

Wayrocket Female Gnome
Wiz18

NAME
Wiz18
CLASS
18
TCL
306000
EXPERIENCE
171000
NEXT LEVEL

NPC

PLAYERNAME
Gnome
Small
RACE
SIZE
0
Female
AGE
GENDER

DEITY
3'3"
40 lbs
HEIGHT
WEIGHT
EYES
HAIR

True Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMP SCORE TEMP MODIFIER
STR 10 +0 10 +0
DEX 16 +3 16 +3
CON 20 +5 20 +5
INT 22 +6 22 +6
WIS 12 +1 12 +1
CHA 12 +1 12 +1

HP 130
AC 14
INITIATIVE +3
BASE ATTACK +9/+4

INITIATIVE +3 = +3 + +0
TOTAL DEX MODIFIER MISC MODIFIER
BASE ATTACK +9/+4

SPEED Walk 20'
0 +0 0
ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESISTANCE

SAVING THROWS
FORTITUDE +11 = +6 + +5 + +0 + +0 +
REFLEX +9 = +6 + +3 + +0 + +0 +
WILLPOWER +12 = +11 + +1 + +0 + +0 +

MELEE +10/+5 = +9/+4 + +0 + +1 + +0 +
RANGED +13/+8 = +9/+4 + +3 + +1 + +0 +
GRAPPLE +10/+5 = +9/+4 + +0 + +1 + +0 +

UNARMED TOTAL ATTACK BONUS DAMAGE CRITICAL
+6/+1 1d2 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 25.0 Medium 50.0 Heavy 75.0
Lift over head 75.0 Lift off ground 150.0 Push / Drag 375.0

FEATS
Combat Casting See Text
Craft Wand See Text
Endurance See Text
Eschew Materials See Text
Persuasive See Text
Quicken Spell See Text
Scribe Scroll See Text
Scribe Scroll See Text
Spell Mastery (Hold Portal, Detect Undead, Identify, Protection from Law, Slow, Bear's Endurance, Magic Missile, Mount, Invisibility (Greater)) See Text
Still Spell See Text

SKILLS
SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER
Craft (Armorsmithing) INT 23 = 6 + 17.0 +
Craft (Blacksmithing) INT 26 = 6 + 20.0 +
Craft (Carpentry) INT 24 = 6 + 18.0 +
Craft (Stonemasonry) INT 19 = 6 + 13.0 +
Knowledge (Dungeoneering) INT 27 = 6 + 21.0 +
Knowledge (Geography) INT 27 = 6 + 21.0 +
Knowledge (Local) INT 26 = 6 + 20.0 +
Knowledge (Religion) INT 17 = 6 + 11.0 +

SPECIAL ABILITIES
+1 racial bonus on attack rolls against kobalds and goblinoids.
+2 racial bonus on saving throws against illusions.
+4 Dodge bonus to Armor Class against monsters of the giant type.
+4 to Concentration to use spll or spelllike ability
Speak with Animals (burrowing mammal only, duration 1 minute).
Summon Familiar

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

LANGUAGES
Common, Dwarven, Elven, Gnome, Goblin, Orc

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									

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	6	5	5	5	5	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.	16	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Acid]
☐☐☐☐☐	Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	16	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
☐☐☐☐☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	16	None	1 standard action	<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft. 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.	16	Will negates	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area 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.	16	None	1 standard action	<i>Target:</i> One humanoid creature of 4 HD or less 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.	16	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
☐☐☐☐☐	Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	16	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
☐☐☐☐☐	Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	<i>Target:</i> Ray Instantaneous	Close (70 Feet)	V	Yes	Evocation [Light]
☐☐☐☐☐	Ghost Sound <i>Effect:</i> Figment sounds.	17	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Burst of light 18 rounds [D]	Close (70 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐☐	Light <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	<i>Target:</i> Illusory sounds 180 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐	Mage Hand <i>Effect:</i> 5-pound telekinesis.	16	None	1 standard action	<i>Target:</i> Object touched Concentration	Close (70 Feet)	V, S	No	Transmutation
☐☐☐☐☐	Mending <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐☐	Message <i>Effect:</i> Whispered conversation at distance.	16	None	1 standard action	<i>Target:</i> One object of up to 1 lb. 180 minutes	Medium (280 Feet)	V, S, F	No	Transmutation [Language-Dependent]
☐☐☐☐☐	Open/Close <i>Effect:</i> Opens or closes small or light things.	16	Will negates (object)	1 standard action	<i>Target:</i> 18 creatures Instantaneous	Close (70 Feet)	V, S, F	Yes (object)	Transmutation
☐☐☐☐☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	16	See text	1 standard action	<i>Target:</i> 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.	16	None	1 standard action	<i>Target:</i> See text Instantaneous	Close (70 Feet)	V, S	Yes	Evocation [Cold]
☐☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	<i>Target:</i> Ray 180 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	<i>Target:</i> You 18 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	16	Fortitude negates	1 standard action	<i>Target:</i> Creature touched 18 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 36 hours.	17	None	1 standard action	36 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
☐☐☐☐☐	Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	17	None	1 standard action	<i>Target:</i> 20-ft.-radius emanation centered on a point in space Concentration, up to 18 minutes [D]	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐☐	Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation 18 minutes [D]	Personal	V, S	No	Transmutation
☐☐☐☐☐	Hold Portal <i>Effect:</i> Holds door shut.	17	None	1 standard action	<i>Target:</i> You 18 minutes [D]	Medium (280 Feet)	V	No	Abjuration
☐☐☐☐☐	Identify <i>Effect:</i> Determines properties of magic item.	17	None	1 hour	<i>Target:</i> One portal, up to 360 sq. ft. Instantaneous	Touch	V, S, M/DF	No	Divination
☐☐☐☐☐	Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	17	None	1 standard action	<i>Target:</i> One touched object Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation [Force]
☐☐☐☐☐	Mount <i>Effect:</i> Summons riding horse for 36 hours.	17	None	1 round	<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart 36 hours [D]	Close (70 Feet)	V, S, M	No	Conjuration (Summoning)
☐☐☐☐☐	Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	17	Will negates (harmless)	1 standard action	<i>Target:</i> One mount 18 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
☐☐☐☐☐	Silent Image <i>Effect:</i> Creates minor illusion of your design.	18	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Creature touched Concentration	Long (1120 Feet)	V, S, F	No	Illusion (Figment)
☐☐☐☐☐	True Strike <i>Effect:</i> +20 on your next attack roll.	17	None	1 standard action	<i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S] See text	Personal	V, F	No	Divination
☐☐☐☐☐	Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	17	None	1 standard action	<i>Target:</i> You 18 hours	Close (70 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 18 minutes.	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes	Transmutation
* =Domain/Speciality Spell									

Wizard Spells								
Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (280 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
Bull's Strength	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 18 minutes.				<i>Target:</i> Creature touched				
Glitterdust	18	Will negates (blinding only)	1 standard action	18 rounds	Medium (280 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Blinds creatures, outlines invisible creatures.				<i>Target:</i> Creatures and objects within 10-ft.-radius spread				
Knock	18	None	1 standard action	Instantaneous; see text	Medium (280 Feet)	V	No	Transmutation
<i>Effect:</i> Opens locked or magically sealed door.				<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level				
Mirror Image	19	None	1 standard action	18 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You				
Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 1800 lbs				
Spectral Hand	18	None	1 standard action	18 minutes [D]	Medium (280 Feet)	V, S	No	Necromancy
<i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.				<i>Target:</i> One spectral hand				
Web	18	Reflex negates; see text	1 standard action	180 minutes [D]	Medium (280 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.				<i>Target:</i> Webs in a 20-ft.-radius spread				

LEVEL 3								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Dispel Magic	19	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
Explosive Runes	19	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]
<i>Effect:</i> Deals 6d6 damage when read.				<i>Target:</i> One touched object weighing no more than 10 lb.				
Flame Arrow	19	None	1 standard action	180 minutes	Close (70 Feet)	V, S, M	No	Transmutation [Fire]
<i>Effect:</i> Arrows deal +1d6 fire damage.				<i>Target:</i> Fifty projectiles, all of which must be in contact with each other at the time of casting				
Keen Edge	19	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				
Magic Circle against Law	19	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Weapon, Greater	19	Will negates (harmless, object)	1 standard action	18 hours	Close (70 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Major Image	20	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1120 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As silent image, plus sound, smell and thermal effects.				<i>Target:</i> Visual figment that cannot extend beyond 22 10-ft. cubes[S]				
Secret Page	19	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Changes one page to hide its real content.				<i>Target:</i> Page touched, up to 3 sq. ft. in size				
Slow	19	Will negates	1 standard action	18 rounds	Close (70 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> 18 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
Stinking Cloud	19	Fortitude negates; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Nauseating vapors, 18 rounds.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
Water Breathing	19	Will negates (harmless)	1 standard action	36 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				

LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Black Tentacles	20	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				
Charm Monster	20	Will negates	1 standard action	18 days	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes monster believe it is your ally.				<i>Target:</i> One living creature				
Enervation	20	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Subject gains 1d4 negative levels.				<i>Target:</i> Ray of negative energy				
Fire Trap	20	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				
Globe of Invulnerability (Lesser)	20	None	1 standard action	18 rounds [D]	10 ft.	V, S, M	No	Abjuration
<i>Effect:</i> Stops 1st- through 3rd-level spell effects.				<i>Target:</i> 10-ft.-radius spherical emanation, centered on you				
Ice Storm	20	None	1 standard action	18 full round	Long (1120 Feet)	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20				
Invisibility, Greater	21	Will negates (harmless)	1 standard action	18 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.				<i>Target:</i> You or creature touched				
Polymorph	20	None	1 standard action	18 minutes [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Gives one willing subject a new form.				<i>Target:</i> Willing living creature touched				
Rainbow Pattern	21	Will negates	1 standard action	Concentration + 18 rounds [D]	Medium (280 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Lights fascinate 24 HD of creatures.				<i>Target:</i> Colorful lights with a 20-ft.-radius spread				
Secure Shelter	20	None	10 minutes	36 hours [D]	Close (70 Feet)	V, S, M, F; No see text	No	Conjuration (Creation)
<i>Effect:</i> Creates sturdy cottage.				<i>Target:</i> 20 ft. square structure				

LEVEL 5								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Cloudkill	21	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				
Mage's Faithful Hound	21	None	1 standard action	18 hours or until discharged, then 18 rounds; see text	Close (70 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Phantom dog can guard, attack.				<i>Target:</i> Phantom watchdog				
Mirage Arcana	22	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (1120 Feet)	V, S	No	Illusion (Glamer)
<i>Effect:</i> As hallucinatory terrain, plus structures.				<i>Target:</i> 18 20-ft. cubes [S]				
Shadow Evocation	22	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.				<i>Target:</i> See text				
Transmute Mud to Rock	21	See text	1 standard action	Permanent	Medium (280 Feet)	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Transforms two 10-ft. cubes per level.				<i>Target:</i> Up to 36 10 ft. cubes [S]				
Waves of Fatigue	21	No	1 standard action	Instantaneous	30 ft.	V, S	Yes	Necromancy
<i>Effect:</i> Several targets become fatigued.				<i>Target:</i> Cone-shaped burst				

LEVEL 6								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Chain Lightning	22	Reflex half	1 standard action	Instantaneous	Long (1120 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 18d6 damage; 18 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 18 secondary targets [each of which must be within 30 ft. of the primary target]				
Control Water	22	None; see text	1 standard action	180 minutes [D]	Long (1120 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 180 ft by 180 ft by 36 ft [S]				
Freezing Sphere	22	Reflex half; see text	1 standard action	Instantaneous or 18 rounds;	Long (1120 Feet)	V, S, F	Yes	Evocation [Cold]
* =Domain/Specialty Spell								

Wizard Spells

<i>Effect:</i> Freezes water or deals cold damage.					see text			
□□□□□	Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Programmed Image	23	Will disbelief (if interacted with)	1 standard action	Permanent until triggered, then 18 rounds	Long (1120 Feet)	V, S, F No	Illusion (Figment)
<i>Effect:</i> As major image, plus triggered by event.					<i>Target:</i> Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level [S]			
□□□□□	Repulsion	22	Will negates	1 standard action	18 rounds [D]	Up to 10 ft./level	V, S, F/DF Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 180 ft. radius emanation centered on you			
□□□□□	Summon Monster VI	22	None	1 round	18 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			

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Arcane Sight, Greater	23	None	1 standard action	18 minutes [D]	Personal	V, S	No	Divination
Effect: As arcane sight, but also reveals magic effects on creatures and objects.								
☐☐☐☐☐ Control Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
Effect: Changes weather in local area.								
☐☐☐☐☐ Delayed Blast Fireball	23	Reflex half	1 standard action	5 rounds or less; see text	Long (1120 Feet)	V, S, M	Yes	Evocation [Fire]
Effect: 18d6 fire damage; you can postpone blast for 5 rounds.								
☐☐☐☐☐ Instant Summons	23	None	1 standard action	Permanent until discharged	See text	V, S, M	No	Conjuration (Summoning)
Effect: Prepared object appears in your hand.								
☐☐☐☐☐ Phase Door	23	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)
Effect: Creates an invisible passage through wood or stone.								
☐☐☐☐☐ Power Word Blind	23	None	1 standard action	See text	Ethereal 5 ft. by 8 ft. opening, 40 ft. deep Close (70 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Blinds creature with 200 hp or less.								
☐☐☐☐☐ Prismatic Spray	23	See text	1 standard action	Instantaneous	60 ft.	V, S	Yes	Evocation
Effect: Rays hit subjects with variety of effects.								
☐☐☐☐☐ Simulacrum	24	None	12 hours	Instantaneous	0 ft.	V, S, M, XP	No	Illusion (Shadow)
Effect: Creates partially real double of a creature.								
Target: One duplicate creature								

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Binding	24	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				
Sunburst	24	Reflex partial; see text	1 standard action	Instantaneous	Long (1120 Feet)	V, S, M/DF	Yes	Evocation [Light]
Effect: Blinds all within 10 ft., deals 6d6 damage.				Target: 80-ft.-radius burst				
Symbol of Death	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
Effect: Triggered rune slays nearby creatures.				Target: One symbol				
Telekinetic Sphere	24	Reflex negates (object)	1 standard action	18 minutes [D]	Close (70 Feet)	V, S, M	Yes (object)	Evocation [Force]
Effect: As resilient sphere, but you move sphere telekinetically.				Target: 18 ft. diameter sphere, centered around creatures or objects				

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Crushing Hand	25	None	1 standard action	18 rounds [D]	Medium (280 Feet)	V, S, M, F/DF	Yes	Evocation [Force]
Effect: Large hand provides cover, pushes, or crushes your foes.				Target: 10-ft. hand				
Meteor Swarm	25	None or Reflex half; see text	1 standard action	Instantaneous	Long (1120 Feet)	V, S	Yes	Evocation [Fire]
Effect: Four exploding spheres each deal 6d6 fire damage.				Target: Four 40-ft.-radius spreads; see text				
Summon Monster IX	25	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				
Weird	26	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (280 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
Effect: As phantasmal killer, but affects all within 30 ft.				Target: Any number of creatures, no two of which can be more than 30 ft. apart				
* =Domain/Speciality Spell								

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