

Andolyn Vileena

NAME

Wiz20

CLASS

20

Character Level

190000

EXPERIENCE

210000

NEXT LEVEL

PLAYERNAME

Chondathan

RACE

Human

AGE

22

Medium

SIZE

Feminile

GENDER

13' 6"

HEIGHT

Blu

EYES

58 lbs.

WEIGHT

Blonde,

HAIR

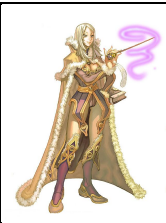
Lawful Neutral

ALIGNMENT

VISION

-80

POINTS



ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

9

-1

9

-1

9

-1

DEX

12

+1

12

+1

12

+1

CON

10

+0

10

+0

10

+0

INT

21

+5

27

+8

27

+8

WIS

13

+1

13

+1

13

+1

CHA

14

+2

16

+3

16

+3

HP

52

hit points

AC

11

armor class

WOUNDS/CURRENT HP

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

INITIATIVE

+1

modifier

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+10/+5

bonus

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+6

=

+6

+

+0

+

+0

+

+0

+

+0

+

REFLEX

+7

=

+6

+

+1

+

+0

+

+0

+

+0

+

WILL

+13

=

+12

+

+1

+

+0

+

+0

+

+0

+

MELEE

+9/+4

=

+10/+5

+

-1

+

+0

+

+0

+

+0

+

RANGED

+11/+6

=

+10/+5

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

+9/+4

=

+10/+5

+

-1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+9/+4

1d3-1

20/x2

5 ft.

Dagger (Alchemical Silver)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+9/+4

1d4-2

2W-P-(OH)

+3/-2

1d4-2

1H-O

+5/+0

1d4-2

2W-P-(OL)

+5/+0

1d4-2

2H

+9/+4

1d4-2

2W-OH

+1

1d4-2

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+11/+6

+9/+4

+7/+2

+5/+0

+3/-2

Dam

1d4-2

1d4-2

1d4-2

1d4-2

1d4-2

Special Properties

10hp/inch and 8 hardness

*Dagger (Cold Iron)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+9/+4

1d4-1

2W-P-(OH)

+3/-2

1d4-1

1H-O

+5/+0

1d4-1

2W-P-(OL)

+5/+0

1d4-1

2H

+9/+4

1d4-1

2W-OH

+1

1d4-1

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+11/+6

+9/+4

+7/+2

+5/+0

+3/-2

Dam

1d4-1

1d4-1

1d4-1

1d4-1

1d4-1

Special Properties

30hp/inch and 10 hardness

*: 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.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	23/11.5
					RANKS	MISC MODIFIER
✓ Appraise		INT	8	= 8	+	+
✓ Balance		DEX	1	= 1	+	+
✓ Bluff		CHA	3	= 3	+	+
✓ Climb		STR	-1	= -1	+	+
✓ Concentration		CON	23	= 0	+	+23.0
Craft (Alchemy)		INT	17	= 8	+	+9.0
Craft (Armorsmithing)		INT	13	= 8	+	+5.0
Craft (Leatherworking)		INT	13	= 8	+	+5.0
Craft (Poisonmaking)		INT	17	= 8	+	+9.0
✓ Craft (Untrained)		INT	8	= 8	+	+
Decipher Script		INT	13	= 8	+	+5.0
✓ Diplomacy		CHA	3	= 3	+	+
✓ Disguise		CHA	3	= 3	+	+
✓ Escape Artist		DEX	1	= 1	+	+
✓ Forgery		INT	8	= 8	+	+
✓ Gather Information		CHA	3	= 3	+	+
✓ Heal		WIS	1	= 1	+	+
✓ Hide		DEX	1	= 1	+	+
✓ Intimidate		CHA	3	= 3	+	+
✓ Jump		STR	-1	= -1	+	+
Knowledge (Arcana)		INT	34	= 8	+	+23.0 + 3
Knowledge (Dungeoneering)		INT	16	= 8	+	+8.0
Knowledge (Nature)		INT	17	= 8	+	+9.0
Knowledge (Psionics)		INT	16	= 8	+	+8.0
Knowledge (Religion)		INT	17	= 8	+	+9.0
Knowledge (The Planes)		INT	23	= 8	+	+15.0
✓ Listen		WIS	1	= 1	+	+
✓ Move Silently		DEX	1	= 1	+	+
Profession (Cook)		WIS	6	= 1	+	+5.0
✓ Ride		DEX	1	= 1	+	+
✓ Search		INT	8	= 8	+	+
✓ Sense Motive		WIS	1	= 1	+	+
Spellcraft		INT	36	= 8	+	+23.0 + 5
✓ Spot		WIS	1	= 1	+	+
✓ Survival		WIS	1	= 1	+	+
✓ Swim		STR	-1	= -1	+	+
✓ Use Rope		DEX	1	= 1	+	+
				=	+	+
				=	+	+

✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM		LOCATION	QTY	WT	COST
Backpack		Equipped	1	2.0	2.0
1 lbs., 1 Sack, 1 Sack					
Bag of Holding (Type 1)		Equipped	1	15.0	2500.0
30 lbs., 10 Spellbook (Wizard's/Blank)					
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)		Carried	1	1.0	22.0
10hp/inch and 8 hardness					
Dagger (Cold Iron)		Equipped	1	1.0	4.0
30hp/inch and 10 hardness					
Hand of Glory		Equipped	1	2.0	8000.0
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		Chest	1	7.0	8.0
+5 circumstance bonus on Fort saves vs cold					
Scholar's Outfit		Equipped	1	6.0	0.0
Pouch (Belt)		Equipped	1	NaN	1.0
0 lbs.					
Minor Ring of Energy Resistance (Acid)		Equipped	1	0.0	12000.0
Absorbs 10 points of Acid damage					
Minor Ring of Energy Resistance (Electricity)		Equipped	1	0.0	12000.0
Absorbs 10 points of Electrical damage					
Major Ring of Energy Resistance (Fire)		Equipped	1	0.0	28000.0
Absorbs 20 points of Fire damage					
Sack		Backpack	1	NaN	0.1
0 lbs.					
Sack		Backpack	1	NaN	0.1
0 lbs.					
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/VALUE				24,5 lbs.	157409.2 gp
WEIGHT ALLOWANCE					
Light	30	Medium	60	Heavy	90
Lift over head	90	Lift off ground	180	Push / Drag	450
SPECIAL QUALITIES					
Summon Familiar					

FEATS	
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.
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

Magic Item Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/>	Daylight		None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.						Target: Object touched			Caster Level: 9	
<input type="checkbox"/>	See Invisibility		None	1 standard action	90 minutes [D]	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Reveals invisible creatures or objects.						Target: You			Caster Level: 9	
* =Domain/Speciality Spell										

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6	6	6	6	5	5	5	5	4

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (75 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	20 minute [D]	Medium (300 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	19	Will negates	1 standard action	1 round	Close (75 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (75 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (75 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	20	Fortitude negates	1 standard action	Instantaneous	Close (75 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Ghost Sound <i>Effect:</i> Figment sounds.	19	Will disbelief (if interacted with)	1 standard action	20 rounds [D]	Close (75 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (75 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
Mending <i>Effect:</i> Makes minor repairs on an object.	19	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	200 minutes	Medium (300 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
Open/Close <i>Effect:</i> Opens or closes small or light things.	19	Will negates (object)	1 standard action	Instantaneous	Close (75 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
Prestidigitation <i>Effect:</i> Performs minor tricks.	19	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (75 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	200 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	19	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	19	Fortitude negates	1 standard action	20 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Burning Hands <i>Effect:</i> 5d4 fire damage	21	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf
Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.		None	1 standard action	200 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
Enlarge Person <i>Effect:</i> Creatures size increases to next category	20	Fortitude negates	1 round	20 minutes [D]	Close (75 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsD-E.rtf
Identify <i>Effect:</i> Determines properties of magic item.		None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	RSRD: SpellsH-L.rtf
Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	21	Will negates (harmless)	1 standard action	20 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.		None	1 standard action	Instantaneous	Medium (300 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	20	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf

* =Domain/Specialty Spell

Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shield</div> </div> <div> <div>Effect:</div> <div>Invisible disc gives +4 to AC, blocks magic missiles.</div> </div>	None	1 standard action	20 minutes [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster I</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>	None	1 round	20 rounds [D]	Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Undead I</div> </div> <div> <div>Effect:</div> <div>Summon Undead to fight for you</div> </div>	None	1 full round	1 round/level	Close (75 ft.)	V, S, F	No	Conjuration (Summoning) [Evil]	PGtF: PGtF
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>True Strike</div> </div> <div> <div>Effect:</div> <div>+20 on your next attack roll.</div> </div>	None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Augment Familiar</div> </div> <div> <div>Effect:</div> <div>+4 Enhancement bonus on STR,CON,DEX, DR 5/Magic, +2 Resistance bonus on saving throw</div> </div>	21	Fortitude negates (harmless)	1 standard action	Concentration + 1 round/level	Close (75 ft.)	V, S	Yes	Transmutation	CW: CW
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Blindsight</div> </div> <div> <div>Effect:</div> <div>Grants blindsight out to 30-ft.</div> </div>	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S	Yes	Transmutation	PGtF: PGtF
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Darkvision</div> </div> <div> <div>Effect:</div> <div>See 60 ft. in total darkness.</div> </div>	21	Will negates (harmless)	1 standard action	20 hours	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Eagle's Splendor</div> </div> <div> <div>Effect:</div> <div>Subject gains +4 to Cha for 20 minutes.</div> </div>	21	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fox's Cunning</div> </div> <div> <div>Effect:</div> <div>Subject gains +4 Int for 20 minutes.</div> </div>	21	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lively Step</div> </div> <div> <div>Effect:</div> <div>You and your allies gain +10 increase to speed and can hustle for an extra hour per day per level.</div> </div>	21	Will negates; See text	1 standard action	See text	0 ft.	V, S, F	Yes	Transmutation	PGtF: PGtF
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Resist Energy</div> </div> <div> <div>Effect:</div> <div>Ignores first 30 points of damage/attack from specified energy type.</div> </div>	21	Fortitude negates (harmless)	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> <div> <div>Effect:</div> <div>3 rays, ranged touch attack deals 4d6 fire damage.</div> </div>	None		1 standard action	Instantaneous	Close (75 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster II</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>	None		1 round	20 rounds [D]	Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Undead II</div> </div> <div> <div>Effect:</div> <div>Summon Undead to fight for you</div> </div>	None		1 full round	1 round/level	Close (75 ft.)	V, S, F	No	Conjuration (Summoning) [Evil]	PGtF: PGtF

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Analyze Portal</div> </div> <div> <div>Effect:</div> <div>Detects magic portals.</div> </div>	22	See text	1 minute	Concentration, up to 1 round/level	60 ft.	V, S, M/DF	No	Divination	FRCS: FRCS
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fly</div> </div> <div> <div>Effect:</div> <div>Subject flies at speed of 60 ft.</div> </div>	22	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	RSRD: SpellsF-G.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Gaseous Form</div> </div> <div> <div>Effect:</div> <div>Subject becomes insubstantial and can fly slowly.</div> </div>	None		1 standard action	40 minutes [D]	Touch	S, M/DF	No	Transmutation	RSRD: SpellsF-G.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Gate Seal</div> </div> <div> <div>Effect:</div> <div>Permanently seals a Gate or Portal.</div> </div>	None		1 standard action	Permanent	Close (75 ft.)	V, S, M	No	Abjuration	FRCS: FRCS
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Haste</div> </div> <div> <div>Effect:</div> <div>20 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.</div> </div>	22	Fortitude negates (harmless)	1 standard action	20 rounds	Close (75 ft.)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lightning Bolt</div> </div> <div> <div>Effect:</div> <div>Electricity deals 10d6 damage.</div> </div>	23	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Circle against Evil</div> </div> <div> <div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 200 minutes.</div> </div>	22	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Phantom Steed</div> </div> <div> <div>Effect:</div> <div>Magic horse appears for 20 hours.</div> </div>	None		10 minutes	20 hours [D]	0 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsP-R.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster III</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>	None		1 round	20 rounds [D]	Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Undead III</div> </div> <div> <div>Effect:</div> <div>Summon Undead to fight for you</div> </div>	None		1 full round	1 round/level	Close (75 ft.)	V, S, F	No	Conjuration (Summoning) [Evil]	PGtF: PGtF
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tongues</div> </div> <div> <div>Effect:</div> <div>Speak any language.</div> </div>	22	Will negates (harmless)	1 standard action	200 minutes	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Scrying</div> </div> <div> <div>Effect:</div> <div>Alerts you of magical eavesdropping.</div> </div>	None		1 standard action	24 hours	40 ft.	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enervation</div> </div> <div> <div>Effect:</div> <div>Subject gains 1d4 negative levels.</div> </div>	None		1 standard action	Instantaneous	Close (75 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf

* =Domain/Speciality Spell

Wizard Spells

☐☐☐☐☐ Fear	23	Will partial	1 standard 20 rounds or 1 round; see text action	30 ft.	V, S, M	Yes	Necromancy [Fear, RSRD: SpellsF-G.rtf Mind-Affecting]	Caster Level: 20
<i>Effect:</i> Subjects within cone flee for 20 rounds.				<i>Target:</i> Cone-shaped burst				
☐☐☐☐☐ Globe of Invulnerability (Lesser)	None		1 standard 20 rounds [D] action	10 ft.	V, S, M	No	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Stops 1st- through 3rd-level spell effects.				<i>Target:</i> 10-ft.-radius spherical emanation, centered on you			Caster Level: 20	
☐☐☐☐☐ Ice Storm	None		1 standard 1 full round action	Long (1200 ft.)	V, S, M/DF	Yes	Evocation [Cold]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20			Caster Level: 20	
☐☐☐☐☐ Invisibility, Greater	23	Will negates (harmless)	1 standard 20 rounds [D] action	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	RSRD: SpellsH-L.rtf
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.				<i>Target:</i> You or creature touched			Caster Level: 20	
☐☐☐☐☐ Mnemonic Enhancer	None		10 minutes Instantaneous	Personal	V, S, M, F	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Wizard only. Prepares extra spells or retains one just cast.				<i>Target:</i> You			Caster Level: 20	
☐☐☐☐☐ Phantasmal Killer	23	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard Instantaneous action	Medium (300 ft.)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage.				<i>Target:</i> One living creature			Caster Level: 20	
☐☐☐☐☐ Polymorph	None		1 standard 20 minutes [D] action	Touch	V, S, M	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Gives one willing subject a new form.				<i>Target:</i> Willing living creature touched			Caster Level: 20	
☐☐☐☐☐ Summon Monster IV	None		1 round 20 rounds [D]	Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<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			Caster Level: 20	
☐☐☐☐☐ Summon Undead IV	None		1 full round 1 round/level	Close (75 ft.)	V, S, F	No	Conjuration (Summoning) [Evil]	PGtF: PGtF
<i>Effect:</i> Summon Undead to fight for you				<i>Target:</i> One or more summoned creature, no two of wich can be more than 30-ft apart			Caster Level: 20	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Break Enchantment	24	See text	1 minute	Instantaneous	Close (75 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					<i>Target:</i> Up to 20 creatures, all within 30 ft. of each other			Caster Level: 20	
☐☐☐☐☐ Hold Monster	24	Will negates; see text	1 standard 20 rounds [D]; see text action		Medium (300 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> As hold person, but any creature.					<i>Target:</i> One living creature			Caster Level: 20	
☐☐☐☐☐ Mage's Private Sanctum	None		10 minutes 24 hours [D]		Close (75 ft.)	V, S, M	No	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Prevents anyone from viewing or scrying an area for 24 hours.					<i>Target:</i> 600 ft. cube [S]			Caster Level: 20	
☐☐☐☐☐ Magic Jar	24	Will negates; see text	1 standard 20 hours or until you return to your body action		Medium (300 ft.)	V, S, F	Yes	Necromancy	RSRD: SpellsM-O.rtf
<i>Effect:</i> Enables possession of another creature.					<i>Target:</i> One creature			Caster Level: 20	
☐☐☐☐☐ Major Creation	None		10 minutes See text		Close (75 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<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			Caster Level: 20	
☐☐☐☐☐ Permanency	None		2 rounds Permanent; see text		See text	V, S, XP	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Makes certain spells permanent.					<i>Target:</i> See text			Caster Level: 20	
☐☐☐☐☐ Secret Chest	None		10 minutes Sixty days or until discharged		See text	V, S, F	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.					<i>Target:</i> One chest and up to 20 cu. ft. of goods			Caster Level: 20	
☐☐☐☐☐ Summon Monster V	None		1 round 20 rounds [D]		Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<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			Caster Level: 20	
☐☐☐☐☐ Summon Undead V	None		1 full round 1 round/level		Close (75 ft.)	V, S, F	No	Conjuration (Summoning) [Evil]	PGtF: PGtF
<i>Effect:</i> Summon Undead to fight for you					<i>Target:</i> One or more summoned creature, no two of wich can be more than 30-ft apart			Caster Level: 20	
☐☐☐☐☐ Symbol of Pain	24	Fortitude negates	10 minutes See text		0 ft.; see text	V, S, M	Yes	Necromancy [Evil]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune wracks nearby creatures with pain.					<i>Target:</i> One symbol			Caster Level: 20	
☐☐☐☐☐ Teleport	25	None and Will negates (object)	1 standard Instantaneous action		Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Instantly transports you as far as 2000 miles.					<i>Target:</i> You and touched objects or other touched willing creatures			Caster Level: 20	

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Analyze Dweomer	25	None or Will negates; see text	1 standard 20 rounds [D] action		Close (75 ft.)	V, S, F	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> Reveals magical aspects of subject.					<i>Target:</i> 20 objects or creatures			Caster Level: 20	
☐☐☐☐☐ Chain Lightning	26	Reflex half	1 standard Instantaneous action		Long (1200 ft.)	V, S, F	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> 20d6 damage; 20 secondary bolts each deal half damage.					<i>Target:</i> One primary target, plus 20 secondary targets [each of which must be within 30 ft. of the primary target]			Caster Level: 20	
☐☐☐☐☐ Disintegrate	25	Fortitude partial (object)	1 standard Instantaneous action		Medium (300 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Makes one creature or object vanish.					<i>Target:</i> Ray			Caster Level: 20	
☐☐☐☐☐ Dispel Magic, Greater	None		1 standard Instantaneous action		Medium (300 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 20	
☐☐☐☐☐ Globe of Invulnerability	None		1 standard 20 rounds [D] action		10 ft.	V, S, M	No	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.					<i>Target:</i> 10-ft.-radius spherical emanation, centered on you			Caster Level: 20	
☐☐☐☐☐ Legend Lore	None		See text See text		Personal	V, S, M, F	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Lets you learn tales about a person, place, or thing.					<i>Target:</i> You			Caster Level: 20	
☐☐☐☐☐ Mage's Lucubration	None		1 standard Instantaneous action		Personal	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Wizard only. Recalls spell of 5th level or lower.					<i>Target:</i> You			Caster Level: 20	

* =Domain/Speciality Spell

Wizard Spells

Summon Monster VI	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.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 20	
Symbol of Fear	25	Will negates	10 minutes See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, RSRD: SpellsS.rtf Mind-Affecting]	Caster Level: 20
Effect: Triggered rune panics nearby creatures.				Target: One symbol				
True Seeing	25	Will negates (harmless)	1 standard 20 minutes action	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
Effect: Lets you see all things as they really are.				Target: Creature touched			Caster Level: 20	
Undeath to Death	25	Will negates	1 standard Instantaneous action	Medium (300 ft.)	V, S, M/DF	Yes	Necromancy [Death]	RSRD: SpellsT-Z.rtf
Effect: Destroys 20d4 HD of undead.				Target: Several undead creatures within a 40-ft.-radius burst			Caster Level: 20	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Arcane Sight, Greater	None		1 standard	20 minutes [D] action	Personal	V, S	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> As arcane sight, but also reveals magic effects on creatures and objects.				<i>Target:</i> You					<i>Caster Level:</i> 20
□□□□□ Delayed Blast Fireball	27	Reflex half	1 standard	5 rounds or less; see text action	Long (1200 ft.)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Deals 20d6 fire damage; you can postpone blast for 5 rounds.				<i>Target:</i> 20-ft.-radius spread					<i>Caster Level:</i> 20
□□□□□ Finger of Death	26	Fortitude partial	1 standard	Instantaneous action	Close (75 ft.)	V, S	Yes	Necromancy [Death]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Kills one subject.				<i>Target:</i> One living creature					<i>Caster Level:</i> 20
□□□□□ Invisibility, Mass	26	Will negates (harmless) or Will negates (harmless, object)	1 standard	20 minutes [D] action	Long (1200 ft.)	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	RSRD: SpellsH-L.rtf
<i>Effect:</i> As invisibility, but affects all in range.				<i>Target:</i> Any number of creatures, no two of which can be more than 180 ft. apart					<i>Caster Level:</i> 20
□□□□□ Limited Wish	26	None; see text	1 standard	See text action	See text	V, S, XP	Yes	Universal	RSRD: SpellsH-L.rtf
<i>Effect:</i> Alters reality-within spell limits.				<i>Target:</i> See text					<i>Caster Level:</i> 20
□□□□□ Mage's Sword	None		1 standard	20 rounds [D] action	Close (75 ft.)	V, S, F	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Floating magic blade strikes opponents.				<i>Target:</i> One sword					<i>Caster Level:</i> 20
□□□□□ Scrying, Greater	26	Will negates	1 standard	20 hours action	See text	V, S	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor					<i>Caster Level:</i> 20
□□□□□ Spell Turning	None		1 standard	Until expended or 200 minutes action	Personal	V, S, M/DF	No	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Reflect 1d4+6 spell levels back at caster.				<i>Target:</i> You					<i>Caster Level:</i> 20
□□□□□ Summon Monster VII	None		1 round	20 rounds [D]	Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<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					<i>Caster Level:</i> 20
□□□□□ Teleport, Greater	27	None and Will negates (object)	1 standard	Instantaneous action	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> As teleport, but no range limit and no off-target arrival.				<i>Target:</i> You and touched objects or other touched willing creatures					<i>Caster Level:</i> 20
□□□□□ Teleport Object	27	Will negates (object)	1 standard	Instantaneous action	Touch	V	Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> As teleport, but affects a touched object.				<i>Target:</i> One touched object of up to 1000 lbs and 60cu. ft.					<i>Caster Level:</i> 20

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bestow Curse, Greater	27	Will negates	1 standard	Permanent action	Touch	V, S	Yes	Transmutation	CD: CD
<i>Effect:</i> As Bestow Curse, but more severe penalty				<i>Target:</i> Creature touched					<i>Caster Level:</i> 20
□□□□□ Discern Location	None		10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals exact location of creature or object.				<i>Target:</i> One creature or object					<i>Caster Level:</i> 20
□□□□□ Flensing	28	Fort partial	1 standard	Up to 4 rounds; see text action	Close (75 ft.)	V, S, M	Yes	Evocation	FRCS: FRCS
<i>Effect:</i> Trauma deals 2d6 damage plus 1d6 CHA and CON damage.				<i>Target:</i> One corporeal creature					<i>Caster Level:</i> 20
□□□□□ Horrid Wilting	27	Fortitude half	1 standard	Instantaneous action	Long (1200 ft.)	V, S, M/DF	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 20d6 damage within 30 ft.				<i>Target:</i> Living creatures, no two of which can be more than 60 ft. apart					<i>Caster Level:</i> 20
□□□□□ Incendiary Cloud	28	Reflex half; see text	1 standard	20 rounds action	Medium (300 ft.)	V, S	No	Conjuration (Creation) [Fire]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Cloud deals 4d6 fire damage/round.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high					<i>Caster Level:</i> 20
□□□□□ Maze	None		1 standard	See text action	Close (75 ft.)	V, S	Yes	Conjuration (Teleportation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Traps subject in extradimensional maze.				<i>Target:</i> One creature					<i>Caster Level:</i> 20
□□□□□ Polar Ray	None		1 standard	Instantaneous action	Close (75 ft.)	V, S, F	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ranged touch attack deals 20d6 cold damage.				<i>Target:</i> Ray					<i>Caster Level:</i> 20
□□□□□ Polymorph Any Object	27	Fortitude negates (object); see text	1 standard	See text action	Close (75 ft.)	V, S, M/DF	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Changes any subject into anything else.				<i>Target:</i> One creature, or one nonmagical object of up to 2000 cu. ft.					<i>Caster Level:</i> 20
□□□□□ Summon Monster VIII	None		1 round	20 rounds [D]	Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<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					<i>Caster Level:</i> 20
□□□□□ Telekinetic Sphere	28	Reflex negates (object)	1 standard	20 minutes [D] action	Close (75 ft.)	V, S, M	Yes (object)	Evocation [Force]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> As resilient sphere, but you move sphere telekinetically.				<i>Target:</i> 20 ft. diameter sphere, centered around creatures or objects					<i>Caster Level:</i> 20
□□□□□ Trap the Soul	28	See text	1 standard	Permanent; see text action or see text	Close (75 ft.)	V, S, M (F); see text	Yes; see text	Conjuration (Summoning)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Imprisons subject within gem.				<i>Target:</i> One creature					<i>Caster Level:</i> 20

* =Domain/Specialty Spell

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

* =Domain/Specialty Spell

Magic Item Spell-like Abilities

- ☐ Daylight (DC:)
- ☐ See Invisibility (DC:)