

Bombed 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

175 lbs

WEIGHT

,

HAIR

EYES

Chaotic 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	19	+4	19	+4
CON Constitution	17	+3	17	+3
INT Intelligence	19	+4	19	+4
WIS Wisdom	14	+2	14	+2
CHA Charisma	10	+0	10	+0

HP hit points	121	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED										
AC armor class	14	:	10	:	14	=	10	+	0	+	0	+	4	+	0	+	0	+	0	Walk 20'							
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE	

INITIATIVE modifier	+4	=	+4	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+10/+5				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	23/11.5
Craft (Alchemy)	INT	18	=	4	+	14.0 +
Craft (Armorsmithing)	INT	23	=	4	+	17.0 + 2
Craft (Trapmaking)	INT	12	=	4	+	8.0 +
Knowledge (Arcana)	INT	25	=	4	+	21.0 +
Knowledge (Geography)	INT	23	=	4	+	19.0 +
Knowledge (Nobility and Royalty)	INT	26	=	4	+	22.0 +
Knowledge (The Planes)	INT	24	=	4	+	20.0 +
			=		+	
✓ : can be used untrained. ✕ : exclusive skills						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+11	=	+6	+	+3	+	+2	+			
REFLEX (dexterity)	+10	=	+6	+	+4	+	+0	+	+0	+	
WILLPOWER (wisdom)	+14	=	+12	+	+2	+	+0	+	+0	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	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	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Craft Rod	See Text
Craft Wand	See Text
Craft Wondrous Item	See Text
Enlarge Spell	See Text
Great Fortitude	See Text
Heighten Spell	See Text
Improved Unarmed Strike	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Mastery (Wall of Fire, Cloudkill, Acid Arrow)	See Text
Still Spell	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, Quarterstaff

LANGUAGES

Common, Dwarven, Giant, Gnome, Orc

# 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	5	5	5	5	4	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.	14	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].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	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.	14	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.	14	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.	14	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (75 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	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.	14	None	1 standard action	200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (75 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	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.	14	Will negates (object)	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	20 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	200 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	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.	14	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
□□□□ Alarm <i>Effect:</i> Wards an area for 40 hours.	15	None	1 standard action	40 hours [D]	Close (75 Feet)	V, S, F/DF	No	Abjuration
□□□□ Animate Rope <i>Effect:</i> Makes a rope move at your command.	15	None	1 standard action	20 rounds	Medium (300 Feet)	V, S	No	Transmutation
□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	20 hours	Close (75 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Chill Touch <i>Effect:</i> 20 touches deal 1d6 damage and possibly 1 Str damage.	15	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	200 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes.	15	See text	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Transmutation
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Force]
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	20 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□ Shocking Grasp <i>Effect:</i> Touch delivers 5d6 electricity damage.	15	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	20 minutes	Medium (300 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	15	None	1 standard action	20 hours	Close (75 Feet)	V, S, M	No	Conjuration (Creation)

## 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.	16	None	1 standard action	7 rounds	Long (1200 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	16	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 20 minutes.	16	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□ Command Undead <i>Effect:</i> Undead creature obeys your commands.	16	Will negates; see text	1 standard action	20 days	Close (75 Feet)	V, S, M	Yes	Necromancy
□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	20 hours	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□ Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	200 minutes	Medium (300 Feet)	V, S	No	Conjuration (Creation)
□□□□ Glitterdust <i>Effect:</i> Blinds creatures, outlines invisible creatures.	16	Will negates (blinding only)	1 standard action	20 rounds	Medium (300 Feet)	V, S, M	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Wizard Spells

■■■■■ Invisibility	16	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 (Glamour)
<i>Effect:</i> Subject is invisible for 20 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 2000 lbs			
■■■■■ Magic Mouth	16	Will negates (object)	1 standard action	Permanent until discharged	Close (75 Feet)	V, S, M Yes (object)	Illusion (Glamour)
<i>Effect:</i> Speaks once when triggered.				<i>Target:</i> One creature or object			
■■■■■ Minor Image	16	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (1200 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 24 10-ft. cubes [S]			
■■■■■ Owl's Wisdom	16	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 20 minutes.				<i>Target:</i> Creature touched			
■■■■■ Phantom Trap	16	None	1 standard action	Permanent [D]	Touch	V, S, M No	Illusion (Glamour)
<i>Effect:</i> Makes item seem trapped.				<i>Target:</i> Object touched			
■■■■■ Rope Trick	16	None	1 standard action	20 hours [D]	Touch	V, S, M No	Transmutation
<i>Effect:</i> As many as eight creatures hide in extradimensional space.				<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long			
■■■■■ Scorching Ray	16	None	1 standard action	Instantaneous	Close (75 Feet)	V, S Yes	Evocation [Fire]
<i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].				<i>Target:</i> One or more rays			
■■■■■ Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (75 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
■■■■■Blink	17	None	1 standard action	20 rounds [D]	Personal	V, S	No	Transmutation
Effect: You randomly vanish and reappear for 20 rounds.				Target: You				
■■■■■Explosive Runes	17	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]
Effect: Deals 6d6 damage when read.				Target: One touched object weighing no more than 10 lb.				
■■■■■Hold Person	17	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 20 rounds.				Target: One humanoid creature				
■■■■■Lightning Bolt	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
Effect: Electricity deals 20d6 damage.				Target: 120-ft. line				
■■■■■Magic Circle against Good	17	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Effect: As protection spells, but 10-ft. radius and 200 minutes.				Target: 10-ft.-radius emanation from touched creature				
■■■■■Protection from Energy	17	Fortitude negates (harmless)	1 standard action	200 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 240 points of damage from one kind of energy.				Target: Creature touched				
■■■■■Rage	17	None	1 standard action	Concentration + 20 rounds [D]	Medium (300 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.				Target: 6 willing living creatures, no two of which may be more than 30 ft. apart				
■■■■■Ray of Exhaustion	17	Fortitude partial; see text	1 standard action	20 minutes	Close (75 Feet)	V, S, M	Yes	Necromancy
Effect: Ray makes subject exhausted.				Target: Ray				
■■■■■Slow	17	Will negates	1 standard action	20 rounds	Close (75 Feet)	V, S, M	Yes	Transmutation
Effect: 20 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				Target: 20 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
■■■■■	Polymorph	18	None	1 standard action	20 minutes [D]	Touch	V, S, M	No	Transmutation
	Effect: Gives one willing subject a new form.				Target: Willing living creature touched				
■■■■■	Reduce Person, Mass	18	Fortitude negates	1 round	20 minutes [D]	Close (75 Feet)	V, S, M	Yes	Transmutation
	Effect: Reduces several creatures.				Target: 20 humanoid creatures, no two of which can be more than 30 ft. apart				
■■■■■	Shout	18	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
	Effect: Deafens all within cone and deals 5d6 sonic damage.				Target: Cone-shaped burst				
■■■■■	Wall of Fire	18	None	1 standard action	Concentration + 20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Evocation [Fire]
	Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+20 damage				Target: Opaque sheet of flame up to 400 ft. long or a ring of fire with a radius of up to 50 ft; either form 20 ft. high				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■Baleful Polymorph	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (75 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
■■■■■Cloudkill	19	Fortitude partial; see text	1 standard action	20 minutes	Medium (300 Feet)	V, S	No	Conjuration (Creation)
Effect: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.				Target: Cloud spreads in 20-ft. radius, 20 ft. high				
■■■■■Dominate Person	19	Will negates	1 round	20 days	Close (75 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Controls humanoid telepathically.				Target: One humanoid				
■■■■■Planar Binding, Lesser	19	Will negates	10 minutes	Instantaneous	Close (75 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				
■■■■■Telekinesis	19	Will negates (object) or None; see text	1 standard action	Concentration of up to 20 rounds or instantaneous; see text	Long (1200 Feet)	V, S	Yes (object); see text	Transmutation
Effect: Moves object, attacks creature, or hurls object or creature.				Target: See text				
■■■■■Wall of Force	19	None	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, M	No	Evocation [Force]
Effect: Wall is immune to damage.				Target: Wall whose area is up to 20 10-ft. squares				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Acid Fog	20	None	1 standard action	20 rounds	Medium (300 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				
■■■■■ Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Chain Lightning	20	Reflex half	1 standard action	Instantaneous	Long (1200 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 20d6 damage; 20 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 20 secondary targets [each of which must be within 30 ft. of the primary target]				
■■■■■ Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF Yes		Transmutation
<i>Effect:</i> As eagle's splendor, affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Forceful Hand	20	None	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, F	Yes	Evocation [Force]
<i>Effect:</i> Hand pushes creatures away.				<i>Target:</i> 10-ft. hand				
■■■■■ Heroism, Greater	20	Will negates (harmless)	1 standard action	20 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				
■■■■■ Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF Yes		Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/level.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Permanent Image	20	Will disbelief (if interacted with)	1 standard action	Permanent [D]	Long (1200 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> Includes sight, sound, and smell.				<i>Target:</i> Figment that cannot extend beyond a 20-ft. cube + 20 10-ft. cubes [S]				
■■■■■ Programmed Image	20	Will disbelief (if interacted with)	1 standard action	Permanent until triggered, then 20 rounds	Long (1200 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]				
■■■■■ Symbol of Fear	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear,

\* =Domain/Specialty Spell

# Wizard Spells

<i>Effect:</i> Triggered rune panics nearby creatures.							Mind-Affecting]	
Transformation	20	None	1 standard action	20 rounds	Personal	V, S, M	No	Transmutation
<i>Effect:</i> You gain combat bonuses.							<i>Target:</i> You	
Veil	20	Will negates; see text	1 standard action	Concentration + 20 hours [D]	Long (1200 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	

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Banishment	21	Will negates	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 40 HD of extraplanar creatures.							<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart	
Control Undead	21	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	
Delayed Blast Fireball	21	Reflex half	1 standard action	5 rounds or less; see text	Long (1200 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 20d6 fire damage; you can postpone blast for 5 rounds.							<i>Target:</i> 20-ft.-radius spread	
Forcecage	21	None	1 standard action	40 hours [D]	Close (75 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Cube or cage of force imprisons all inside.							<i>Target:</i> Barred cage 20 or windowless cell 10	
Hold Person, Mass	21	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion)
<i>Effect:</i> As hold person, but all within 30 ft.							<i>Target:</i> One or more humanoid creatures, no two of which can be more than 30 ft. apart	
Mage's Sword	21	None	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, F	Yes	Evocation [Force]
<i>Effect:</i> Floating magic blade strikes opponents.							<i>Target:</i> One sword	
Project Image	21	Will disbelief (if interacted with)	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, M	No	Illusion (Shadow)
<i>Effect:</i> Illusory double can talk and cast spells.							<i>Target:</i> One shadow duplicate	
Sequester	21	None or Will negates (object)	1 standard action	20 days [D]	Touch	V, S, M	No or Yes (object)	Abjuration
<i>Effect:</i> Subject is invisible to sight and scrying; renders creature comatose.							<i>Target:</i> One willing creature or object of up to 40 ft. cubed	
Summon Monster VII	21	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	

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Clenched Fist	22	None	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, F/DF	Yes	Evocation [Force]
<i>Effect:</i> Large hand provides cover, pushes, or attacks your foes.							<i>Target:</i> 10-ft. hand	
Create Greater Undead	22	None	1 hour	Instantaneous	Close (75 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.							<i>Target:</i> One corpse	
Dimensional Lock	22	None	1 standard action	20 days	Medium (300 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 20 days.							<i>Target:</i> 20-ft.-radius emanation centered on a point in space	
Discern Location	22	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<i>Effect:</i> Reveals exact location of creature or object.							<i>Target:</i> One creature or object	
Iron Body	22	None	1 standard action	20 minutes [D]	Personal	V, S, M/DF	No	Transmutation
<i>Effect:</i> Your body becomes living iron.							<i>Target:</i> You	
Moment of Prescience	22	None	1 standard action	20 hours or until discharged	Personal	V, S	No	Divination
<i>Effect:</i> You gain insight bonus on single attack roll, check, or save.							<i>Target:</i> You	
Polymorph Any Object	22	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	
Prismatic Wall	22	See text	1 standard action	200 minutes [D]	Close (75 Feet)	V, S	See text	Abjuration
<i>Effect:</i> Wall's colors have array of effects.							<i>Target:</i> Wall 80 ft wide, 40 ft high	
Scintillating Pattern	22	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	
Shadow Evocation, Greater	22	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
<i>Effect:</i> As shadow evocation, but up to 7th level and 60% real.							<i>Target:</i> See text	
Temporal Stasis	22	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
Shapechange	23	None	1 standard action	200 minutes [D]	Personal	V, S, F	No	Transmutation
<i>Effect:</i> Transforms you into any creature, and change forms once per round.							<i>Target:</i> You	
Summon Monster IX	23	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	
Weird	23	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (300 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
<i>Effect:</i> As phantasmal killer, but affects all within 30 ft.							<i>Target:</i> Any number of creatures, no two of which can be more than 30 ft. apart	
Wish	23	See text	1 standard action	See text	See text	V, XP	Yes	Universal
<i>Effect:</i> As limited wish, but with fewer limits.							<i>Target:</i> See text	

\* =Domain/Specialty Spell