

Dunya Female Human
Abjurer19

NAME
Abj19
CLASS
19
TCL
342000
EXPERIENCE
190000
NEXT LEVEL

NPC

PLAYERNAME
Human
Medium
4'10"
105 lbs
Normal
VISION
0
POINTS

Lawful Neutral
ALIGNMENT
Normal
VISION
0
POINTS

Table with 4 columns: Ability Name, Ability Score, Ability Modifier, Temp Score, Temp Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

Table with 3 main sections: HP (Hit Points), AC (Armor Class), and SPEED. HP shows 133 hit points. AC shows 11 armor class. SPEED shows Walk 30'.

Table for INITIATIVE and BASE ATTACK. INITIATIVE shows a total of +5. BASE ATTACK shows a total of +9/+4.

Table for SAVING THROWS. Rows include FORTITUDE (constitution), REFLEX (dexterity), and WILLPOWER (wisdom) with their respective bonuses and modifiers.

Table for MELEE, RANGED, and GRAPPLE attacks. Each row shows the total attack bonus, base attack bonus, and various modifiers.

Table for UNARMED attack. Shows total attack bonus (+7/+2), damage (1d3+2), and critical (20/x2).

Table for ARMOR. Columns include Type, AC, Max Dex, Check, and Spell Failure.

Table for EQUIPMENT. Columns include Item, Location, Qty, Wt, and Cost. Shows Outfit (Explorer's) with 1 quantity and 8.0 weight.

Table for WEIGHT ALLOWANCE. Columns include Light, Medium, Heavy weights and their corresponding lift limits.

Table for FEATS. Lists various feats such as Brew Potion, Craft Wand, Enlarge Spell, etc., with their descriptions.

PROHIBITED
Necromancy, Illusion

Table for SKILLS. Columns include Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Craft (Alchemy), Knowledge (Arcana), etc.

Table for SPECIAL ABILITIES. Lists abilities like +2 bonus to Spellcraft when learning Abjuration and Summon Familiar.

Table for PROFICIENCIES. Lists Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff.

Table for LANGUAGES. Lists Celestial, Common, Dwarven, Ignan, 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	4	3	3

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	19 minute [D]	Medium (290 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	19 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 19 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	19 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	190 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	190 minutes	Medium (290 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 (70 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	19 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	190 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	19 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	19 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alarm <i>Effect:</i> Wards an area for 38 hours.	16	None	1 standard action	38 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
□□□□ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	16	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	16	Fortitude negates	1 round	19 minutes [D]	Close (70 Feet)	V, S, M	Yes	Transmutation
□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 19 rounds	Close (70 Feet)	V	Yes (object)	Transmutation
□□□□ Identify <i>Effect:</i> Determines properties of magic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	19 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [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	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	19 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	19 minutes	Medium (290 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 7 rounds.	17	None	1 standard action	7 rounds	Long (1160 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 19 minutes.	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	17	Will negates (harmless)	1 standard action	19 hours	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□ Glitterdust <i>Effect:</i> Blinds creatures, outlines invisible creatures.	17	Will negates (blinding only)	1 standard action	19 rounds	Medium (290 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text	Medium (290 Feet)	V	No	Transmutation
□□□□ Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	17	Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
□□□□ Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	17	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M	Yes (harmless)	Transmutation

* =Domain/Specialty Spell

Wizard Spells

☐☐☐☐☐	Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (70 Feet)	V, S, M/DF	No	Conjuration (Summoning)
	<i>Effect: Summons swarm of bats, rats, or spiders.</i>				<i>Target: One swarm of bats, rats, or spiders</i>				
☐☐☐☐☐	Touch of Idiocy	17	No	1 standard action	190 minutes	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Subject takes 1d6 points of Int, Wis, and Cha damage.</i>				<i>Target: Living creature touched</i>				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Arcane Sight	18	None	1 standard action	19 minutes [D]	Personal	V, S	No	Divination
Effect: Magical auras become visible to you.								
☐☐☐☐☐Dispel Magic	18	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: You				
☐☐☐☐☐Fireball	18	Reflex half	1 standard action	Instantaneous	Long (1160 Feet)	V, S, M	Yes	Evocation [Fire]
Effect: 1d6 damage per level, 20-ft. radius.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐Heroism	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Effect: Gives +2 bonus on attack rolls, saves, skill checks.				Target: 20-ft.-radius spread				
☐☐☐☐☐Hold Person	18	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 19 rounds.				Target: Creature touched				
☐☐☐☐☐Magic Circle against Law	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
Effect: As protection spells, but 10-ft. radius and 190 minutes.				Target: One humanoid creature				
☐☐☐☐☐Nondetection	18	Will negates (harmless, object)	1 standard action	19 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
Effect: Hides subject from divination, scrying.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐Water Breathing	18	Will negates (harmless)	1 standard action	38 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subjects can breathe underwater.				Target: Creature or object touched				
				Target: Living creatures touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Charm Monster	19	Will negates	1 standard action	19 days	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes monster believe it is your ally.				Target: One living creature				
☐☐☐☐☐ Crushing Despair	19	Will negates	1 standard action	19 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects take -2 on attack rolls, damage rolls, saves, and checks.				Target: Cone-shaped burst				
☐☐☐☐☐ Fire Trap	19	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
Effect: Opened object deals 1d4+19 damage.				Target: Object touched				
☐☐☐☐☐ Locate Creature	19	None	1 standard action	190 minutes	Long (1160 Feet)	V, S, M	No	Divination
Effect: Indicates direction to familiar creature.				Target: Circle, centered on you, with a radius of 1160 ft.				
☐☐☐☐☐ Reduce Person, Mass	19	Fortitude negates	1 round	19 minutes [D]	Close (70 Feet)	V, S, M	Yes	Transmutation
Effect: Reduces several creatures.				Target: 19 humanoid 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
☐☐☐☐☐ Baleful Polymorph	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (70 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
☐☐☐☐☐ Break Enchantment	20	See text	1 minute	Instantaneous	Close (70 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 19 creatures, all within 30 ft. of each other				
☐☐☐☐☐ Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, DF	Yes	Abjuration
Effect: Forces a creature to return to native plane.				Target: One extraplanar creature				
☐☐☐☐☐ Hold Monster	20	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: As hold person, but any creature.				Target: One living creature				
☐☐☐☐☐ Mage's Faithful Hound	20	None	1 standard action	19 hours or until discharged, then 19 rounds; see text	Close (70 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Phantom dog can guard, attack.				Target: Phantom watchdog				
☐☐☐☐☐ Mage's Private Sanctum	20	None	10 minutes	24 hours [D]	Close (70 Feet)	V, S, M	No	Abjuration
Effect: Prevents anyone from viewing or scrying an area for 24 hours.				Target: 570 ft. cube [S]				
☐☐☐☐☐ Major Creation	20	None	10 minutes	See text	Close (70 Feet)	V, S, M	No	Conjuration (Creation)
Effect: As minor creation, plus stone and metal.				Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
☐☐☐☐☐ Overland Flight	20	Will negates (harmless)	1 standard action	19 hours	Personal	V, S	Yes (harmless)	Transmutation
Effect: You fly at a speed of 40 ft. and can hustle over long distances.				Target: You				
☐☐☐☐☐ Planar Binding, Lesser	20	Will negates	10 minutes	Instantaneous	Close (70 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
Effect: Traps extraplanar creature of 6 HD or less until it performs a task.				Target: One elemental or outsider with 6 HD or less				
☐☐☐☐☐ Prying Eyes	20	None	1 minute	19 hours; see text [D]	One mile	V, S, M	No	Divination
Effect: 1d4+19 floating eyes scout for you.				Target: Ten or more levitating eyes				
☐☐☐☐☐ Stone Shape	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.				Target: Stone or stone object touched, up to 29 cu. ft.				
☐☐☐☐☐ Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Instantly transports you as far as 1900 miles.				Target: You and touched objects or other touched willing creatures				
☐☐☐☐☐ Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (290 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 38 10 ft. cubes [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Chain Lightning	21	Reflex half	1 standard action	Instantaneous	Long (1160 Feet)	V, S, F	Yes	Evocation [Electricity]
Effect: 19d6 damage; 19 secondary bolts each deal half damage.				Target: One primary target, plus 19 secondary targets [each of which must be within 30 ft. of the primary target]				
Disintegrate	21	Fortitude partial (object)	1 standard action	Instantaneous	Medium (290 Feet)	V, S, M/DF	Yes	Transmutation
Effect: Makes one creature or object vanish.				Target: Ray				
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
Flesh to Stone	21	Fortitude negates	1 standard action	Instantaneous	Medium (290 Feet)	V, S, M	Yes	Transmutation
Effect: Turns subject creature into statue.				Target: One creature				
Forceful Hand	21	None	1 standard action	19 rounds [D]	Medium (290 Feet)	V, S, F	Yes	Evocation [Force]
Effect: Hand pushes creatures away.				Target: 10-ft. hand				
Fox's Cunning, Mass	21	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
Effect: As fox's cunning, affects one subject/ level.				Target: 19 creatures, no two of which can be more than 30 ft. apart				
Mage's Lucubration	21	None	1 standard action	Instantaneous	Personal	V, S	No	Transmutation
Effect: Wizard only. Recalls spell of 5th level or lower.				Target: You				
Repulsion	21	Will negates	1 standard action	19 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
Effect: Creatures can't approach you.				Target: 190 ft. radius emanation centered on you				

* =Domain/Specialty Spell

Wizard Spells

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Banishment	22	Will negates	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 38 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
□□□□□ Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
□□□□□ Delayed Blast Fireball	22	Reflex half	1 standard action	5 rounds or less; see text	Long (1160 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 19d6 fire damage; you can postpone blast for 5 rounds.				<i>Target:</i> 20-ft.-radius spread				
□□□□□ Ethereal Jaunt	22	None	1 standard action	19 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 19 rounds.				<i>Target:</i> You				
□□□□□ 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				
□□□□□ 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				
□□□□□ Scribing, Greater	22	Will negates	1 standard action	19 hours	See text	V, S	Yes	Divination (Scribing)
<i>Effect:</i> As scribing, but faster and longer.				<i>Target:</i> Magical sensor				
□□□□□ Sequester	22	None or Will negates (object)	1 standard action	19 days [D]	Touch	V, S, M	No or Yes (object)	Abjuration
<i>Effect:</i> Subject is invisible to sight and scribing; renders creature comatose.				<i>Target:</i> One willing creature or object of up to 38 ft. cubed				
□□□□□ 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
□□□□□ Dimensional Lock	23	None	1 standard action	19 days	Medium (290 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 19 days.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
□□□□□ Incendiary Cloud	23	Reflex half; see text	1 standard action	19 rounds	Medium (290 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 (70 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 (70 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 1900 cu. ft				
□□□□□ Prismatic Wall	23	See text	1 standard action	190 minutes [D]	Close (70 Feet)	V, S	See text	Abjuration
<i>Effect:</i> Wall's colors have array of effects.				<i>Target:</i> Wall 76 ft wide, 38 ft high				
□□□□□ 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				

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Freedom	24	Will negates (harmless)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Releases creature from imprisonment.				<i>Target:</i> One creature				
□□□□□ 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				
□□□□□ Power Word Kill	24	None	1 standard action	Instantaneous	Close (70 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				
□□□□□ Prismatic Sphere	24	See text	1 standard action	190 minutes [D]	10 ft.	V	See text	Abjuration
<i>Effect:</i> As prismatic wall, but surrounds on all sides.				<i>Target:</i> 10-ft.-radius sphere centered on you				
□□□□□ 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.				<i>Target:</i> Object touched				
□□□□□ Summon Monster IX	24	None	1 round	19 rounds [D]	Close (70 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/Specialty Spell