

Gunnlaug Male Human Wiz17

NAME

Wiz17

CLASS

17

TCL

272000

EXPERIENCE

153000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

5'5"

HEIGHT

148 lbs

WEIGHT

EYES

HAIR

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	19	+4	19	+4
CON Constitution	14	+2	14	+2
INT Intelligence	21	+5	21	+5
WIS Wisdom	17	+3	17	+3
CHA Charisma	12	+1	12	+1

HP hit points	78	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

INITIATIVE modifier	+4	=	+4	+	+0	MISC MODIFIER
TOTAL						
BASE ATTACK bonus	+8/+3					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	=	+5	+	+2	+	
REFLEX (dexterity)	+9	=	+5	+	+4	+	
WILLPOWER (wisdom)	+13	=	+10	+	+3	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
	+10/+5	=	+8/+3	+	+2	+	
RANGED attack bonus	+12/+7	=	+8/+3	+	+4	+	
GRAPPLE attack bonus	+10/+5	=	+8/+3	+	+2	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6/+1	1d3+2	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Brew Potion	See Text
Craft Staff	See Text
Craft Wand	See Text
Empower Spell	See Text
Forge Ring	See Text
Improved Counterspell	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Silent Spell	See Text
Weapon Finesse	See Text

SKILLS		MAX RANKS	20/10		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Leatherworking)	INT	15	=	5	+ 10.0 +
Craft (Woodworking)	INT	23	=	5	+ 18.0 +
Knowledge (Arcana)	INT	19	=	5	+ 14.0 +
Knowledge (Architecture and Engineering)	INT	23	=	5	+ 18.0 +
Knowledge (Dungeoneering)	INT	24	=	5	+ 19.0 +
Knowledge (Nature)	INT	25	=	5	+ 20.0 +
Knowledge (Nobility and Royalty)	INT	24	=	5	+ 19.0 +
Knowledge (The Planes)	INT	25	=	5	+ 20.0 +
Search	INT	10	=	5	+ 5.5 +

SPECIAL ABILITIES	
Summon Familiar	
PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff	
LANGUAGES	
Abyssal, Common, Elven, Gnoll, 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	3	2	1

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> Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage. </div> </div>	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible]. </div> </div>	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Dancing Lights <i>Effect:</i> Creates torches or other lights. </div> </div>	15	None	1 standard action	17 minute [D]	Medium (270 Feet)	V, S	No	Evocation [Light]
<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. </div> </div>	15	Will negates	1 standard action	17 round	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<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. </div> </div>	15	None	1 standard action	Concentration, up to 17 minutes [D]	60 ft.	V, S	No	Divination
<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. </div> </div>	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. </div> </div>	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. </div> </div>	15	Fortitude negates	1 standard action	Instantaneous	Close (65 Feet)	V	Yes	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Ghost Sound <i>Effect:</i> Figment sounds. </div> </div>	15	Will disbelief (if interacted with)	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, M	No	Illusion (Figment)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Light <i>Effect:</i> Object shines like a torch. </div> </div>	15	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Mage Hand <i>Effect:</i> 5-pound telekinesis. </div> </div>	15	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Mending <i>Effect:</i> Makes minor repairs on an object. </div> </div>	15	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> Message <i>Effect:</i> Whispered conversation at distance. </div> </div>	15	None	1 standard action	170 minutes	Medium (270 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Open/Close <i>Effect:</i> Opens or closes small or light things. </div> </div>	15	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Prestidigitation <i>Effect:</i> Performs minor tricks. </div> </div>	15	See text	1 standard action	17 hour	10 ft.	V, S	No	Universal
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. </div> </div>	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Evocation [Cold]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Read Magic <i>Effect:</i> Read scrolls and spellbooks. </div> </div>	15	None	1 standard action	170 minutes	Personal	V, S, F	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Resistance <i>Effect:</i> Subject gains +1 on saving throws. </div> </div>	15	Will negates (harmless)	1 standard action	17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Touch of Fatigue <i>Effect:</i> Touch attack fatigues target. </div> </div>	15	Fortitude negates	1 standard action	17 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> Alarm <i>Effect:</i> Wards an area for 34 hours. </div> </div>	16	None	1 standard action	34 hours [D]	Close (65 Feet)	V, S, F/DF	No	Abjuration
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures. </div> </div>	16	Will negates	1 standard action	Instantaneous	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Disguise Self <i>Effect:</i> Changes your appearance. </div> </div>	16	None	1 standard action	170 minutes [D]	Personal	V, S	No	Illusion (Glamour)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Feather Fall <i>Effect:</i> Objects or creatures fall slowly. </div> </div>	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 17 rounds	Close (65 Feet)	V	Yes (object)	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures. </div> </div>	16	Will negates	1 round	2d4 rounds [D]	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Mage Armor <i>Effect:</i> Gives subject +4 armor bonus. </div> </div>	16	Will negates (harmless)	1 standard action	17 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
<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. </div> </div>	16	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Force]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. </div> </div>	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage. </div> </div>	16	None	1 standard action	17 minutes	Close (65 Feet)	V, S	Yes	Necromancy
<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. </div> </div>	16	None	1 standard action	17 minutes [D]	Personal	V, S	No	Abjuration [Force]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber. </div> </div>	16	Will negates	1 round	17 minutes	Medium (270 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

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> Arcane Lock <i>Effect:</i> Magically locks a portal or chest. </div> </div>	17	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Blindness/Deafness <i>Effect:</i> Makes subject blinded or deafened. </div> </div>	17	Fortitude negates	1 standard action	Permanent [D]	Medium (270 Feet)	V	Yes	Necromancy
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow. </div> </div>	17	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts. </div> </div>	17	Will negates; see text	1 standard action	Concentration, up to 17 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> False Life <i>Effect:</i> Gain 1d10+10 temporary hp </div> </div>	17	None	1 standard action	17 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Hideous Laughter <i>Effect:</i> Subject loses actions for 17 rounds. </div> </div>	17	Will negates	1 standard action	17 rounds	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

* =Domain/Specialty Spell

Wizard Spells

Minor Image	17	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (1080 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As silent image, plus some sound.								
Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								
<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Haste	18	Fortitude negates (harmless)	1 standard action	17 rounds	Close (65 Feet)	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> 17 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.								
Keen Edge	18	Will negates (harmless, object)	1 standard action	170 minutes	Close (65 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Doubles normal weapon's threat range.								
Lightning Bolt	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 17d6 damage.								
Major Image	18	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1080 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As silent image, plus sound, smell and thermal effects.								
Rage	18	None	1 standard action	Concentration + 17 rounds [D]	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.								
Summon Monster III	18	None	1 round	17 rounds [D]	Close (65 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 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
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.								
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+17 damage.								
Invisibility, Greater	19	Will negates (harmless)	1 standard action	17 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.								
Polymorph	19	None	1 standard action	17 minutes [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Gives one willing subject a new form.								
Secure Shelter	19	None	10 minutes	34 hours [D]	Close (65 Feet)	V, S, M, F; No see text		Conjuration (Creation)
<i>Effect:</i> Creates sturdy cottage.								
Solid Fog	19	None	1 standard action	17 minutes	Medium (270 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Blocks vision and slows movement.								
<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high								

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Contact Other Plane	20	None	10 minutes	Concentration	Personal	V	No	Divination
<i>Effect:</i> Lets you ask question of extraplanar entity.								
Dominate Person	20	Will negates	1 round	17 days	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Controls humanoid telepathically.								
Mage's Private Sanctum	20	None	10 minutes	24 hours [D]	Close (65 Feet)	V, S, M	No	Abjuration
<i>Effect:</i> Prevents anyone from viewing or scrying an area for 24 hours.								
Planar Binding, Lesser	20	Will negates	10 minutes	Instantaneous	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
<i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task.								
Shadow Evocation	20	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
<i>Effect:</i> Mimics evocation below 5th level, but only 20% real.								
Stone Shape	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.								
Wall of Force	20	None	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Wall is immune to damage.								
<i>Target:</i> Wall whose area is up to 17 10-ft. squares								

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Analyze Dweomer	21	None or Will negates; see text	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, F	No	Divination
<i>Effect:</i> Reveals magical aspects of subject.								
Contingency	21	None	At least 10 minutes; see text	17 days [D] or until discharged	Personal	V, S, M, F	No	Evocation
<i>Effect:</i> Sets trigger condition for another spell.								
Create Undead	21	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.								
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.								
Eyebite	21	Fortitude negates	1 standard action	17 round per three levels; see text	Close (65 Feet)	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Target becomes panicked, sickened, and comatose.								
Flesh to Stone	21	Fortitude negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Turns subject creature into statue.								
Heroism, Greater	21	Will negates (harmless)	1 standard action	17 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.								
Permanent Image	21	Will disbelief (if interacted with)	1 standard action	Permanent [D]	Long (1080 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> Includes sight, sound, and smell.								
Undeath to Death	21	Will negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 17d4 HD of undead.								
Veil	21	Will negates; see text	1 standard action	Concentration + 17 hours [D]	Long (1080 Feet)	V, S	Yes; see text	Illusion (Glamer)
<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								

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.								
Delayed Blast Fireball	22	Reflex half	1 standard action	5 rounds or less; see text	Long (1080 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 17d6 fire damage; you can postpone blast for 5 rounds.								
Hold Person, Mass	22	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion)
<i>Effect:</i> As hold person, but all within 30 ft.								
Plane Shift	22	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.								
<i>Target:</i> Creature touched, or up to eight willing creatures joining hands								

* =Domain/Specialty Spell

Wizard Spells

Power Word Blind	22	None	1 standard action	See text	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Blinds creature with 200 hp or less.								
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.								
Teleport Object	22	Will negates (object)	1 standard action	Instantaneous	Touch	V	Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> As teleport, but affects a touched object.								
Vision	22	None	1 standard action	See text	Personal	V, S, M, XP	No	Divination
<i>Effect:</i> As legend lore, but quicker and strenuous.								
<i>Target:</i> You								

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Charm Monster, Mass	23	Will negates	1 standard action	17 days	Close (65 Feet)	V	Yes	Enchantment (Charm)
<i>Effect:</i> As charm monster, but all within 30 ft.								
Polymorph Any Object	23	Fortitude negates (object); see text	1 standard action	See text	Close (65 Feet)	V, S, M/DF	Yes (object)	Transmutation
<i>Effect:</i> Changes any subject into anything else.								
Scintillating Pattern	23	None	1 standard action	Concentration + 2 rounds	Close (65 Feet)	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Twisting colors confuse, stun, or render unconscious.								
Telekinetic Sphere	23	Reflex negates (object)	1 standard action	17 minutes [D]	Close (65 Feet)	V, S, M	Yes (object)	Evocation [Force]
<i>Effect:</i> As resilient sphere, but you move sphere telekinetically.								
<i>Target:</i> 17 ft. diameter sphere, centered around creatures or objects								

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Mage's Disjunction	24	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V	No	Abjuration
<i>Effect:</i> Dispels magic, disenchant magic items.								
Wail of the Banshee	24	Fortitude negates	1 standard action	Instantaneous	Close (65 Feet)	V	Yes	Necromancy [Death, Sonic]
<i>Effect:</i> Kills 17 creatures.								
<i>Target:</i> 17 living creatures within a 40-ft.-radius spread								

* =Domain/Specialty Spell