☐ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	Target: One mount 18 minutes	Medium (280 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Ventriloquism <i>Effect:</i> Throws voice for 18 minutes.	16	Will disbelief (if interacted with)	1 standard action	Target: One or more living creatures within a 10-ft.-radius burst 18 minutes [D]	Close (70 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Arcane Lock <i>Effect:</i> Magically locks a portal or chest.	17	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration
☐☐☐☐☐ Command Undead <i>Effect:</i> Undead creature obeys your commands.	17	Will negates; see text	1 standard action	Target: The door, chest, or portal touched, up to 540 sq. ft in size 18 days	Close (70 Feet)	V, S, M	Yes	Necromancy
☐☐☐☐☐ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	17	None	1 standard action	Target: One undead creature Permanent	Touch	V, S, M	No	Evocation [Light]
☐☐☐☐☐ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	17	Will negates; see text	1 standard action	Target: Object touched Magical, heatless flame Concentration, up to 18 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]

* =Domain/Specialty Spell

Wizard Spells

Hideous Laughter	17	Will negates	1 standard action	18 rounds	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject loses actions for 18 rounds.				<i>Target:</i> One creature; see text				
Hypnotic Pattern	17	Will negates	1 standard action	Concentration + 2 rounds	Medium (280 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Fascinates [2d4 + level] HD of creatures.				<i>Target:</i> Colorful lights in a 10-ft.-radius spread				
Minor Image	17	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (1120 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As silent image, plus some sound.				<i>Target:</i> Visual figment that cannot extend beyond 22 10-ft. cubes [S]				
Resist Energy	17	Fortitude negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (70 Feet)	V, S, M/DF	No	Conjuration (Summoning)
<i>Effect:</i> Summons swarm of bats, rats, or spiders.				<i>Target:</i> One swarm of bats, rats, or spiders				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Blink	18	None	1 standard action	18 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You randomly vanish and reappear for 18 rounds.				<i>Target:</i> You				
Fly	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject flies at speed of 60 ft.				<i>Target:</i> Creature touched				
Gaseous Form	18	None	1 standard action	36 minutes [D]	Touch	S, M/DF	No	Transmutation
<i>Effect:</i> Subject becomes insubstantial and can fly slowly.				<i>Target:</i> Willing corporeal creature touched				
Halt Undead	18	Will negates (see text)	1 standard action	18 rounds	Medium (280 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Immobilizes undead for 18 rounds.				<i>Target:</i> Up to 54 undead creatures, no two of which can be more than 30 ft. apart				
Haste	18	Fortitude negates (harmless)	1 standard action	18 rounds	Close (70 Feet)	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> 18 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
Hold Person	18	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 18 rounds.				<i>Target:</i> One humanoid creature				
Keen Edge	18	Will negates (harmless, object)	1 standard action	180 minutes	Close (70 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Doubles normal weapon's threat range.				<i>Target:</i> One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting				
Lightning Bolt	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 18d6 damage.				<i>Target:</i> 120-ft. line				
Shrink Item	18	Will negates (object)	1 standard action	18 days; see text	Touch	V, S	Yes (object)	Transmutation
<i>Effect:</i> Object shrinks to one-sixteenth size.				<i>Target:</i> One touched object of up to 36 cu. ft				
Suggestion	18	Will negates	1 standard action	18 hours or until completed	Close (70 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
Black Tentacles	19	None	1 standard action	18 rounds [D]	Medium (280 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.				<i>Target:</i> 20-ft.-radius spread				
Fire Trap	19	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
<i>Effect:</i> Opened object deals 1d4+18 damage.				<i>Target:</i> Object touched				
Geas, Lesser	19	Will negates	1 round	18 days or until discharged [D]	Close (70 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> Commands subject of 7 HD or less.				<i>Target:</i> One living creature with 7 HD or less				
Illusory Wall	19	Will disbelief (if interacted with)	1 standard action	Permanent	Close (70 Feet)	V, S	No	Illusion (Figment)
<i>Effect:</i> Wall, floor, or ceiling looks real, but anything can pass through.				<i>Target:</i> Image 1 ft. by 10 ft. by 10 ft.				
Invisibility, Greater	19	Will negates (harmless)	1 standard action	18 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.				<i>Target:</i> You or creature touched				
Scrying	19	Will negates	1 hour	18 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
Shout	19	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage.				<i>Target:</i> Cone-shaped burst				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Cloudkill	20	Fortitude partial; see text	1 standard action	18 minutes	Medium (280 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.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
Contact Other Plane	20	None	10 minutes	Concentration	Personal	V	No	Divination
<i>Effect:</i> Lets you ask question of extraplanar entity.				<i>Target:</i> You				
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.				<i>Target:</i> One living creature				
Passwall	20	None	1 standard action	18 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				
Permanency	20	None	2 rounds	Permanent; see text	See text	V, S, XP	No	Universal
<i>Effect:</i> Makes certain spells permanent.				<i>Target:</i> See text				
Secret Chest	20	None	10 minutes	Sixty days or until discharged	See text	V, S, F	No	Conjuration (Summoning)
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.				<i>Target:</i> One chest and up to 1 cu. ft. of goods/caster level				
Telekinesis	20	Will negates (object) or None; see text	1 standard action	Concentration of up to 18 rounds or instantaneous; see text	Long (1120 Feet)	V, S	Yes (object); see text	Transmutation
<i>Effect:</i> Moves object, attacks creature, or hurls object or creature.				<i>Target:</i> See text				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Acid Fog	21	None	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
<i>Effect:</i> Fog deals acid damage.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
Antimagic Field	21	None	1 standard action	180 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/level.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
Eyebite	21	Fortitude negates	1 standard action	18 round per three levels; see text	Close (70 Feet)	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Target becomes panicked, sickened, and comatose.				<i>Target:</i> One living creature				
Heroism, Greater	21	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)
<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.				<i>Target:</i> Creature touched				
Undeath to Death	21	Will negates	1 standard action	Instantaneous	Medium (280 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 18d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
Veil	21	Will negates; see text	1 standard action	Concentration + 18 hours [D]	Long (1120 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				

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Wall of Iron	21	See text	1 standard action	Instantaneous	Medium (280 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 18 5-ft. squares; see text							

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Phase Door	22	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)
Effect: Creates an invisible passage through wood or stone.				Target: Ethereal 5 ft. by 8 ft. opening, 40 ft. deep				
Plane Shift	22	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
Effect: As many as eight subjects travel to another plane.				Target: Creature touched, or up to eight willing creatures joining hands				
Statue	22	Will negates (harmless)	1 round	18 hours [D]	Touch	V, S, M	Yes (harmless)	Transmutation
Effect: Subject can become a statue at will.				Target: Creature touched				
Symbol of Stunning	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Triggered rune stuns nearby creatures.				Target: One symbol				
Teleport, Greater	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
Effect: As teleport, but no range limit and no off-target arrival.				Target: 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 (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Utilizes an array of techniques to imprison a creature.				Target: One living creature				
Charm Monster, Mass	23	Will negates	1 standard action	18 days	Close (70 Feet)	V	Yes	Enchantment (Charm)
Effect: As charm monster, but all within 30 ft.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
Horrid Wilting	23	Fortitude half	1 standard action	Instantaneous	Long (1120 Feet)	V, S, M/DF	Yes	Necromancy
Effect: Deals 18d6 damage within 30 ft.				Target: Living creatures, no two of which can be more than 60 ft. apart				
Incendiary Cloud	23	Reflex half; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S	No	Conjuration (Creation) [Fire]
Effect: Cloud deals 4d6 fire damage/round.				Target: Cloud spreads in 20-ft. radius, 20 ft. high				
Irresistible Dance	23	None	1 standard action	1d4+1 rounds	Touch	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Forces subject to dance.				Target: Living creature touched				
Mind Blank	23	Will negates (harmless)	1 standard action	24 hours	Close (70 Feet)	V, S	Yes (harmless)	Abjuration
Effect: Subject is immune to mental/emotional magic and scrying.				Target: One creature				
Summon Monster VIII	23	None	1 round	18 rounds [D]	Close (70 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				
Symbol of Insanity	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Triggered rune renders nearby creatures insane.				Target: One symbol				

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Foresight	24	None or Will negates (harmless)	1 standard action	180 minutes	Personal or touch	V, S, M/DF	No or Yes (harmless)	Divination
Effect: 'Sixth sense' warns of impending danger.				Target: See text				
☐☐☐☐☐ Mage's Disjunction	24	Will negates (object)	1 standard action	Instantaneous	Close (70 Feet)	V	No	Abjuration
Effect: Dispel magic, disenchant magic items.				Target: All magical effects and magic items within a 40-ft.-radius burst				
☐☐☐☐☐ Refuge	24	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
Effect: Alters item to transport its possessor to you.				Target: Object touched				
☐☐☐☐☐ Shades	24	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
Effect: As shadow conjuration, but up to 8th level and 80% real.				Target: See text				
☐☐☐☐☐ Shapechange	24	None	1 standard action	180 minutes [D]	Personal	V, S, F	No	Transmutation
Effect: Transforms you into any creature, and change forms once per round.				Target: You				
☐☐☐☐☐ Teleportation Circle	24	None	10 minutes	180 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/Specialty Spell