

## NPC

Chaotic Good
ALIGNMENT
Normal
VISION
0
POINTS

		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED		
								Walk 30'		
+0	+0	+1	+0	+0	+0		0	+0	0	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL CASTING	ARMOR CHECK	SPELL RESISTANCE	

SKILLS					MAX RANKS	22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Blacksmithing)	INT	17	= 3	+ 14.0	+	
Craft (Weaponsmithing)	INT	24	= 3	+ 21.0	+	
✓ Jump	STR	1	= 1	+ 0.5	+	
Knowledge (Arcana)	INT	20	= 3	+ 17.0	+	
Knowledge (Geography)	INT	25	= 3	+ 22.0	+	
Knowledge (History)	INT	20	= 3	+ 17.0	+	
Knowledge (Local)	INT	25	= 3	+ 22.0	+	
Profession (Miner)	WIS	16	= 4	+ 12.0	+	

\_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

✓ : can be used untrained. ✗ : exclusive skills

## SPECIAL ABILITIES

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

LANGUAGES
Common, Dwarven, Sylvan

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

FEATS	
Brew Potion	See Text
Craft Magic Arms and Armor	See Text
Craft Staff	See Text
Craft Wondrous Item	See Text
Empower Spell	See Text
Extend Spell	See Text
Forge Ring	See Text
Leadership	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Still Spell	See Text
Widen Spell	See Text

# 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	4	4	4	4	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div>□□□□</div> <b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.	13	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div>□□□□</div> <b>Arcane Mark</b> <i>Effect:</i> Inscribe a personal rune [visible or invisible].	13	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div>□□□□</div> <b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	13	None	1 standard action	19 minute [D]	Medium (290 Feet)	V, S	No	Evocation [Light]
<div>□□□□</div> <b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	1 standard action	19 round	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div>□□□□</div> <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	13	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S	No	Divination
<div>□□□□</div> <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
<div>□□□□</div> <b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.	13	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<div>□□□□</div> <b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (70 Feet)	V	Yes	Evocation [Light]
<div>□□□□</div> <b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	1 standard action	19 rounds [D]	Close (70 Feet)	V, S, M	No	Illusion (Figment)
<div>□□□□</div> <b>Light</b> <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div>□□□□</div> <b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	13	None	1 standard action	Concentration	Close (70 Feet)	V, S	No	Transmutation
<div>□□□□</div> <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<div>□□□□</div> <b>Message</b> <i>Effect:</i> Whispered conversation at distance.	13	None	1 standard action	190 minutes	Medium (290 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div>□□□□</div> <b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes (object)	Transmutation
<div>□□□□</div> <b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	19 hour	10 ft.	V, S	No	Universal
<div>□□□□</div> <b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	13	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Evocation [Cold]
<div>□□□□</div> <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination
<div>□□□□</div> <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div>□□□□</div> <b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	13	Fortitude negates	1 standard action	19 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div>□□□□</div> <b>Alarm</b> <i>Effect:</i> Wards an area for 38 hours.	14	None	1 standard action	38 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
<div>□□□□</div> <b>Cause Fear</b> <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	14	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (70 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<div>□□□□</div> <b>Charm Person</b> <i>Effect:</i> Makes one person your friend.	14	Will negates	1 standard action	19 hours	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<div>□□□□</div> <b>Disguise Self</b> <i>Effect:</i> Changes your appearance.	14	None	1 standard action	190 minutes [D]	Personal	V, S	No	Illusion (Glamour)
<div>□□□□</div> <b>Erase</b> <i>Effect:</i> Mundane or magical writing vanishes.	14	See text	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Transmutation
<div>□□□□</div> <b>Feather Fall</b> <i>Effect:</i> Objects or creatures fall slowly.	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 19 rounds	Close (70 Feet)	V	Yes (object)	Transmutation
<div>□□□□</div> <b>Identify</b> <i>Effect:</i> Determines properties of magic item.	14	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<div>□□□□</div> <b>Magic Missile</b> <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	14	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	Yes	Evocation [Force]
<div>□□□□</div> <b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	14	None	1 standard action	19 minutes	20 ft.	V, S	No	Conjuration (Creation)
<div>□□□□</div> <b>Protection from Chaos</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	14	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<div>□□□□</div> <b>Protection from Law</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	14	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<div>□□□□</div> <b>Shocking Grasp</b> <i>Effect:</i> Touch delivers 5d6 electricity damage.	14	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
<div>□□□□</div> <b>Sleep</b> <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	14	Will negates	1 round	19 minutes	Medium (290 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div>□□□□</div> <b>Unseen Servant</b> <i>Effect:</i> Invisible force obeys your commands.	14	None	1 standard action	19 hours	Close (70 Feet)	V, S, M	No	Conjuration (Creation)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div>□□□□</div> <b>Acid Arrow</b> <i>Effect:</i> Ranged touch attack; 2d4 damage for 7 rounds.	15	None	1 standard action	7 rounds	Long (1160 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
<div>□□□□</div> <b>Arcane Lock</b> <i>Effect:</i> Magically locks a portal or chest.	15	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration
<div>□□□□</div> <b>Hideous Laughter</b> <i>Effect:</i> Subject loses actions for 19 rounds.	15	Will negates	1 standard action	19 rounds	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div>□□□□</div> <b>Mirror Image</b> <i>Effect:</i> Creates decoy duplicates of you 8.	15	None	1 standard action	19 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)

\* =Domain/Specialty Spell

## Wizard Spells

■■■■■ Owl's Wisdom	15	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 19 minutes.				<i>Target:</i> Creature touched				
■■■■■ Phantom Trap	15	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamer)
<i>Effect:</i> Makes item seem trapped.				<i>Target:</i> Object touched				
■■■■■ Protection from Arrows	15	Will negates (harmless)	1 standard action	19 hours or until discharged	Touch	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> Subject immune to most ranged attacks.				<i>Target:</i> Creature touched				
■■■■■ Resist Energy	15	Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Arcane Sight	16	None	1 standard action	19 minutes [D]	Personal	V, S	No	Divination
<i>Effect:</i> Magical auras become visible to you.				<i>Target:</i> You				
■■■■■ Deep Slumber	16	Will negates	1 round	19 minutes	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 10 HD of creatures to sleep.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				
■■■■■ Dispel Magic	16	None	1 standard action	Instantaneous	Medium (290 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				
■■■■■ Displacement	16	Will negates (harmless)	1 standard action	19 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamer)
<i>Effect:</i> Attacks miss subject 50%.				<i>Target:</i> Creature touched				
■■■■■ Explosive Runes	16	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.				
■■■■■ Haste	16	Fortitude negates (harmless)	1 standard action	19 rounds	Close (70 Feet)	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> 19 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Hold Person	16	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 19 rounds.				<i>Target:</i> One humanoid creature				
■■■■■ Keen Edge	16	Will negates (harmless, object)	1 standard action	190 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				
■■■■■ Lightning Bolt	16	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 19d6 damage.				<i>Target:</i> 120-ft. line				
■■■■■ Magic Circle against Law	16	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
■■■■■ Nondetection	16	Will negates (harmless, object)	1 standard action	19 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
<i>Effect:</i> Hides subject from divination, scrying.				<i>Target:</i> Creature or object touched				
■■■■■ Phantom Steed	16	None	10 minutes	19 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Magic horse appears for 19 hours.				<i>Target:</i> One quasi-real, horselike creature				
■■■■■ Shrink Item	16	Will negates (object)	1 standard action	19 days; see text	Touch	V, S	Yes (object)	Transmutation
<i>Effect:</i> Object shrinks to one-sixteenth size.				<i>Target:</i> One touched object of up to 38 cu. ft				
■■■■■ Slow	16	Will negates	1 standard action	19 rounds	Close (70 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> 19 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Suggestion	16	Will negates	1 standard action	19 hours or until completed	Close (70 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> Compels subject to follow stated course of action.				<i>Target:</i> One living creature				
■■■■■ Summon Monster III	16	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■ Vampiric Touch	16	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp.				<i>Target:</i> Living creature touched				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Animate Dead	17	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
■■■■■ Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
■■■■■ Dimensional Anchor	17	None	1 standard action	19 minutes	Medium (290 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
■■■■■ Globe of Invulnerability (Lesser)	17	None	1 standard action	19 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	17	None	1 standard action	19 full round	Long (1160 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				
■■■■■ Locate Creature	17	None	1 standard action	190 minutes	Long (1160 Feet)	V, S, M	No	Divination
<i>Effect:</i> Indicates direction to familiar creature.				<i>Target:</i> Circle, centered on you, with a radius of 1160 ft.				
■■■■■ Polymorph	17	None	1 standard action	19 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				
■■■■■ Stoneskin	17	Will negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Ignore 10 points of damage per attack.				<i>Target:</i> Creature touched				
■■■■■ Wall of Ice	17	Reflex negates; see text	1 standard action	19 minutes	Medium (290 Feet)	V, S, M	Yes	Evocation [Cold]
<i>Effect:</i> Ice plane creates wall with 34 hp or hemisphere can trap creatures inside.				<i>Target:</i> Anchored plane of ice, up to 19 10-ft. squares, or hemisphere of ice with a radius of up to 22 ft				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Baleful Polymorph	18	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (70 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> Transforms subject into harmless animal.				<i>Target:</i> One creature				
■■■■■ Cloudkill	18	Fortitude partial; see text	1 standard action	19 minutes	Medium (290 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	18	None	1 standard action	19 hours or until discharged, then 19 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				
■■■■■ Major Creation	18	None	10 minutes	See text	Close (70 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> As minor creation, plus stone and metal.				<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
■■■■■ Transmute Rock to Mud	18	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.				<i>Target:</i> Up to 38 10 ft. cubes [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Analyze Dweomer	19	None or Will negates; see text	1 standard action	19 rounds [D]	Close (70 Feet)	V, S, F	No	Divination
<i>Effect:</i> Reveals magical aspects of subject.				<i>Target:</i> One object or creature per caster level				
■■■■■ Chain Lightning	19	Reflex half	1 standard action	Instantaneous	Long (1160 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 19d6 damage; 19 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 19 secondary targets [each of which must be within 30 ft. of the primary target]				
■■■■■ Disintegrate	19	Fortitude partial (object)	1 standard action	Instantaneous	Medium (290 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Makes one creature or object vanish.				<i>Target:</i> Ray				

\* =Domain/Specialty Spell

## Wizard Spells

Freezing Sphere	19	Reflex half; see text	1 standard action	Instantaneous or 19 rounds; see text <i>Target:</i> See text	Long (1160 Feet)	V, S, F	Yes	Evocation [Cold]
<i>Effect:</i> Freezes water or deals cold damage.								
Suggestion, Mass	19	Will negates	1 standard action	19 hours or until completed <i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart	Medium (290 Feet)	V, M	Yes	Enchantment (Compulsion)
<i>Effect:</i> As suggestion, plus 19 subjects.								
Transformation	19	None	1 standard action	19 rounds <i>Target:</i> You	Personal	V, S, M	No	Transmutation
<i>Effect:</i> You gain combat bonuses.								

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Control Undead	20	Will negates	1 standard action	19 minutes <i>Target:</i> 38 HD of undead creatures, no two of which can be more than 30 ft. apart	Close (70 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Undead don't attack you while under your command.								
Control Weather	20	None	10 minutes; see text	4d12 hours; see text <i>Target:</i> 2-mile-radius circle, centered on you; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.								
Ethereal Jaunt	20	None	1 standard action	19 rounds [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 19 rounds.								
Finger of Death	20	Fortitude partial	1 standard action	Instantaneous <i>Target:</i> One living creature	Close (70 Feet)	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Kills one subject.								
Forcecage	20	None	1 standard action	38 hours [D] <i>Target:</i> Barred cage 20 or windowless cell 10	Close (70 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Cube or cage of force imprisons all inside.								
Hold Person, Mass	20	Will negates; see text	1 standard action	19 rounds [D]; see text <i>Target:</i> One or more humanoid creatures, no two of which can be more than 30 ft. apart	Medium (290 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion)
<i>Effect:</i> As hold person, but all within 30 ft.								
Insanity	20	Will negates	1 standard action	Instantaneous <i>Target:</i> One living creature	Medium (290 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject suffers continuous confusion.								
Invisibility, Mass	20	Will negates (harmless) or Will negates (harmless, object)	1 standard action	19 minutes [D] <i>Target:</i> Any number of creatures, no two of which can be more than 180 ft. apart	Long (1160 Feet)	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> As invisibility, but affects all in range.								
Phase Door	20	None	1 standard action	One usage per two levels <i>Target:</i> Ethereal 5 ft. by 8 ft. opening, 40 ft. deep	0 ft.	V	No	Conjuration (Creation)
<i>Effect:</i> Creates an invisible passage through wood or stone.								
Plane Shift	20	Will negates	1 standard action	Instantaneous <i>Target:</i> Creature touched, or up to eight willing creatures joining hands	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.								
Reverse Gravity	20	None; see text	1 standard action	19 rounds [D] <i>Target:</i> Up to 9 10-ft. cube [S]	Medium (290 Feet)	V, S, M/DF	No	Transmutation
<i>Effect:</i> Objects and creatures fall upward.								
Scrying, Greater	20	Will negates	1 standard action	19 hours <i>Target:</i> Magical sensor	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.								
Statue	20	Will negates (harmless)	1 round	19 hours [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> Subject can become a statue at will.								
Teleport, Greater	20	None and Will negates (object)	1 standard action	Instantaneous <i>Target:</i> You and touched objects or other touched willing creatures	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> As teleport, but no range limit and no off-target arrival.								

\* =Domain/Speciality Spell