

Seebo Male Gnome Conjurer19

NAME

Con19

CLASS

342000

EXPERIENCE

19

TCL

190000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	13	+1	13	+1
CON Constitution	15	+2	15	+2
INT Intelligence	21	+5	21	+5
WIS Wisdom	18	+4	18	+4
CHA Charisma	16	+3	16	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +6	+2	+0	+0		
REFLEX (dexterity)	+7	= +6	+1	+0	+0		
WILLPOWER (wisdom)	+15	= +11	+4	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+10/+5	= +9/+4	+0	+1	+0	
RANGED attack bonus	+11/+6	= +9/+4	+1	+1	+0	
GRAPPLE attack bonus	+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
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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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Brew Potion	See Text
Combat Expertise	See Text
Craft Rod	See Text
Craft Wondrous Item	See Text
Extend Spell	See Text
Quicken Spell	See Text
Run	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text
Widen Spell	See Text

PROHIBITED

Necromancy,Evocation

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'3"

HEIGHT

43 lbs

WEIGHT

0

AGE

Male

GENDER

HP hit points	95	WOUNDS/CURRENT HP								
AC armor class	12	11	12	10	0	0	1	1	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER

INITIATIVE modifier	+1	= +1	+0
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+9/+4		

DEITY

3'3"

HEIGHT

43 lbs

WEIGHT

0

EYES

HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	

SKILLS		MAX RANKS		22/11	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Armorsmithing)	INT	11	= 5	+ 6.0	+
Craft (Painting)	INT	10	= 5	+ 5.0	+
Knowledge (Arcana)	INT	25	= 5	+ 20.0	+
Knowledge (Dungeoneering)	INT	21	= 5	+ 16.0	+
Knowledge (Geography)	INT	27	= 5	+ 22.0	+
Knowledge (History)	INT	27	= 5	+ 22.0	+
Knowledge (Local)	INT	27	= 5	+ 22.0	+
Knowledge (The Planes)	INT	25	= 5	+ 20.0	+
✓ Search	INT	12	= 5	+ 7.5	+
✓ : can be used untrained. X : exclusive skills					

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

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

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	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> Inscribes 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	<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft. 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	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area 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	<i>Target:</i> One humanoid creature of 4 HD or less 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	<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].	15	Fortitude negates	1 standard action	<i>Target:</i> Ray Instantaneous	Close (70 Feet)	V	Yes	Evocation [Light]
☐☐☐☐☐	Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Burst of light 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	<i>Target:</i> Illusory sounds 190 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐	Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	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.	15	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.	15	None	1 standard action	<i>Target:</i> One object of up to 1 lb. 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	<i>Target:</i> 19 creatures Instantaneous	Close (70 Feet)	V, S, F	Yes (object)	Transmutation
☐☐☐☐☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed 19 hour	10 ft.	V, S	No	Universal
☐☐☐☐☐	Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	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.	15	None	1 standard action	<i>Target:</i> Ray 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	<i>Target:</i> You 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	<i>Target:</i> Creature touched 19 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Disguise Self <i>Effect:</i> Changes your appearance.	17	None	1 standard action	190 minutes [D]	Personal	V, S	No	Illusion (Glamour)
☐☐☐☐☐	Enlarge Person <i>Effect:</i> Creatures size increases to next category	16	Fortitude negates	1 round	<i>Target:</i> You 19 minutes [D]	Close (70 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐☐	Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	16	See text	1 standard action	<i>Target:</i> One humanoid creature 19 rounds [D]	Close (70 Feet)	V, S, M	No	Conjuration (Creation)
☐☐☐☐☐	Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	<i>Target:</i> One object or a 10-ft. square 19 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
☐☐☐☐☐	Mount <i>Effect:</i> Summons riding horse for 38 hours.	16	None	1 round	<i>Target:</i> Creature touched 38 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	<i>Target:</i> One mount 19 minutes	Medium (290 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	True Strike <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	<i>Target:</i> One or more living creatures within a 10-ft.-radius burst See text	Personal	V, F	No	Divination
☐☐☐☐☐	Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	16	None	1 standard action	<i>Target:</i> You 19 hours	Close (70 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.	17	None	1 standard action	7 rounds	Long (1160 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
☐☐☐☐☐	Arcane Lock <i>Effect:</i> Magically locks a portal or chest.	17	None	1 standard action	<i>Target:</i> One arrow of acid Permanent	Touch	V, S, M	No	Abjuration
☐☐☐☐☐	Blur <i>Effect:</i> Attacks miss subject 20% of the time.	18	Will negates (harmless)	1 standard action	<i>Target:</i> The door, chest, or portal touched, up to 570 sq. ft in size 19 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
☐☐☐☐☐	Fog Cloud <i>Effect:</i> Fog obscures vision.	17	None	1 standard action	<i>Target:</i> Creature touched 190 minutes	Medium (290 Feet)	V, S	No	Conjuration (Creation)
* =Domain/Speciality Spell									

## Wizard Spells

☐☐☐☐☐	<b>Fox's Cunning</b> <i>Effect:</i> Subject gains +4 Int for 19 minutes.	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	<b>Knock</b> <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text	Medium (290 Feet)	V	No	Transmutation
☐☐☐☐☐	<b>Levitate</b> <i>Effect:</i> Subject moves up and down at your direction.	17	None	1 standard action	19 minutes [D]	Personal or close	V, S, F	No	Transmutation
☐☐☐☐☐	<b>Summon Monster II</b> <i>Effect:</i> Calls extraplanar creature to fight for you.	17	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
☐☐☐☐☐	<b>Summon Swarm</b> <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds	Close (70 Feet)	V, S, M/DF	No	Conjuration (Summoning)
☐☐☐☐☐	<b>Web</b> <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	190 minutes [D]	Medium (290 Feet)	V, S, M	No	Conjuration (Creation)

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Explosive Runes	18	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.				
Flame Arrow	18	None	1 standard action	190 minutes	Close (70 Feet)	V, S, M	No	Transmutation [Fire]
Effect: Arrows deal +1d6 fire damage.				Target: Fifty projectiles, all of which must be in contact with each other at the time of casting				
Haste	18	Fortitude negates (harmless)	1 standard action	19 rounds	Close (70 Feet)	V, S, M	Yes (harmless)	Transmutation
Effect: 19 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				Target: 19 creatures, no two of which can be more than 30 ft. apart				
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: One humanoid creature				
Magic Circle against Evil	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
Effect: As protection spells, but 10-ft. radius and 190 minutes.				Target: 10-ft.-radius emanation from touched creature				
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: 10-ft.-radius emanation from touched creature				
Major Image	19	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1160 Feet)	V, S, F	No	Illusion (Figment)
Effect: As silent image, plus sound, smell and thermal effects.				Target: Visual figment that cannot extend beyond 23 10-ft. cubes[S]				
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: Creature or object touched				
Phantom Steed	18	None	10 minutes	19 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
Effect: Magic horse appears for 19 hours.				Target: One quasi-real, horselike creature				
Protection from Energy	18	Fortitude negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 228 points of damage from one kind of energy.				Target: Creature touched				
Sepia Snake Sigil	18	Reflex negates	10 minutes	Permanent or until discharged; Touch until released or 1d4 days + one day/level; see text		V, S, M	No	Conjuration (Creation) [Force]
Effect: Creates text symbol that immobilizes reader.				Target: One touched book or written work				
Sleet Storm	18	None	1 standard action	19 rounds	Long (1160 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.				Target: Cylinder 40				
Stinking Cloud	18	Fortitude negates; see text	1 standard action	19 rounds	Medium (290 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Nauseating vapors, 19 rounds.				Target: Cloud spreads in 20-ft. radius, 20 ft. high				
Summon Monster III	18	None	1 round	19 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				
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: Living creatures touched				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Black Tentacles	19	None	1 standard action	19 rounds [D]	Medium (290 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Tentacles grapple all within 15 ft. spread.								
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				
Detect Scrying	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
Effect: Alerts you of magical eavesdropping.				Target: 40-ft.-radius emanation centered on you				
Invisibility, Greater	20	Will negates (harmless)	1 standard action	19 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: As invisibility, but subject can attack and stay invisible.				Target: You or creature touched				
Minor Creation	19	None	1 minute	19 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
Effect: Creates one cloth or wood object.				Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
Mnemonic Enhancer	19	None	10 minutes	Instantaneous	Personal	V, S, M, F	No	Transmutation
Effect: Wizard only. Prepares extra spells or retains one just cast.				Target: You				
Polymorph	19	None	1 standard action	19 minutes [D]	Touch	V, S, M	No	Transmutation
Effect: Gives one willing subject a new form.				Target: Willing living creature touched				
Rainbow Pattern	20	Will negates	1 standard action	Concentration + 19 rounds [D]	Medium (290 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
Effect: Lights fascinate 24 HD of creatures.				Target: Colorful lights with a 20-ft.-radius spread				
Solid Fog	19	None	1 standard action	19 minutes	Medium (290 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Blocks vision and slows movement.				Target: Fog spreads in 20-ft. radius, 20 ft. high				
Summon Monster IV	19	None	1 round	19 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				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Animal Growth	20	Fortitude negates	1 standard action	19 minutes	Medium (290 Feet)	V, S	Yes	Transmutation
Effect: One animal/two levels doubles in size.				Target: Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
☐☐☐☐☐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				
☐☐☐☐☐Cloudkill	20	Fortitude partial; see text	1 standard action	19 minutes	Medium (290 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				
☐☐☐☐☐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				
☐☐☐☐☐Mirage Arcana	21	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (1160 Feet)	V, S	No	Illusion (Glamer)
Effect: As hallucinatory terrain, plus structures.				Target: 19 20-ft. cubes [S]				

\* =Domain/Specialty Spell

## Wizard Spells

Overland Flight	20	Will negates (harmless)	1 standard action	19 hours	Personal	V, S	Yes (harmless)	Transmutation
<i>Effect:</i> You fly at a speed of 40 ft. and can hustle over long distances.								
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.								
Shadow Evocation	21	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.								
Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1900 miles.								
Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (290 Feet)	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Transforms two 10-ft. cubes per level.								
Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (290 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
<i>Effect:</i> Creates a stone wall that can be shaped.								
<i>Target:</i> Stone wall whose area is up to 19 5-ft. squares [S]								

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.								
Heroism, Greater	21	Will negates (harmless)	1 standard action	19 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.								
Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.								
Stone to Flesh	21	Fortitude negates (object); see text	1 standard action	Instantaneous	Medium (290 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Restores petrified creature.								
Symbol of Persuasion	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.								
<i>Target:</i> One symbol								

## 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.								
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.								
Limited Wish	22	None; see text	1 standard action	See text	See text	V, S, XP	Yes	Universal
<i>Effect:</i> Alters reality-within spell limits.								
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								

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Iron Body	23	None	1 standard action	19 minutes [D]	Personal	V, S, M/DF	No	Transmutation
<i>Effect:</i> Your body becomes living iron.								
Maze	23	None	1 standard action	See text	Close (70 Feet)	V, S	Yes	Conjuration (Teleportation)
<i>Effect:</i> Traps subject in extradimensional maze.								
Protection from Spells	23	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M, F	Yes (harmless)	Abjuration
<i>Effect:</i> Confers +8 resistance bonus.								
Scintillating Pattern	24	None	1 standard action	Concentration + 2 rounds	Close (70 Feet)	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Twisting colors confuse, stun, or render unconscious.								
Trap the Soul	23	See text	1 standard action or see text	Permanent; see text	Close (70 Feet)	V, S, M, (F); see text	Yes; see text	Conjuration (Summoning)
<i>Effect:</i> Imprisons subject within gem.								
<i>Target:</i> One creature								

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Dominate Monster	24	Will negates	1 round	19 days	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> As dominate person, but any creature.								
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.								
Shapechange	24	None	1 standard action	190 minutes [D]	Personal	V, S, F	No	Transmutation
<i>Effect:</i> Transforms you into any creature, and change forms once per round.								
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.								
Time Stop	24	None	1 standard action	1d4+1 rounds [apparent time]; see text	Personal	V	No	Transmutation
<i>Effect:</i> You act freely for 1d4+1 rounds.								
Wish	24	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