Ando	lyn Vilee	na							Lawful Neu	tral
NAME	iyii viico	iiu .		PLAYERNAME		DEITY			ALIGNMENT	uai
				Chondatha	n					
Wiz20		190000		Human	Medium	13' 6	"	58 lbs.		
CLASS		EXPERIENCE	,	RACE	SIZE	HEIGH	IT	WEIGHT	VISION	
20		210000		22	Femminile			Blonde,	-80	
Character	Level	NEXT LEVEL		AGE	GENDER	EYES		HAIR	POINTS	
										8 8 2
ABILITY NAM	E BASE BASE SCORE MOD	ABILITY ABILITY SCORE MOD	TEMP SCORE	TEMP MOD		WOUNDS/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	9 -1	9 -1	9	-1 hit po	52					Walk 30 ft.
		<u> </u>) : 11 = 1	Λ .	0 + 0 + 1 + 0 + 0	+ 0	0 +0 0
DEX Dexterity	12 +1	12 +1	12	+1 A	dass TOTAL FLA					1 1 7 11 7 11 7 1
CON	10 +0	10 +0	10	+0	TOTAL TEA	100011		ARMOR SHIELD STAT SIZE NATU BONUS BONUS	СН	IISS ARCANE ARMOR SPELL ANCE SPELL CHECK RESIST FAILURE PENALTY
	=	<u> </u>		INI	IATIVE +1	= +1 + +0			SKILLS	MAX RANKS 23/11.5
INT Intelligence	21 +5	27 +8	27	+8	modifier TOTAL			SKILL NAME	KEY ABILITY	SKILL ABILITY MISC MODIFIER MODIFIER RANKS MODIFIER
WIS	13 +1	13 +1	13	+1 BASI	E ATTACK		/	Appraise	INT	8 = 8 + +
Wisdom	13 71	<u> </u>	13	T1	bonus	+10/+5	✓	Balance	DEX	1 = 1 + +
CHA	14 +2	16 +3	16	+3			/	Bluff	CHA	3 = 3 + +
Chansilla	-	J			_		· /	Climb	STR	-1 = -1 + +
	G THROWS	TOTAL BAS			SC EPIC TEMP	conditional modifiers	_	Concentration	CON	23 = 0 + 23.0 +
FOR	TITUDE	+6 = +6	6 + +0) + +0 + +	0 + +0 +			Craft (Alchemy)	INT	17 = 8 + 9.0 + 13 = 8 + 5.0 +
RF	FLEX	+7 = +6	<u> </u>		0++0+			Craft (Armorsmithing) Craft (Leatherworking)	INT INT	13 = 8 + 5.0 +
(1	dexterity)	T7 = T0	<u> + + 1</u>	+0 + +	0 + +0 +			Craft (Poisonmaking)	INT	17 = 8 + 9.0 +
V	VILL wisdom)	+13 = +1	2 + +1	I + +0 + +	0 + +0 +		1	Craft (Untrained)	INT	8 = 8 + +
	widdin)						'	Decipher Script	INT	13 = 8 + 5.0 +
MEI	EE	TOTAL	B	SASE ATTACK BONUS		MISC EPIC TEMP	1	Diplomacy	CHA	3 = 3 + +
attack	bonus	+9/+4	_ =	+10/+5	+ -1 + +0 + -	+0 + +0 +	1	Disguise	CHA	3 = 3 + +
RAN	GED	+11/+6	=	+10/+5	+ +1 + +0 +	+0 + +0 +	1	Escape Artist	DEX	1 = 1 + +
GRA	PPLE	.0/.4	7 H	.40/.5			1	Forgery	INT	8 = 8 + +
attack	bonus	+9/+4	_]=	+10/+5	+ -1 + +0 + -	+0 + +0 +	/	Gather Information	CHA	3 = 3 + +
UN	ARMED	TOTAL AT			MAGE CRITICAL	REACH	1	Heal Hide	WIS DEX	1 = 1 + +
		+	9/+4	10	3-1 20/x2	5 ft.		Intimidate	CHA	1 = 1 + + + 3 = 3 + +
	Dagger	(Alchemical S	ilver)	HAN		RITICAL REACH	/	Jump	STR	-1 = -1 + +
				Carri		-20/x2 5 ft.		Knowledge (Arcana)	INT	34 = 8 + 23.0 + 3
1H-P	To ! +9/-		Dam 1d4-2	2W-P-(OH)	To Hit +3/-2	Dam 1d4-2		Knowledge (Dungeoneering		16 = 8 + 8.0 +
1H-O	+5/-		1d4-2	2W-P-(OL)	+5/+0	1d4-2	I	Knowledge (Nature)	INT	17 = 8 + 9.0 +
2H	+9/-		1d4-2		+1	1d4-2		Knowledge (Psionics)	INT	16 = 8 + 8.0 +
TH	10 ft. +11/+6	20 ft. +9/+4		30 ft. +7/+2	40 ft. +5/+0	50 ft. +3/-2		Knowledge (Religion)	INT	17 = 8 + 9.0 +
Dam	1d4-2	1d4-2		1d4-2	1d4-2	1d4-2		Knowledge (The Planes)	INT	23 = 8 + 15.0 +
Special	Properties	1012	I	10hp/inch and		1012	/	Listen	WIS	1 = 1 + +
	*Dog	OCT (C		HAN		RITICAL REACH		Move Silently	DEX	1 = 1 + +
	Dag	ger (Cold Iro	1)			-20/x2 5 ft.	1	Profession (Cook) Ride	WIS DEX	6 = 1 + 5.0 + 1 = 1 + +
	Tol		Dam	011/ 5-7011	To Hit	Dam	/	Search	INT	1 = 1 + + +
1H-P 1H-O	+9/-		1d4-1 1d4-1	2W-P-(OH) 2W-P-(OL)	+3/-2	1d4-1	1	Sense Motive	WIS	1 = 1 + +
2H	+5/- +9/-		1d4-1 1d4-1	2W-F-(OL)	+5/+0 +1	1d4-1 1d4-1		Spellcraft	INT	36 = 8 + 23.0 + 5
	10 ft.	20 ft.	IU T I	30 ft.	40 ft.	50 ft.	1	Spot	WIS	1 = 1 + +
TH	+11/+6	+9/+4		+7/+2	+5/+0	+3/-2	1	0	MIC	4 4

+11/+6

1d4-1

Special Properties

+9/+4

1d4-1

ARMOR

+7/+2

1d4-1

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

30hp/inch and 10 hardness

+5/+0

1d4-1

+3/-2

1d4-1

MAXDEX CHECK SPELL FAILURE

Survival

Use Rope

Swim

WIS

STR

DEX

√: can be used untrained. X: exclusive skills. *: Skill Mastery.

1 = 1

-1

1 = 1 +

= -1 +

FOLUDME	-NIT			
EQUIPME ITEM	LOCATION	QTY	WT	COST
Backpack	Equipped	1	2.0	2.0
1 lbs., 1 Sack, 1 Sack				
Bag of Holding (Type 1) 30 lbs., 10 Spellbook (Wizard's/Blank)	Equipped	1	15.0	2500.0
Chest		1	25.0	2.0
69 lbs., 1 Crystal Ball with See Invisibility, 1 Cold Weather Outfit, 1 Masterwork Alchemist's Lab, 1 Masterwork Artisan's Tools (Armorsmithing), 1 Masterwork Artisan's Tools (Leatherworking), 1 Masterwork Artisan's Tools (Poison)				
Crystal Ball with See Invisibility	Chest	1	7.0	50000.0
Dagger (Alchemical Silver) 10hp/inch and 8 hardness	Carried	1	1.0	22.0
Dagger (Cold Iron) 30hp/inch and 10 hardness	Equipped	1	1.0	4.0
Hand of Glory	Equipped	1	2.0	0.0008
Headband of Intellect +6	Equipped	1	0.0	36000.0
Ioun Stone (Pink and Green)	Equipped	1	0.0	8000.0
Masterwork Alchemist's Lab	Chest	1	40.0	550.0
Masterwork Artisan's Tools (Armorsmithing)	Chest	1	5.0	55.0
Masterwork Artisan's Tools (Leatherworking)	Chest	1	5.0	55.0
Masterwork Artisan's Tools (Poison)	Chest	1	5.0	55.0
Cold Weather Outfit +5 circumstance bonus on Fort saves vs cold	Chest	1	7.0	8.0
Scholar's Outfit	Equipped	1	6.0	0.0
Pouch (Belt) o lbs.	Equipped	1	NaN	1.0
Minor Ring of Energy Resistance (Acid) Absorbs 10 points of Acid damage	Equipped	1	0.0	12000.0
Minor Ring of Energy Resistance (Electricity) Absorbs 10 points of Electrical damage	Equipped	1	0.0	12000.0
Major Ring of Energy Resistance (Fire) Absorbs 20 points of Fire damage	Equipped	1	0.0	28000.0
Sack 0 lbs.	Backpack	1	NaN	0.1
Sack 0 lbs.	Backpack	1	NaN	0.1
Spell Component Pouch	Equipped	1	2.0	5.0
Spellbook (Wizard's/Blank)	Bag of Holding (Type 1)	10	3.0 (30.0)	15.0 (150.0)
TOTAL WEIGHT CARRIED/V	ALUE		24,5 lbs.	157409.2 gp
WEIGHT ALLC	NAVANIOE			

WEIGHT ALLOWANCE											
Light	30	Medium	60	Heavy	90						
Lift over head	90	Lift off ground	180	Push / Drag	450						

SPECIAL QUALITIES

Craft Construct

A creature with this feat can create any construct whose prerequisites it meets.

Craft Magic Arms and Armor

You can create any magic weapon, armor, or shield whose prerequisites you meet.

FEATS

Craft Wondrous Item

You can create any wondrous item whose prerequisites you meet.

Greater Spell Penetration

You get a +2 bonus on caster level checks made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Heighten Spell

A heightened spell has a higher spell level than normal (up to a maximum of 9th level).

Improved Familiar

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar., PGtF., CA.

Skill Focus (Spellcraft, Knowledge (Arcana))

You get a +3 bonus on all checks involving that skill

Spellcasting Prodigy ()

See Text, Treat primary spellcasting ability score as 2 higher for spells and save DC.

Spell Focus (Conjuration, Evocation)

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Spell Penetration

You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Scribe Scroll

You can create a scroll of any spell that you know.

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Quarterstaff, Spells(Ray), Unarmed Strike

LANGUAGES

Common, Infernal, Netherese, Undercommon, Untheric

TEMPLATES

Wizard's Reach Region

Summon Familiar

	Magic Item Spell-like Abilities												
	Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source				
	Daylight		None	1 standard 90 minutes [D] action	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf				
Effect: 60-ft. radi	us of bright light.	ched		Caster Level: 9									
	See Invisibility		None	1 standard 90 minutes [D] action	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf				
Effect:					Target: You			Caster Level: 9					
Reveals in	nvisible creatures or objects.												
				* =Domain/Spec	ciality 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	6	6	5	5	5	5	4

				LEVEL 0					
Name	DC	Saving Throw	Time Dura		Range	Comp.	Spell Resistance	School	Source
Acid Splash Effect:		None	1 standard Insta action	maneous	Close (75 ft.)	V, S	No	Conjuration (Creation) [Acid] Caster Level: 20	RSRD: SpellsA-B.rtf
Orb deals 1d3 acid damage.		Nana	1 standard Perm		Target: One missile		N-		DODD: Coolle A. D. of
Arcane Mark		None	action	nanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
Effect: Inscribes a personal rune [visible or invisible].					fit within 1 sq. ft.		nark, all of which must		
□□□□□ Dancing Lights		None	1 standard 20 m action	iinute [D]	, ,	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: Creates torches or other lights.					- '		nin a 10- ftradius area		
Daze	19	Will negates	1 standard 1 rou action	ınd	Close (75 ft.)	V, S, M	Yes	Enchantment (Compulsion)	RSRD: SpellsD-E.rtf
Effect:					Target: One human	oid creature	of 4 HD or less	[Mind-Affecting] Caster Level: 20	
Humanoid creature of 4 HD or less loses next action. Detect Magic		None		centration, up to 20 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect:			action		Target: Cone-shape	d emanatio	n	Caster Level: 20	
Detects spells and magic items within 60 ft. Detect Poison		None	1 standard Insta	ntaneous	Close (75 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect:			action		Target: One creatur	e, one obje	ct, or a 5-ft. cube	Caster Level: 20	
Detects poison in one creature or small object. Disrupt Undead		None	1 standard Insta	ntaneous	Close (75 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Effect:			action		Target: Ray	, -		Caster Level: 20	
Deals 1d6 damage to one undead.	20	Fortitude negates	1 standard Insta	ntaneous	Close (75 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Effect:	20	r crittado riogatos	action		Target: Burst of ligh			Caster Level: 20	TOTAL OPOSION CITA
Dazzles one creature [-1 on attack rolls].	19	Will disbelief (if	1 standard 20 rd	aunds [D]	Close (75 ft.)	V, S, M	No		RSRD: SpellsF-G.rtf
Ghost Sound	19	interacted with)	action	oundo [D]	Target: Illusory sour		110	Caster Level: 20	NOND. OPERST-G.III
Figment sounds.		Nana	4 200 -	minutes (D)			N-		DODD, Carllall 14
Effect:		None	1 standard 200 r action	minutes [D]	Touch	V, M/DF	No		RSRD: SpellsH-L.rtf
Object shines like a torch.		No.	4 -1 - 1 - 1 - 1		Target: Object touch		N.	Caster Level: 20	DODD O JUNE O 16
□□□□□Mage Hand		None	1 standard Condaction	centration	Close (75 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
Effect: 5-pound telekinesis.					up to 5 lb.	-	ended object weighing		
□□□□ Mending	19	Will negates (harmless, object)	1 standard Insta action	ntaneous	10 ft.	V, S	Yes (harmless, object)		RSRD: SpellsM-O.rtf
Effect: Makes minor repairs on an object.					Target: One object of			Caster Level: 20	
□□□□ Message		None	1 standard 200 r action	minutes	Medium (300 ft.)	V, S, F	No	Transmutation [Language-Depen	RSRD: SpellsM-O.rtf dent]
Effect: Whispered conversation at distance.					Target: 20 creatures	3		Caster Level: 20	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	19	Will negates (object)	1 standard Insta action	ntaneous	Close (75 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Opens or closes small or light things.					Target: Object weighte opened or closed		0 lb. or portal that can	Caster Level: 20	
□□□□□ Prestidigitation	19	See text	1 standard 1 hou action	ur	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
Effect: Performs minor tricks.					Target: See text			Caster Level: 20	
Ray of Frost		None	1 standard Insta action	ntaneous	Close (75 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
Effect: Ray deals 1d3 cold damage.					Target: Ray			Caster Level: 20	
□□□□□ Read Magic		None	1 standard 200 raction	minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 20	
□□□□ Resistance	19	Will negates (harmless)	1 standard 1 mir action	nute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.		(Target: Creature tou	ıched		Caster Level: 20	
Touch of Fatigue	19	Fortitude negates	1 standard 20 rd	ounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
Effect: Touch attack fatigues target.					Target: Creature to	ıched		Caster Level: 20	
2011 dilatin rangatus targut.				LEVEL 1					
Name	DC	Saving Throw	Time Dura		Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	21	Reflex half	1 standard Insta		15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf
Effect: 5d4 fire damage					Target: Cone-shape	d burst		Caster Level: 20	
Comprehend Languages		None	1 standard 200 r	minutes	Personal	V, S, M/DF	· No	Divination	RSRD: SpellsC.rtf
Effect: You understand all spoken and written languages.			COHOIT		Target: You			Caster Level: 20	
DDDD Enlarge Person	20	Fortitude negates	1 round 20 m	inutes [D]	Close (75 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Creatures size increases to next category					Target: One human	oid creature	•	Caster Level: 20	
ldentify		None	1 hour Insta	ntaneous	Touch	V, S, M/DF	No	Divination	RSRD: SpellsH-L.rtf
Effect: Determines properties of magic item.					Target: One toucher			Caster Level: 20	
□□□□ Mage Armor	21	Will negates (harmless)	1 standard 20 ho action	ours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
Effect: Gives subject +4 armor bonus.					Target: Creature to			Caster Level: 20	
□□□□ Magic Missile		None	1 standard Insta action	ntaneous	Medium (300 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
Effect: 5 missiles that do 1d4+1 damage each.					Target: Up to five cr more than 15 ft. apa	eatures, no irt	two of which can be	Caster Level: 20	
Protection from Evil	20	Will negates (harmless)	1 standard 20 m action	inutes [D]	Touch		No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out ele	ementals				Target: Creature tou	uched		Caster Level: 20	
and the state of t	ale			* =Domain/Speciality Spell					

			3.4.71						
				zard Spells					
□□□□ Shield		None	1 standard 20 minute action	s [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
Effect: Invisible disc gives +4 to AC, blocks magic missiles.					Target: You			Caster Level: 20	
General Summon Monster I		None	1 round 20 rounds	[D]	Close (75 ft.) Target: One summo	V, S, F/DF		Conjuration (Summoning) Caster Level: 20	RSRD: SpellsS.rtf
Calls extraplanar creature to fight for you.		Nana	4 5 11 4 4/1-		-				DO4F, DO4F
□□□□□ Summon Undead I		None	1 full round 1 round/le	evei	Close (75 ft.)		No	Conjuration (Summoning) [Evil	PGtF: PGtF]
Effect: Summon Undead to fight for you					Target: One summo			Caster Level: 20	
□□□□□True Strike		None	1 standard See text action		Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
Effect: +20 on your next attack roll.					Target: You			Caster Level: 20	
				EVEL 2					
Name	DC	Saving Throw	Time Duration		Range	Comp.	Spell Resistance	School	Source
□□□□□ Augment Familiar	21	Fortitude negates (harmless)	1 standard Concentra action	ation + 1 round/level	Close (75 ft.)	V, S	Yes	Transmutation	CW: CW
Effect: +4 Enhancment bonus on STR,CON,DEX, DR 5/Magic,	ı 2 Pani				Target: Your familia	r		Caster Level: 20	
Blindsight	21	Will negates	1 standard 1 minute/le	evel	Touch	V, S	Yes	Transmutation	PGtF: PGtF
Effect:		(harmless)	action		Target: Creature tou	iched		Caster Level: 20	
Grants blindsight out to 30-ft. Darkvision	21	Will negates	1 standard 20 hours		Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsD-E.rtf
Effect:		(harmless)	action		Target: Creature tou	iched		Caster Level: 20	
See 60 ft. in total darkness.	21	Will negates	1 standard 20 minutes	s	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect:		(harmless)	action		Target: Creature tou	, -, -		Caster Level: 20	
Subject gains +4 to Cha for 20 minutes.	21	Will negates	1 standard 20 minute	c	Touch	V, S, M/DF	Vec	Transmutation	RSRD: SpellsF-G.rtf
Front	۷1	(harmless)	action 20 minutes	.			100		Nonu. opelist-G.Rf
Effect: Subject gains +4 Int for 20 minutes.	^.	MGII	4-1		Target: Creature tou		V	Caster Level: 20	DO4F, DO4F
Lively Step	21	Will negates; See text	1 standard See text action		0 ft.	V, S, F	Yes	Transmutation	PGtF: PGtF
Effect: You and your allies gain +10 increase to speed and can					Target: 30-ft-radius		·	Caster Level: 20	
□□□□□ Resist Energy	21	Fortitude negates (harmless)	1 standard 200 minut action	es	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 30 points of damage/attack from specified e	energy ty	/pe.			Target: Creature tou	iched		Caster Level: 20	
Scorching Ray		None	1 standard Instantane	eous	Close (75 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsS.rtf
Effect: 3 rays, ranged touch attack deals 4d6 fire damage.					Target: 3 rays			Caster Level: 20	
Summon Monster II		None	1 round 20 rounds	[D]	Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect:							d creatures, no two of	Caster Level: 20	
Calls extraplanar creature to fight for you. Summon Undead II		Maria			which can be more t			Conjuration	DOIE DOIE
		None	1 full round 1 round/le	vel	Close (75 ft.)	V, S, F	No		PGtF: PGtF
Effect:		None	1 full round 1 round/le	vel	Target: One or more	summone	d creature, no two of	(Summoning) [Evil Caster Level: 20	
		None			` '	summone	d creature, no two of	(Summoning) [Evil	
Effect: Summon Undead to fight for you	DC		l	LEVEL 3	Target: One or more wich can be more th	summone an 30-ft ap	d creature, no two of art	(Summoning) [Evil Caster Level: 20	1]
Effect: Summon Undead to fight for you Name	DC 22	Saving Throw See text	Time Duration		Target: One or more	summone an 30-ft ap	d creature, no two of art Spell Resistance	(Summoning) [Evil	
Effect: Summon Undead to fight for you Name Analyze Portal Effect:		Saving Throw	Time Duration	LEVEL 3	Target: One or more the wich can be more the Range 60 ft. Target: A quarter cir	Comp. V, S, M/DF cle emanat	d creature, no two of art Spell Resistance	(Summoning) [Evil Caster Level: 20	Source
Effect: Summon Undead to fight for you Name Analyze Portal		Saving Throw See text Will negates	Time Duration	LEVEL 3	Target: One or more wich can be more the Range 60 ft.	Comp. V, S, M/DF cle emanate	d creature, no two of art Spell Resistance	(Summoning) [Evil Caster Level: 20 School Divination	Source
Effect: Summon Undead to fight for you Name Analyze Portal Effect: Detects magic portals.	22	Saving Throw See text	Time Duration 1 minute Concentra	LEVEL 3	Target: One or more wich can be more the wich can be more the Range 60 ft. Target: A quarter cirextreme of the range	Comp. V, S, M/DF cle emanate	d creature, no two of art Spell Resistance No ing from you to the	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20	Source FRCS: FRCS
Effect: Summon Undead to fight for you Name Analyze Portal Effect: Detects magic portals.	22	Saving Throw See text Will negates	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute	LEVEL 3 ation, up to 1 round/level	Target: One or more the wich can be more the wich can be more the Range 60 ft. Target: A quarter cirextreme of the range Touch	Comp. V, S, M/DF cle emanate V, S, F/DF	d creature, no two of art Spell Resistance No ing from you to the	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20 Transmutation	Source FRCS: FRCS
Name Analyze Portal Effect: Detects magic portals. Fly Effect: Subject flies at speed of 60 ft. Gaseous Form Effect:	22	Saving Throw See text Will negates (harmless)	Time Duration 1 minute Concentra 1 standard 20 minute action	LEVEL 3 ation, up to 1 round/level	Target: One or more the wich can be more the wich can be more the Range 60 ft. Target: A quarter cire extreme of the range Touch Target: Creature tou	comp. V, S, M/DF cle emanate V, S, F/DF cched S, M/DF	Spell Resistance No ing from you to the Yes (harmless)	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20 Transmutation Caster Level: 20	Source FRCS: FRCS RSRD: SpellsF-G.rtf
Name Analyze Portal Effect: Detects magic portals. Fly Effect: Subject flies at speed of 60 ft. Gaseous Form Effect: Subject becomes insubstantial and can fly slowly.	22	Saving Throw See text Will negates (harmless)	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute	LEVEL 3 ation, up to 1 round/level s	Target: One or more which can be more the which can be more the Range 60 ft. Target: A quarter cire extreme of the range Touch Target: Creature tou	Comp. V, S, M/DF cle emanate V, S, F/DF iched S, M/DF	Spell Resistance No ing from you to the Yes (harmless)	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20 Transmutation Caster Level: 20 Transmutation	Source FRCS: FRCS RSRD: SpellsF-G.rtf
Name Analyze Portal Effect: Detects magic portals. Gaseous Form Effect: Subject flies at speed of 60 ft. Subject becomes insubstantial and can fly slowly.	22	Saving Throw See text Will negates (harmless) None	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action	LEVEL 3 ation, up to 1 round/level s	Target: One or more the wich can be more the wich can be more the wich can be more the same of the target: A quarter cirextreme of the range Touch Target: Creature to. Touch Target: Willing corporate (75 ft.)	comp. Comp. V, S, M/DF cle emanate V, S, F/DF sched S, M/DF oreal creatu V, S, M	d d creature, no two of art Spell Resistance No ing from you to the Yes (harmless) No re touched	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Abjuration	Source FRCS: FRCS RSRD: SpellsF-G.rtf
Name Analyze Portal Effect: Detects magic portals. Union Fly Effect: Subject flies at speed of 60 ft. Subject becomes insubstantial and can fly slowly. Gate Seal Effect: Permanently seals a Gate or Portal.	22	Saving Throw See text Will negates (harmless) None	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action 1 standard Permanen action	LEVEL 3 ation, up to 1 round/level s s [D]	Target: One or more which can be more the which can be more the which can be more the same of the target and the target. A quarter circ extreme of the range Touch Target: Creature tout Touch Target: Willing corporation of the target willing corporate to the target will be	Comp. V, S, M/DF iched S, M/DF iched V, S, M/DF iched V, S, M/DF	Spell Resistance No ing from you to the Yes (harmless) No re touched No	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Abjuration Caster Level: 20 Caster Level: 20	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS
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Name Analyze Portal Effect: Detects magic portals. Gaseous Form Effect: Subject flies at speed of 60 ft. Gaseous Form Effect: Subject becomes insubstantial and can fly slowly. Gate Seal Effect: Permanently seals a Gate or Portal. Gaseous Form Effect: Detects magic portals. Gaseous Form Effect: Subject becomes insubstantial and can fly slowly. Gate Seal Effect: Detect: Detect: Detect: Detect: Detect: Display Gate Seal Effect: Detect: Display Gate Seal Effect: Displ	22 22 22 Reflex sa 23	Saving Throw See text Will negates (harmless) None None Fortitude negates (harmless) ves. Reflex half	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantane action	LEVEL 3 ation, up to 1 round/level s s s [D]	Target: One or more wich can be more the same of the range touch Target: A quarter circ extreme of the range Touch Target: Creature tou. Touch Target: Willing corpore Close (75 ft.) Target: One Gate or Close (75 ft.) Target: 20 creatures than 30 ft. apart 120 ft. Target: 120-ft. line	comp. V, S, M/DF coreal creatur V, S, M Portal V, S, M	d d creature, no two of art Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes	School Divination Caster Level: 20 Transmutation Caster Level: 20 Evocation [Electricity] Caster Level: 20	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf
Name Analyze Portal Effect: Detects magic portals. Defect: Subject flies at speed of 60 ft. Defect: Subject permanently seals a Sate or Portal. Defect: Detect: Detects moves faster, +1 on attack rolls, AC, and Record portal. Defect: Detect permanently seals a Sate or Portal. Defect: Detect permanently seals a Gate or Portal. Defect permanently	22 22 22 Reflex sa	Saving Throw See text Will negates (harmless) None None Fortitude negates (harmless) ves.	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantant	LEVEL 3 ation, up to 1 round/level s s s [D]	Target: One or more wich can be more the series of the target: A quarter cire extreme of the ranget Touch Target: Creature tout Touch Target: Willing corpor Close (75 ft.) Target: One Gate on Close (75 ft.) Target: 20 creatures than 30 ft. apart 120 ft. Target: 120-ft. line Touch	comp. V, S, M/DF cle emanate S, M/DF oreal creatu V, S, M Portal V, S, M	d creature, no two of art Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes	School Divination Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Abjuration Caster Level: 20 Evocation [Electricity] Caster Level: 20 Abjuration [Good]	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf
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Name Analyze Portal Effect: Subject flies at speed of 60 ft. Subject becomes insubstantial and can fly slowly. Gate Seal Effect: Subject becomes insubstantial and can fly slowly. Gate Seal Effect: Permanently seals a Gate or Portal. Gate Seal Effect: 20 creatures moves faster, +1 on attack rolls, AC, and Reliecticity deals 10d6 damage. Gate Seal Effect: Hagin Circle against Evil Effect: +2 to AC and saves, counter mind control, hedge out election. Phantom Steed	22 22 22 Reflex sa 23	Saving Throw See text Will negates (harmless) None Fortitude negates (harmless) ves. Reflex half Will negates (harmless) s and outsiders in 10-ft.	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantane action 1 standard 200 minute action	LEVEL 3 stion, up to 1 round/level s s [D] nt seconds	Target: One or more which can be more the same of the ranget of the ranget. A quarter circ extreme of the ranget. Touch Target: Willing corporate the corporate of the ranget. Touch Target: One Gate on Close (75 ft.) Target: 20 creatures than 30 ft. apart 120 ft. Target: 120-ft. line Touch Target: 10-ftradius	e summonee an 30-ft appear of the proper of	d creature, no two of art Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes No; see text from touched creature	School Divination Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Abjuration Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Caster Level: 20 Evocation [Electricity] Caster Level: 20 Abjuration [Good] Caster Level: 20 Conjuration	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf
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Name Analyze Portal Effect: Subject sagic portals. Detects magic portals. Effect: Subject flies at speed of 60 ft. Detects magic portals. Detects magic portals. Detects magic portals. Detects moves insubstantial and can fly slowly. Detects meantly seals a Gate or Portal. Detects moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC, and Research moves faster, +1 on attack rolls, AC,	22 22 22 Reflex sa 23	Saving Throw See text Will negates (harmless) None None Fortitude negates (harmless) wes. Reflex half Will negates (harmless) s and outsiders in 10-ft. In None	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantane action 1 standard 200 minute action 1 standard 200 minute action 2 standard 200 minute 200 minutes 20 hours [LEVEL 3 ation, up to 1 round/level s s s[D] ation t ation at the second	Target: One or more wich can be more the will be more than a control of the range of the r	e summonee an 30-ft ap. Comp. V, S, M/DF cle emanate 9 V, S, F/DF iched S, M/DF oreal creatu V, S, M Portal V, S, M V, S, M/DF emanation V, S eal, horselik V, S, F/DF esummonee	Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes No; see text from touched creature No is creature No de creatures, no two of part	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20 Transmutation Caster Level: 20 Evocation [Electricity] Caster Level: 20 Abjuration [Good] Caster Level: 20 Conjuration (Creation) Caster Level: 20 Conjuration (Summoning) Caster Level: 20 Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-S.rtf RSRD: SpellsH-S.rtf
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Name	22 22 22 22 22 22 22 22 22 22 22 20 20 2	Saving Throw See text Will negates (harmless) None None Fortitude negates (harmless) ves. Reflex half Will negates (harmless) s and outsiders in 10-ft. None None None Will negates	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantane action 1 standard 200 minute action 1 standard 200 minute action 1 round 20 rounds 1 full round 1 round/le 1 standard 200 minute 30 minute 3	LEVEL 3 ation, up to 1 round/level s s [D] at ation at the second at the	Target: One or more wich can be more the wich can be more to wich can be more to wich can be more the wich can be more the wich can be more the wich can be more to wich can be more the wich with with with with with with with wit	comp. V, S, M/DF cle emanata a V, S, F/DF ched S, M/DF creal creatu V, S, M Portal V, S, M Porta	d creature, no two of art Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes No; see text from touched creature No de creature, no two of part No de creature, no two of art	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Abjuration Caster Level: 20 Transmutation Caster Level: 20 Evocation [Electricity] Caster Level: 20 Abjuration [Good] Caster Level: 20 Conjuration (Caster Level: 20 Conjuration (Caster Level: 20 Conjuration (Caster Level: 20 Conjuration (Summoning) Caster Level: 20 Conjuration (Summoning) [Evil Caster Level: 20 Caster Level: 20	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-C.rtf
Name Analyze Portal Effect: Subject sagic portals. Gaseous Form Effect: Subject flies at speed of 60 ft. Gaseous Form Effect: Subject becomes insubstantial and can fly slowly. Gate Seal Effect: Permanently seals a Gate or Portal. Gaseous Form Effect: 20 creatures moves faster, +1 on attack rolls, AC, and Recompanies of the companies of th	22 22 22 22 22 22 22 22 22 22 22 20 20 2	Saving Throw See text Will negates (harmless) None None Fortitude negates (harmless) ves. Reflex half Will negates (harmless) s and outsiders in 10-ft. None None None Will negates	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantane action 1 standard 200 minutes 20 hours [1 round 20 rounds 1 full round 1 round/le 1 standard 200 minutes 20 hours [LEVEL 3 ation, up to 1 round/level s s [D] at ation at the second at the	Target: One or more wich can be more the wide of the transper of the range trouch Target: A quarter circ extreme of the range trouch Target: Creature tou. Touch Target: Willing corporate to the transper of the tran	comp. V, S, M/DF cle emanata a V, S, F/DF ched S, M/DF creal creatu V, S, M Portal V, S, M Porta	d creature, no two of art Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes No; see text from touched creature No de creature, no two of part No de creature, no two of art	School Divination Caster Level: 20 School Divination Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Abjuration Caster Level: 20 Transmutation Caster Level: 20 Conjuration [Good] Caster Level: 20 Conjuration (Creating Caster Level: 20 Conjuration (Conjuration (Caster Level: 20 Conjuration (Summoning) Caster Level: 20 Conjuration (Summoning) [Evil Caster Level: 20 Divination	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-S.rtf RSRD: SpellsH-S.rtf PGtF: PGtF
Name	22 22 22 22 22 22 22 22 22 22 22 20 20 2	Saving Throw See text Will negates (harmless) None None Fortitude negates (harmless) ves. Reflex half Will negates (harmless) s and outsiders in 10-ft. In None None Wone None Will negates (harmless)	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantane action 1 standard 200 minute action 1 standard 200 minutes 20 hours [1] 1 round 20 rounds 1 full round 1 round/le 1 standard 200 minutes 20 hours [1] 1 round 20 rounds 1 full round 1 round/le 1 standard 200 minute action	LEVEL 3 ation, up to 1 round/level s s s[D] ot ces s. D]	Target: One or more wich can be more the total target: A quarter circustreme of the range Touch Target: A quarter circustrement of the range Touch Target: Willing corport Close (75 ft.) Target: One Gate or Close (75 ft.) Target: 120 -ft. line Touch Target: 120-ft. line Touch Target: One or more wich can be more to Close (75 ft.) Target: One or more wich can be more the Touch Target: Creature touch	e summoneer an 30-ft appropriate and 30-ft a	Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes No; see text from touched creature No its creature No de creatures, no two of part No d creature, no two of art No Spell Resistance	School Divination Caster Level: 20 Transmutation Caster Level: 20 Evocation [Electricity] Caster Level: 20 Conjuration (Good] Caster Level: 20 Conjuration (Creater Level: 20 Conjuration (Summoning) Caster Level: 20 Conjuration (Summoning) [Evil Caster Level: 20 Divination Caster Level: 20 Divination Caster Level: 20 Divination Caster Level: 20 School	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf
Name	22 22 22 22 22 22 22 22 22 22	Saving Throw See text Will negates (harmless) None None Fortitude negates (harmless) ves. Reflex half Will negates (harmless) s and outsiders in 10-ft. I None None Wone Will negates (harmless)	Time Duration 1 minute Concentra 1 standard 20 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantane action 1 standard 200 minute action 1 standard 200 minute 20 hours [1 round 20 rounds 1 full round 1 round/le 1 standard 200 minute action	LEVEL 3 ation, up to 1 round/level s s s[D] ot ces s. D]	Target: One or more wich can be more the target: A quarter circ extreme of the range Touch Target: A quarter circ extreme of the range Touch Target: Willing corporate (75 ft.) Target: One Gate or Close (75 ft.) Target: 20 creatures than 30 ft. apart 120 ft. Target: 120-ft. line Touch Target: 10-ftradius 0 ft. Target: One quasi-rect Close (75 ft.) Target: One or more which can be more the Touch Target: Creature touch the control of the Target: Creature touch Cange Creature Creature touch Cange Creature Creature touch Cange Creature Creatu	e summoneer an 30-ft approved approved an 30-ft approved an 30-ft approved approved an 30-ft approved approved an 30-ft approved	d creature, no two of art Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes No; see text from touched creature No d creatures, no two of part No d creature, no two of art No Spell Resistance No	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Evocation [Electricity] Caster Level: 20 Abjuration [Good] Caster Level: 20 Conjuration (Caster Level: 20 Conjuration (Summoning) Caster Level: 20 Conjuration (Summoning) Caster Level: 20 Divination Caster Level: 20 School Divination	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf RSRD: SpellsH-S.rtf RSRD: SpellsP-R.rtf RSRD: SpellsP-R.rtf RSRD: SpellsP-R.rtf
Name	22 22 22 22 22 22 22 22 22 22	Saving Throw See text Will negates (harmless) None None Fortitude negates (harmless) ves. Reflex half Will negates (harmless) s and outsiders in 10-ft. In None None Will negates (harmless) Saving Throw None	Time Duration 1 standard 20 minute action 1 standard 40 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantane action 1 standard 200 minute action 1 standard 200 minute action 1 standard 200 minute action 1 standard 200 minutes 20 hours [1 round 20 rounds 1 full round 1 round/le 1 standard 200 minute action 1 standard 24 hours action	LEVEL 3 stion, up to 1 round/level s s [D] st [D] st [D] st [D] st [D] st [D]	Target: One or more wich can be more the will be will	e summonee an 30-ft ap. Comp. V, S, M/DF cle emanate an 30-ft ap. V, S, F/DF ched S, M/DF oreal creatu V, S, M Portal V, S, M Portal V, S, M Portal V, S, M Portal V, S, M S, no two of V, S, M S eal, horselik V, S, F/DF e summonee an 30-ft ap. V, M/DF ched Comp. V, S, M emanation	Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes No; see text from touched creature No d creatures, no two of part No d creature, no two of art No Spell Resistance No centered on you	School Divination Caster Level: 20 Transmutation Caster Level: 20 Abjuration Caster Level: 20 Evocation [Electricity] Caster Level: 20 Conjuration [Good] Caster Level: 20 Conjuration (Curation) Caster Level: 20 Conjuration (Summoning) Caster Level: 20 Divination Caster Level: 20 Divination Caster Level: 20 Divination Caster Level: 20 Conjuration Caster Level: 20 Divination Caster Level: 20	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf Source RSRD: SpellsD-E.rtf
Name	22 22 22 22 22 22 22 22 22 22	Saving Throw See text Will negates (harmless) None None Fortitude negates (harmless) ves. Reflex half Will negates (harmless) s and outsiders in 10-ft. In None None Wone None Will negates (harmless)	Time Duration 1 standard 20 minute action 1 standard 40 minute action 1 standard 40 minute action 1 standard Permanen action 1 standard 20 rounds action 1 standard Instantane action 1 standard 200 minute action 1 standard 200 minutes 20 hours [1 round 20 rounds action 1 standard 200 minutes 20 hours [1 round 20 rounds 20 minutes 20 hours [1 standard 200 minutes 20 hours [1 standard	LEVEL 3 stion, up to 1 round/level s s [D] st [D] st [D] st [D] st [D] st [D]	Target: One or more wich can be more the target: A quarter circ extreme of the range Touch Target: A quarter circ extreme of the range Touch Target: Willing corporate (75 ft.) Target: One Gate or Close (75 ft.) Target: 20 creatures than 30 ft. apart 120 ft. Target: 120-ft. line Touch Target: 10-ftradius 0 ft. Target: One quasi-rect Close (75 ft.) Target: One or more which can be more the Touch Target: Creature touch the control of the Target: Creature touch Cange Creature Creature touch Cange Creature Creature touch Cange Creature Creatu	comp. V, S, M/DF ched S, M/DF ched V, S, M/DF ched Comp. V, S, M/DF ched Comp. V, S, M ched	d creature, no two of art Spell Resistance No ing from you to the Yes (harmless) No re touched No Yes (harmless) which can be more Yes No; see text from touched creature No d creatures, no two of part No d creature, no two of art No Spell Resistance No	(Summoning) [Evil Caster Level: 20 School Divination Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Transmutation Caster Level: 20 Evocation [Electricity] Caster Level: 20 Abjuration [Good] Caster Level: 20 Conjuration (Caster Level: 20 Conjuration (Summoning) Caster Level: 20 Conjuration (Summoning) Caster Level: 20 Divination Caster Level: 20 School Divination	Source FRCS: FRCS RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf FRCS: FRCS RSRD: SpellsH-L.rtf

				Wizard Spells					
Fear	23	Will partial	1 standard	VVIZATO SpellS 20 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy (Fear	,RSRD: SpellsF-G.rtf
Effect: Subjects within cone flee for 20 rounds.			action		Target: Cone-shape			Mind-Affecting] Caster Level: 20	,
Globe of Invulnerability (Lesser)		None	1 standard action	20 rounds [D]	10 ft.	V, S, M	No	Abjuration	RSRD: SpellsF-G.rtf
Effect: Stops 1st- through 3rd-level spell effects.		None		1 full round	you	v, S, M/DF	Manation, centered on Yes	Caster Level: 20 Evocation [Cold]	RSRD: SpellsH-L.rtf
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.			action		Target: Cylinder 20			Caster Level: 20	
Invisibility, Greater	23	Will negates (harmless)	1 standard action	20 rounds [D]	Personal or touch Target: You or creat	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer) Caster Level: 20	RSRD: SpellsH-L.rtf
As invisibility, but subject can attack and stay invisible. Mnemonic Enhancer Effect:		None	10 minutes	Instantaneous	Personal Target: You	V, S, M, F		Transmutation Caster Level: 20	RSRD: SpellsM-O.rtf
Wizard only. Prepares extra spells or retains one just cast	23	Will disbelief (if interacted with), then		Instantaneous	Medium (300 ft.)	V, S	Yes	Illusion (Phantasm) [Fear,	RSRD: SpellsP-R.rtf
Effect:		Fortitude partial; see text			Target: One living c	reature		Mind-Affecting] Caster Level: 20	
Fearsome illusion kills subject or deals 3d6 damage.		None	1 standard	20 minutes [D]	Touch	V, S, M	No	Transmutation	RSRD: SpellsP-R.rtf
Effect:			action		Target: Willing living			Caster Level: 20	
Gives one willing subject a new form. Summon Monster IV		None	1 round	20 rounds [D]	Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you. Summon Undead IV		None	1 full round	1 round/level	which can be more	than 30 ft. a	d creatures, no two of apart No	Caster Level: 20 Conjuration	PGtF: PGtF
Effect: Summon Undead to fight for you						e summone	d creature, no two of	(Summoning) [Evil Caster Level: 20	
				LEVEL 5					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Break Enchantment Effect:	24	See text	1 minute	Instantaneous	Close (75 ft.) Target: Up to 20 cre	V, S atures, all v	No within 30 ft. of each	Abjuration Caster Level: 20	RSRD: SpellsA-B.rtf
Frees subjects from enchantments, alterations, curses, ar	nd petri 24		1 standard action	20 rounds [D]; see text	other	V, S, M/DF		Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
Effect: As hold person, but any creature.					Target: One living c	reature		Caster Level: 20	
Mage's Private Sanctum Effect:	0.1.50	None	10 minutes	24 hours [D]	Close (75 ft.) Target: 600 ft. cube	V, S, M [S]	No	Abjuration Caster Level: 20	RSRD: SpellsM-O.rtf
Prevents anyone from viewing or scrying an area for 24 h Magic Jar Effect:	24	Will negates; see text	1 standard action	20 hours or until you return to your body	Medium (300 ft.) Target: One creatur	V, S, F	Yes	Necromancy Caster Level: 20	RSRD: SpellsM-O.rtf
Enables possession of another creature. Major Creation		None	10 minutes	See text	Close (75 ft.)		No	Conjuration	RSRD: SpellsM-O.rtf
Effect: As minor creation, plus stone and metal.					Target: Unattended, plant matter, up to 1	cu. ft./level	ı ,	(Creation) Caster Level: 20	
Effect: Makes certain spells permanent.		None	2 rounds	Permanent; see text	See text Target: See text	V, S, XP	No	Universal Caster Level: 20	RSRD: SpellsP-R.rtf
Gleat:		None	10 minutes	Sixty days or until discharged	See text Target: One chest a		No cu. ft. of goods	Conjuration (Summoning) Caster Level: 20	RSRD: SpellsS.rtf
Hides expensive chest on Ethereal Plane; you retrieve it a	it Will.	None	1 round	20 rounds [D]		V, S, F/DF		Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you. Summon Undead V		None	1 full round	1 round/level	which can be more	than 30 ft. a		Caster Level: 20 Conjuration	PGtF: PGtF
Effect: Summon Undead to fight for you						e summone	d creature, no two of art	(Summoning) [Evil Caster Level: 20	
Symbol of Pain Effect: Triggered rune wracks nearby creatures with pain.	24	Fortitude negates	10 minutes	See text	0 ft.; see text Target: One symbol	V, S, M	Yes	Necromancy [Evil] Caster Level: 20	RSRD: SpellsS.rtf
Teleport	25	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch		No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
Effect: Instantly transports you as far as 2000 miles.					Target: You and tou willing creatures	cried object	is or other touched	Caster Level: 20	
				LEVEL 6					
Name Analyze Dweomer	DC 25	Saving Throw None or Will negates; see text	Time 1 standard action	Duration 20 rounds [D]	Range Close (75 ft.)	Comp. V, S, F	Spell Resistance No	School Divination	Source RSRD: SpellsA-B.rtf
Effect: Reveals magical aspects of subject.					Target: 20 objects o			Caster Level: 20	
Chain Lightning	26	Reflex half	1 standard action	Instantaneous			Yes s 20 secondary targets	Evocation [Electricity] Caster Level: 20	RSRD: SpellsC.rtf
20d6 damage; 20 secondary bolts each deal half damage	. 25	Fortitude partial	1 standard	Instantaneous	[each of which must target] Medium (300 ft.)			Transmutation	RSRD: SpellsD-E.rtf
Effect:		(object)	action		Target: Ray	., 5,		Caster Level: 20	Sponos E.III
Makes one creature or object vanish. Dispel Magic, Greater		None	1 standard action	Instantaneous		V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: As dispel magic, but +20 on check. Globe of Invulnerability		None		20 rounds [D]	Target: One spellca 20-ftradius burst 10 ft.		re, or object; or	Caster Level: 20 Abjuration	RSRD: SpellsF-G.rtf
Effect: As lesser globe of invulnerability, plus 4th-level spell effect	ts.		action		Target: 10-ftradius	spherical e	manation, centered on	Caster Level: 20	
Legend Lore Effect:		None	See text	See text	Personal Target: You	V, S, M, F	No	Divination Caster Level: 20	RSRD: SpellsH-L.rtf
Lets you learn tales about a person, place, or thing. Mage's Lucubration		None	1 standard action	Instantaneous		V, S	No	Transmutation	RSRD: SpellsM-O.rtf
Effect: Wizard only. Recalls spell of 5th level or lower.				* =Domain/Speciality Spell	Target: You			Caster Level: 20	
				-Domain/Speciality Spell					

					\A/' O -					
Control of Part Control of			None	1 round	Wizard Spells	Close (75 ft)	V & E/DE	No	Conjugation	DCDD: CoolleC eff
Column C			None	i iouna	20 Tourius [D]				(Summoning)	KSKD. SpellsS.III
Part						which can be more to	nan 30 ft. a	part		
Table	•	25	Will negates	10 minutes	See text		V, S, M	Yes	Mind-Affecting]	r,RSRD: SpellsS.rtf
Part	Triggered rune panics nearby creatures.	٥٢	Will	4 -4	20	- '	V C M	V (h)		DODD: 0
	· ·	25			20 minutes			Yes (narmiess)		RSRD: SpellsT-Z.rtf
Page	Lets you see all things as they really are.	05	Well	4 -1 - 1 - 1	Late de la constante de la con	-				DODD OUR TO W
Name		25	will negates		instantaneous				[Death]	RSRD: Spells1-2.ftl
Name							ead creatur	es within a 40-itradius	s Caster Lever: 20	
					LEVEL 7					
A count agry, the date received agry of the clase or substant and objects. Figure You Figu		DC								
Control Cont	g .		None		20 minutes [D]		v, S	NO		RSRD: SpellsA-B.rtf
Control Cont	As arcane sight, but also reveals magic effects on creature					-				
Section of the company tow can produce beat for Franchis Section Secti	·	27	Reflex half		5 rounds or less; see text			Yes	• •	RSRD: SpellsD-E.rtf
Section Sect		nds.				-				
	□□□□□ Finger of Death	26	Fortitude partial		Instantaneous	Close (75 ft.)	V, S	Yes		RSRD: SpellsF-G.rtf
Column C						Target: One living cr	eature		Caster Level: 20	
Target, Any number of creatures. A not out shrick and in range. Target, Any number of creatures. Consultation Consulta	nvisibility, Mass	26	(harmless) or Will negates (harmless,		20 minutes [D]	Long (1200 ft.)	V, S, M		Illusion (Glamer)	RSRD: SpellsH-L.rtf
			Sujecti					s, no two of which can	Caster Level: 20	
## About 1		26	None; see text		See text			Yes	Universal	RSRD: SpellsH-L.rtf
Standard 20 rounds [P] Close (78 h) V. S. F. Yes Exception (Froce) RSRD. Spirition (Froce) RSR				GUIUII		Target: See text			Caster Level: 20	
			None		20 rounds [D]	Close (75 ft.)	V, S, F	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
Serving Serving Greater 26 Will regates 1 standard 20 hours Serving Will regate 1 standard 20 hours Serving Will regate Serving Serving Will regate Serving				action		Target: One sword			Caster Level: 20	
Effect		26	Will negates		20 hours	See text	V, S	Yes		RSRD: SpellsS.rtf
				action		Target: Magical sens	юг			
Effect: Fellect 144-6 spell levels back at caster.			None		Until expended or 200 minutes	Personal	V, S, M/DF	No	Abjuration	RSRD: SpellsS.rtf
Summon Monster VII	Effect:			action		Target: You			Caster Level: 20	
Celle estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar creature to fight for you. Coals estaplanar crea			None	1 round	20 rounds [D]	Close (75 ft.)	V, S, F/DF	No		RSRD: SpellsS.rtf
Personal and touch V No and risk (chipert) Capitarian (Personal and touch V No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capitarian (Personal and touch v No and risk (chipert) Capi	Effect:									
Target Vox and touched objects or other touched Caster Level: 20	The state of the s	27	None and Will negates	1 standard	Instantaneous				Conjuration	RSRD: SpellsT-Z.rtf
Standard Instantaneous Standard Instantane	Effect:		(object)	action			ched object	ts or other touched		
Effect: Deals 2006 damage within 30 ft. Deals 2006 damage with		27	Will negates (object)	1 standard	Instantaneous		V	Yes (object)	Conjuration	RSRD: SpellsT-Z.rtf
Steleport, but affects a touched object. Survey Sur	• •			action		Target: One touched	object of u	up to 1000 lbs and		
Name DC Saving Throw Will negates a standard Permanent a standard Perman	As teleport, but affects a touched object.									
Islandard Permanent action Islandard Permanent Islandard Perman					LEVEL 8					
Effect: As Bestow Curse, but more severe penalty Caster Level: 20										
As Bestow Curse, but more severe penalty	•									
Effect: Reveals exact location of creature or object	As Bestow Curse, but more severe penalty		None	10 minutes	Instantaneous	-		No		RSRD: SpellsD-E.rtf
Effect: Traps subject in extradimensional maze. Effect: Traps abject in extradimensional maze. Effect: Traps subject into anything else. Effect: Traps y subject into anything else. Effect: Changes any	Effect:		. 70110	.o minutes						J.L. Opensu-E.Iti
Effect: Trauma deals 2d6 damage plus 1d6 CHA and CON damage. Effect: Trauma deals 2d6 damage plus 1d6 CHA and CON damage. Effect: Deals 2d6 damage within 30 ft. Effect: Traps 2d6 damage within 30 ft. Effect: Ranged touch attack deals 2d6 cold damage. Effect: Ranged touch attack deals 2d6 cold damage. Effect: Ranged touch attack deals 2d6 cold damage. Effect: Changes any subject into anything else. Effe		28	Fort partial	1 standard	Up to 4 rounds; see text	Close (75 ft.)	V, S, M	Yes	Evocation	FRCS: FRCS
Trauma deals 246 damage plus 1d6 CHA and CON damage. Constitute half 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 20 rounds 2	Effect:									
action Target: Living creatures, no two of which can be more Caster Level: 20 than 60 ft. apart Target: Cloud preads in 20-ft. radius, 20 ft. high Caster Level: 20 Cloud deals 4d6 fire damage/round. Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 20 Cloud deals 4d6 fire damage/round. Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 20 Cloud deals 4d6 fire damage/round. Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 20 Cloud deals 4d6 fire damage/round. Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 20 Teleportation) Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 20 Teleportation action Target: One creature Target: One creature Target: One creature Target: Ray Caster Level: 20 Transmutation Target: Ray Caster Level: 20 Transmutation RSRD: Specified: Target: One creature, or one nonmagical object of up to 2000 cu. ft Target: One creature, or one nonmagical object of up to 2000 cu. ft Caster Level: 20 Transmutation RSRD: Specified: Target: One creature, or one nonmagical object of up to 2000 cu. ft Caster Level: 20 Transmutation RSRD: Specified: Target: One or more summoned creatures, no two of which can be more than 30 ft. in the companies of the com	Trauma deals 2d6 damage plus 1d6 CHA and CON dama		Fortitude half	1 standard	Instantaneous					RSRD: SpellsH-L.rtf
Deals 20d6 damage within 30 ft. Conjuration Creation Fire Cloud deals 4d6 fire damage/round.	<u> </u>								•	
Creation Fire Cloud deals 4d6 fire damage/round. Close (75 ft.) V, S Yes Conjuration RSRD: Spe	Deals 20d6 damage within 30 ft.	28	Reflex half: see text	1 standard	20 rounds	than 60 ft. apart				RSRD: SpellsH-L.rtf
Cloud deals 4d6 fire damage/round.	·		, 500 toxt		- v =				(Creation) [Fire]	oponori Eriu
action Target: One creature Caster Level: 20 Target: Ray Caster Level: 20 Target: Ray Caster Level: 20 Target: One creature, or one nonmagical object of up to 2000 cu. ft. Target: One creature, or one nonmagical object of up to 2000 cu. ft. Target: One creature, or one nonmagical object of up to 2000 cu. ft. Target: One creature, or one nonmagical object of up to 2000 cu. ft. Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Which can be more than 30 ft. apart Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster Level: 20 Target: One or more summoned creatures, no two of Caster	Cloud deals 4d6 fire damage/round.		None	1 standard	See toyt					RSRD: SpellsM-O.rtf
Traps subject in extradimensional maze.			NOTIC		OCC ICAI			100	(Teleportation)	NOND. Spelisivi-U.rtf
Effect: Ranged touch attack deals 20d6 cold damage. Polymorph Any Object 27 Fortitude negates (object); see text action 1 standard See text action 20 rounds [D] Close (75 ft.) V, S, M/DF Yes (object) Transmutation RSRD: Spe Caster Level: 20 Conjuration RSRD: Spe Caster Level: 20 Close (75 ft.) V, S, F/DF No Conjuration Close (75 ft.) V, S, F/DF No Conjuration Caster Level: 20 Close (75 ft.) V, S, F/DF No Conjuration Caster Level: 20 Close (75 ft.) V, S, F/DF No Conjuration Caster Level: 20 Close (75 ft.) V, S, M/DF Yes (object) Close (75 ft.) V, S, F/DF No Conjuration Caster Level: 20 Close (75 ft.) V, S, M/DF Yes (object) Close (75 ft.) V, S, M/DF Yes (Traps subject in extradimensional maze.		Name	4 -4 1: 1	la de			V		DODD: Carlled D. Carl
Ranged touch attack deals 2046 cold damage.	•		ivone		iristantaneous		v, 5, F	res		RSRD: SpellsP-R.rtf
Effect: Changes any subject into anything else. Close (75 ft.) V, S, F/DF No Conjuration RSRD: Spe (Summoning) Effect: Calls extraplanar creature to fight for you. Caster Level: 20 Caster Level	Ranged touch attack deals 20d6 cold damage.		F		0			· V - (-1 : - 2		DODD 6 # 5 5 1
Changes any subject into anything else.		27			See text					RSRD: SpellsP-R.rtf
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 Caster Level: 20						to 2000 cu. ft				
Calls extraplanar creature to fight for you. Telekinetic Sphere 28 Reflex negates (object)			None	1 round	20 rounds [D]				(Summoning)	RSRD: SpellsS.rtf
Telekinetic Sphere 28 Reflex negates (object) 1 standard 20 minutes [D] 28 Caster Level: 20 As resilient sphere, but you move sphere telekinetically. 28 See text 1 standard 20 minutes [D] Close (75 ft.) V, S, M Ves (object) Evocation [Force] RSRD: Spe Caster Level: 20 Creatures or objects Close (75 ft.) V, S, M Ves (object) Evocation [Force] RSRD: Spe Caster Level: 20 Creatures or objects Close (75 ft.) V, S, M Ves; see text Conjuration RSRD: Spe						Target: One or more which can be more to	summone nan 30 ft. a	d creatures, no two of part		
Effect: As resilient sphere, but you move sphere telekinetically. Glose (75 ft.) Tarp the Soul 28 See text 1 standard Permanent; see text Close (75 ft.) V, S, M, Yes; see text Conjuration RSRD: Spe		28			20 minutes [D]				Evocation [Force]	RSRD: SpellsT-Z.rtf
□□□□□□Trap the Soul 28 See text 1 standard Permanent; see text Close (75 ft.) V, S, M, Yes; see text Conjuration RSRD: Spe							er sphere,	centered around	Caster Level: 20	
action or (F): see (Summoning)		28	See text	1 standard action or	Permanent; see text	Close (75 ft.)	V, S, M, (F); see	Yes; see text	Conjuration (Summoning)	RSRD: SpellsT-Z.rtf
see text text	Effect						text		, ,,	
Effect: Target: One creature Caster Level: 20 Imprisons subject within gem.						rarger. One creature			Castel Level: 20	

				Wizard Spells					
				LEVEL 9					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Dominate Monster	28	Will negates	1 round	20 days	Close (75 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
Effect: As dominate person, but any creature.					Target: One creatu			Caster Level: 20	
Energy Drain	28	Fortitude partial; see text for enervation	1 standard action	d Instantaneous	Close (75 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Subject gains 2d4 negative levels.					Target: Ray of neg	jative energy		Caster Level: 20	
□□□□□ Freedom	28	Will negates (harmless)	1 standard	d Instantaneous	Close (75 ft.)	V, S	Yes	Abjuration	RSRD: SpellsF-G.rtf
Effect: Releases creature from imprisonment.					Target: One creatu	ıre		Caster Level: 20	
Gate		None	1 standard	d Instantaneous or concentration [up to 20 rounds]; see text		V, S, XP; see text	No	Conjuration (Creation, Calling)	RSRD: SpellsF-G.rtf
Effect: Connects two planes for travel or summoning.					Target: See text			Caster Level: 20	
Hold Monster, Mass	28	Will negates; see text	1 standard	d 20 rounds [D]; see text	Medium (300 ft.)	V, S, M/D	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
Effect: As hold monster, but all within 30 ft.					Target: One or mo more than 30 ft. ap		, no two of which can b	e Caster Level: 20	
□□□□ Meteor Swarm	29	None or Reflex half; see text	1 standard action	d Instantaneous	Long (1200 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsM-O.rtf
Effect: Four exploding spheres each deal 6d6 fire damage.					Target: Four 40-ft.	-radius sprea	ads; see text	Caster Level: 20	
Soul Bind	28	Will negates	1 standard	d Permanent	Close (75 ft.)	V, S, F	No	Necromancy	RSRD: SpellsS.rtf
Effect: Traps newly dead soul to prevent resurrection.					Target: Corpse			Caster Level: 20	
Summon Monster IX		None	1 round	20 rounds [D]	Close (75 ft.)	V, S, F/DF		Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or mo which can be more		ed creatures, no two of	Caster Level: 20	
□□□□□ Time Stop		None	1 standard	d 1d4+1 rounds [apparent time]; see text		V	No	Transmutation	RSRD: SpellsT-Z.rtf
Effect: You act freely for 1d4+1 rounds.					Target: You			Caster Level: 20	
O Weird	28	Will disbelief (if interacted with), then Fortitude partial; see text		d Instantaneous	Medium (300 ft.)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]	RSRD: SpellsT-Z.rtf
Effect: As phantasmal killer, but affects all within 30 ft.					Target: Any number be more than 30 ft		es, no two of which can	Caster Level: 20	
UUUUU Wish	28	See text	1 standard action	d See text	See text	V, XP	Yes	Universal	RSRD: SpellsT-Z.rtf
Effect: As limited wish, but with fewer limits.					Target: See text			Caster Level: 20	

Magic Item Spell-like Abilities

□Daylight (DC:)
□See Invisibility (DC:)