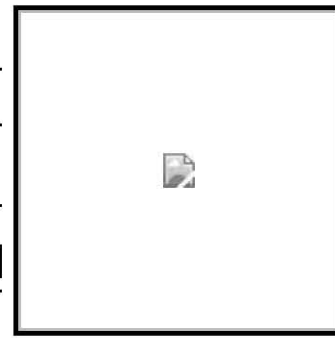


Proconsul Gadaric Main

NPC of Andru's Court

Wiz17		Human		Chaotic Neutral			
CLASS		RACE		ALIGNMENT		DEITY	
17	Medium	24	Male	6' 0"	170 lbs.	Blue	Grey
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR
136000	153000	17000					
Current XP	XP for Next Level	XP Remaining	In Game XP Gained				



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES								
STR	11	+0			HP POINTS 129	17d4		SPEED MOVE 30								
DEX	15	+2			AC ARMOR 21	19 16 = 10	0 0 2 0	0 9								
CON	20	+5														
INT	22	+6			FORTITUDE CON 16	5 5 6 0										
WIS	12	+1			REFLEX DEX 13	5 2 6 0										
CHA	10	+0			WILL WIS 17	10 1 6 0										

BASE ATTACK	+8/3	
INITIATIVE MODIFIER	2 = 2 + 0	
TOTAL	DEX MOD	MSC

GRAPPLE ATTACK BONUS	+8	= 8 + 0 + 0 + 0 +
MELEE ATTACK BONUS	+8/3	= 8 + 0 + 0 + 0 +
RANGED ATTACK BONUS	+10/5	= 8 + 2 + 0 + 0 +
TOTAL		BASE ATTACK ABILITY MODIFIER SIZE MODIFIER MISC MODIFIER TEMP MODIFIER

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
✎ ₂ +2 Quarterstaff (M/B)	10/5	1d6+2	x2	4
✎ ₂ +2 Quarterstaff (M/B)	6/1;2	1d6+2/1d6+2	x2	4
✎ — Main hand (Primary)	◆ — Off hand (Secondary)	✎ ₂ — Two-handed		

SKILLS	MAX RANKS 20/10
NAME (KEY ABILITY)	TOT RNK ABL MSC
♦Appraise (Int)	6 = + 6
♦Balance (Dex)*	7 = 5 + 2
♦Bluff (Cha)	5 = 5 + 0
♦Climb (Str)*	0 = + 0
♦Computer Use (Int)	6 = + 6
♦Concentration (Con)	24 = 19 + 5
♦Control Shape (Wis)	1 = + 1
♦Craft-Alchemy (Int)	14 = 10 + 6 - 2
♦Diplomacy (Cha)	11 = 5 + 0 + 6
♦Disguise (Cha)	0 = + 0
♦Drive (Dex)	2 = + 2
♦Escape Artist (Dex)*	2 = + 2
♦Forgery (Int)	6 = + 6
♦Gather Information (Cha)	0 = + 0
♦Heal (Wis)	1 = + 1
♦Hide (Dex)*	2 = + 2
♦Intimidate (Cha)	2 = + 0 + 2
♦Jump (Str)*	0 = + 0
Knowledge-Arcana (Int)	25 = 19 + 6
Knowledge-Nobility and Royalty (Int)	15 = 9 + 6
Knowledge-Space (Int)	15 = 9 + 6
♦Listen (Wis)	1 = + 1
♦Literacy ()	0 = + 0
♦Move Silently (Dex)*	2 = + 2
♦Perform-Act (Cha)	0 = + 0
♦Perform-Comedy (Cha)	0 = + 0
♦Perform-Dance (Cha)	0 = + 0
♦Perform-Keyboard Instruments (Cha)	0 = + 0
♦Perform-Oratory (Cha)	0 = + 0
♦Perform-Percussion (Cha)	0 = + 0
♦Perform-Sexual Techniques (Cha)	0 = + 0
♦Perform-Sexual Techniques (Cha)	0 = + 0
♦Perform-Sing (Cha)	0 = + 0
♦Perform-Storytelling (Cha)	0 = + 0
♦Perform-String Instruments (Cha)	0 = + 0
♦Perform-Weapon Drill (Cha)	0 = + 0
♦Perform-Wind Instruments (Cha)	0 = + 0
♦Pilot-helm (Dex)	2 = + 2
Profession-Scribe (Wis)	10 = 9 + 1
♦Ride (Dex)	2 = + 2
♦Search (Int)	6 = + 6
♦Sense Motive (Wis)	6 = 5 + 1
♦Spellcraft (Int)	30 = 19 + 6 + 5
♦Spot (Wis)	5 = 4 + 1
♦Survival (Wis)	6 = 5 + 1
♦Swim (Str)*	0 = + 0
♦Use Rope (Dex)	2 = + 2

◆ can be used untrained * armor check penalty ** -1 per 5 lbs gear

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
☒ Coin: gp (27800)	27,800	s 1	(556)				
○ Ring of Protection +2	8,000	s 1	(-)				
⚡ Staff of Power (Charges: 50)	200,000	s 1	(-)				
⚔ +2 Quarterstaff	8,600	s 1	(4)				
* Amulet of Health +4	16,000	s 1	(-)				
* Boots of Speed	12,000	s 1	(1)				
* Robe of the Archmagi	75,000	s 1	(1)				

CARRIED WEIGHT	1-38	39-76	77-115	115	230	575	◆ Armor	◇ Gem Art	☒ Goods	⚗ Potlon	○ Ring	⚓ Rod
0.0 lbs	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG	☞ Scroll	◆ Shield	⚡ Staff	🪄 Wand	⚔ Weapon	* Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	-	-	-	-	-	-

- Brew Potion** — You can create potions, which carry spells within themselves. (PH89).
- Combat Casting** — You get a +4 bonus to Concentration checks made to cast a spell while on the defensive (PH92).
- Enlarge Spell** — Doubles spell range and adds to area of effect. Prepare spell as if it were one level higher (PH94).
- Maximize Spell** — All variable, numeric effects of spell are maximized. Prepare spell as if three levels higher (PH97).
- Scribe Scroll** — You can create scrolls, from which you can cast the scribed spells. (PH99).
- Skill Focus: Spellcraft** — +3 bonus on all skill checks with a specific skill. (PH100)
- Spell Focus: Evocation** — Choose a school of magic. All spells from that school gain a +1 bonus to Difficulty Class (DC) (PH100).
- Spell Mastery (6)** — Choose a number of spells equal to your Int mod. You can prepare these without a spellbook (PH100).
- Spelljamming** — You are skilled at the magical art of spelljamming
- Zero-Gravity Combat** — You are skilled at fighting outside gravity and do not suffer the usual penalties.

PROTECTIVE ITEMS	BONUSES PROVIDED	LBS
Boots of Speed These boots allow the wearer to be hasted, as the spell (DMG250).		1
Amulet of Health +4 This item grants a +4 enhancement bonus to Con (DMG246).	Enhancement +4	-
Robe of the Archmagi This robe grants a +5 armor bonus to AC, SR18, +4 resistance bonus to saves, and +2 enhancement bonus on caster level checks to overcome SR (DMG265).	Armor +5 Resistance +4 Resistance +4 Resistance +4	1
Ring of Protection +2 The wearer receives a +2 deflection bonus to AC (DMG232).	Deflection +2	-

CLASS FEATURES

WIZARD
 Bonus Feat (3) – Proficiency: Wizard Weapons – Scribe Scroll – Spellbooks – Spells – Summon Familiar

LANGUAGES

Common, Draconic, Dwarven, Elven, Goblin

COINS

	NEW COINS GAINED IN PLAY
	0 cp
	0 sp
	27,800 gp
	0 pp
	0 np
	0 ep
	0 cop
	0 mp
	0 CTB
	0 NTB
	0 STB
	0 ETB
	0 GTB
	0 COTB
	0 PTB
	0 Cr.
	0 bp
	0 ip
	0 stl
	0 tp
	0 ap
	0 BTB
	0 ITB
	0 StTB
	0 TTb
	0 ATB
	Total gp equivalent (approximate)
	27,800 gp

ANIMAL (SIZE/RACE)	STR	DEX	CON	INT	WIS	CHR	FOR	REF	WIL	INIT
Beholderkin, Eyeball (T/Eyeball)	6	16	9	14	10	10	+4	+8	+10	+3
SPEEDS	AC-BASE	AC-FLAT	AC-TCH	HIT	DIE	HP				
5; Fly 40 (Good)	35	32	15	17d8	64					
ATTACK	ATTACK BONUS		DAMAGE		CRIT					
Bite	+8		1d3-2		20/x2					

- Special Attacks:** Eye Rays (Su)
- Special Qualities:** Immunity: Charm (Ex), Immunity: Mind-Affecting Attacks (Ex), Flight (Ex), All-Around Vision (Ex), Darkvision (Ex): 60 ft.
- Features:** Empathic Link, Share Spells, Improved Evasion, Alertness, Deliver Touch Spells, Speak with Master, Speak with Animals of its Type, Spell Resistance, Scry on Familiar
- Feats:** Alertness
- Skills:** Sense Motive +6, Bluff +5, Survival +6, Diplomacy +11, Spot +6, Search +10, Hide +15, Listen +2, Craft () +14, Balance +7, Concentration +24

WIZARD SPELLS

Specialized: Evocation

Prohibited: Conjunction, Enchantment

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	0	9	4	4	4	4	4	4	4	2
Per Day:	4+1	6+1	6+1	5+1	5+1	5+1	5+1	3+1	2+1	1+1

0 LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
1	Arcane Mark School of Universal / Visibly or invisibly inscribes your personal rune or mark, consisting of no more than 6 symbols, on any surface (PH201)	V,S	16	No	1 Action	0 ft.	Permanent	None
	Dancing Lights School of Evocation / Create up to four lights that resemble torches or glowing spheres of light, or one faintly glowing humanoid shape (PH216)	V,S	18	No	1 Action	100 ft.+10 ft./level	1 minute (D)	None
	Depilatory School of Transmutation / This spell enables you to selectively shave hair and prevent its regrowth for 24 hours.	V,S	16	Harmless	1 Action	Touch	Instantaneous and up to 1 day; see text	Will Negates (Harmless)
	Detect Ghost School of Divination / Reveals ghosts within 60 ft. (GW51)	V,S	16	No	1 Action	60 ft.	Concentration, up to 1 minute/level	None
1	Detect Magic School of Divination / Detects spells and magic items within 60 ft. (PH219)	V,S	16	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None
	Detect Poison School of Divination / You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)	V,S	16	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	Disrupt Ectoplasm School of Necromancy / Deals 1d6 damage to ectoplasm. (GW52)	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half
	Disrupt Undead School of Necromancy / You direct a ray of positive energy and if the ray hits an undead creature, it deals 1d6 points of damage to it (PH223)	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	Electric Jolt School of Evocation / Ranged touch attack deals 1d3 electricity damage. (MagFR91)	V,S	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
+1	Flare School of Evocation / Creates a burst of light, that can dazzle one creature for 1 minute unless it makes a successful Fortitude save (PH232)	V	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Fort Negates
	Ghost Sound School of Illusion / Allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place (PH235)	V,S,M	16	No	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)	Will Disbelief (if interacted with)
	Grope School of Transmutation / Variation of Mage Hand, lets you 'feel' a creature from a distance as if you were actually touching it (BoEF106)	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	Concentration	Fort Negates (Harmless)
	Horizikau's Cough School of Evocation / Target takes 1 point of sonic damage and is deafened 1 round. (MagFR101)	V,S	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Partial
	Launch Bolt School of Transmutation / Launches a crossbow bolt up to medium range (MagFR105)	V,S	16	No	1 Action	100 ft.+10 ft./level	Instantaneous	None
1	Light School of Evocation / Object shines like a torch (PH248).	V,M/DF	18	No	1 Action	Touch	10 minutes/level (D)	None
1	Mage Hand School of Transmutation / 5-pound telekinesis (PH249).	V,S	16	No	1 Action	25 ft.+5 ft./2 levels	Concentration	None
	Mending School of Transmutation / Makes minor repairs on an object (PH253).	V,S	16	Yes (Harmless, Object)	1 Action	10 ft.	Instantaneous	Will Negates (Harmless, Object)
	Message School of Transmutation / Whispered conversation at distance (PH253).	V,S,F	16	No	1 Action	100 ft.+10 ft./level	10 minutes/level	None
	No Light School of Transmutation / The caster creates an area of darkness. (BoVD100)	V,S	16	No	1 Action	25 ft.+5 ft./2 levels	1 minute/level	None
	Open/Close School of Transmutation / Opens or closes small or light things (PH258).	V,S,F	16	Yes (object)	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Negates (Object)
	Preserve Ectoplasm School of Transmutation / Prevents ectoplasm from fading away. (GW56)	V,S,M	16	Yes	1 Action	10 ft.	Instantaneous	Will Negates
	Preserve Organ School of Necromancy / The caster preserves a single severed organ from a living creature so that it does not decay or rot. (BoVD101)	V,S,DF	16	Yes	10 Minutes	Touch	24 hours	Fort Negates
	Prestidigitation School of Universal / Performs minor tricks (PH264).	V,S	16	No	1 Action	10 ft.	1 Hour	Special; See Text
	Ray of Frost School of Evocation / Ray deals 1d3 cold damage (PH269).	V,S	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	Read Magic School of Divination / Read scrolls and spellbooks (PH269).	V,S,F	16	-	1 Action	Personal	10 minutes/level	None
	Repair Minor Damage School of Transmutation / Repairs 1 point of damage to any construct. (CA120)	V,S	16	No	1 Action	Touch	Instantaneous	None
	Resistance School of Abjuration / Subject gains +1 on saving throws (PH272).	V,S,M/DF	16	Harmless	1 Action	Touch	1 minute	Will Negates (Harmless)
	Silent Portal School of Illusion / Negates sound from door or window. (MagFR117)	S	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 hour/level	Will Negates
	Slash Tongue School of Transmutation / The subject's tongue gets a thin cut causing damage and roll penalty's. (BoVD103)	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Fort Negates
	Stick School of Transmutation / Stick affixes one object to a heavier object (Udrrk 61)	V,S,M	16	Spec	1 Action	Touch	Instantaneous	Will Negates
	Touch of Fatigue School of Necromancy / You channel negative energy through your touch, fatiguing your target (PH294)	V,S,M	16	Yes	1 Action	Touch	1 round/level	Fort Negates
	Unnerving Gaze School of Illusion / The caster makes his face resemble one of the opponent's departed loved ones or bitter enemies. (BoVD108)	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates

1st LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
1	Burning Hands School of Evocation / A cone of flame shoots from your fingertips; creatures in the area take 1d4 fire damage/caster level (max 5d4) (PG207)	V,S	19	Yes	1 Action	15 ft.	Instantaneous	Reflex Half
	Color Spray School of Illusion / A vivid cone of colors springs forth, causing creatures to become stunned, blinded, or knocking them unconscious (PH210)	V,S,M	17	Yes	1 Action	15 ft.	Instantaneous; See Text	Will Negates
1	Comprehend Languages School of Divination / You can understand the spoken words of creatures or read otherwise incomprehensible written messages (PH212)	V,S,M/DF	17	-	1 Action	Personal	10 minutes/level	None
	Forcewave School of Evocation / Deals 1d4+1 damage plus bull rush. (MagFR95)	V,S,F	19	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	Fort Partial
	Ice Dagger School of Evocation / Grenadelike Weapon deals target 1d4 cold damage per caster level, plus area damage. (MagFR101)	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half
2+1	Magical Missile School of Evocation / 1d4+1 damage; +1 missile/two levels above 1st (max +5) (PH251).	V,S	19	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
	Shield School of Abjuration / Invisible disc gives cover, blocks magic missiles (PH278).	V,S	17	-	1 Action	Personal	1 minute/level (D)	None
1	Shocking Grasp School of Evocation / Touch delivers 1d6/level electricity (Max 5d6) (PH279).	V,S	19	Yes	1 Action	Touch	Instantaneous	None
1	Tenser's Floating Disk School of Evocation / 3-ft. diameter horizontal disc that holds 100 lb. /level (PH294).	V,S,M	19	No	1 Action	25 ft.+5 ft./2 levels	1 hour/level	None

2nd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
2	Detect Thoughts School of Divination / <i>You detect surface thoughts (PH220)</i>	V,S,F/DF	18	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	Will Negates
2	Knock School of Transmutation / <i>Opens locked or magically sealed door (PH246)</i> .	V	18	No	1 Action	100 ft.+10 ft./level	Instantaneous	None
2	Mirror Image School of Illusion / <i>Creates decoy duplicates of you (1d4 +1/three levels, max 8) (PH254)</i> .	V,S	18	-	1 Action	Personal; See Text	1 minute/level (D)	Special; See Text

3rd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
1	Clairaudience/Clairvoyance School of Divination / <i>Creates an invisible magical sensor at a location that enables you to hear or see almost as if you were there (PH209)</i>	V,S,F/DF	19	No	10 Minutes	400 ft.+40 ft./level	1 minute/level (D)	None
1	Dispel Magic School of Abjuration / <i>Dispel magic can end ongoing spells, suppress the abilities of an item, or to counter another spellcasters spell (PH223)</i>	V,S	19	No	1 Action	100 ft.+10 ft./level	Instantaneous	None
1+1	Fireball School of Evocation / <i>An explosion of flame detonates with a low roar and deals 1d6 fire damage/level (max 10d6) (PH231)</i>	V,S,M	21	Yes	1 Action	400 ft.+40 ft./level	Instantaneous	Reflex Half
1	Lightning Bolt School of Evocation / <i>Electricity deals 1d6 damage/level (Max 10d6) (PH248)</i> .	V,S,M	21	Yes	1 Action	120 ft.	Instantaneous	Reflex Half
1	Vampiric Touch School of Necromancy / <i>Touch deals 1d6/two caster levels (Max 10d6); caster gains damage as hp (PH298)</i> .	V,S	19	Yes	1 Action	Touch	Special; See Text	None

4th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
1	Globe of Invulnerability, Lesser School of Abjuration / <i>An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower (PH236)</i>	V,S,M	20	No	1 Action	10 ft.	1 round/level (D)	None
1	Ice Storm School of Evocation / <i>Hall deals 3d6 Bludgeoning damage plus 2d6 Cold damage. (PH243)</i> .	V,S,M/DF	22	Yes	1 Round	400 ft.+40 ft./level	1 round	None
1	Invisibility, Greater School of Illusion / <i>The spell functions like invisibility, except that it doesn't end if he subject attacks (PH245)</i> .	V,S	20	Harmless	1 Action	Personal or touch	1 round/level (D)	Will Negates (Harmless)
1+1	Shout School of Evocation / <i>Deafens all within cone and deals 2d6 damage (PH279)</i> .	V	22	Yes (object)	1 Action	30 ft.	Instantaneous	Special; See Text
1	Wall of Fire School of Evocation / <i>Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft (PH298)</i> .	V,S,M/DF	22	Yes	1 Action	100 ft.+10 ft./level	Concentration +1 round/level	None

5th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
1	Cone of Cold School of Evocation / <i>Creates an area of extreme cold that drains heat, dealing 1d6 cold damage/caster level (max 15d6) (PH212)</i>	V,S,M/DF	23	Yes	1 Action	60 ft.	Instantaneous	Reflex Half
1	Passwall School of Transmutation / <i>Breaches walls 1 ft. thick/level (PH259)</i> .	V,S,M	21	No	1 Action	Touch	1 hour/level (D)	None
1	Seeming School of Illusion / <i>Changes appearance of one person/two levels (PH275)</i> .	V,S	21	Spec	1 Action	25 ft.+5 ft./2 levels	Special; See Text	Special; See Text
1	Telekinesis School of Transmutation / <i>Lifts or moves 25 lb. /level at long range.(PH292)</i> .	V,S	21	Spec	1 Action	400 ft.+40 ft./level	Special; See Text	Special; See Text
1+1	Wall of Force School of Evocation / <i>Wall is immune to damage (PH298)</i> .	V,S,M	23	No	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)	None

6th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
1	Acid Storm School of Evocation / <i>1d6 acid damage/level, 20-ft. radius (MagFR76)</i>	V,S,M	24	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	Reflex Half
1+1	Chain Lightning School of Evocation / <i>Lightning deals 1d6 electricity damage/caster level (max 20d6) to the main target, half as much to secondary targets (PH</i>	V,S,F	24	Yes	1 Action	400 ft.+40 ft./level	Instantaneous	Reflex Half
2	Otiluke's Freezing Sphere School of Evocation / <i>Freezes water or deals cold damage (PH258)</i> .	V,S,F	24	Yes	1 Action	400 ft.+40 ft./level	Instantaneous or 1 round/level; See Text	Special; See Text
1	True Seeing School of Divination / <i>See all things as they really are (PH296)</i> .	V,S,M	22	Harmless	1 Action	Touch	1 minute/level	Will Negates (Harmless)

7th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
1	Bigby's Grasping Hand School of Evocation / <i>As Bigby's interposing hand, except the hand can also grapple or bull rush one opponent that you select (PH204)</i>	V,S,F/DF	25	Yes	1 Action	100 ft.+10 ft./level	1 round/level	None
+1	Delayed Blast Fireball School of Evocation / <i>As fireball, except that it can detonate up to 5 rounds after the spell is cast. Deals 1d6 fire damage/level (max 20d6)</i>	V,S,M	25	Yes	1 Action	400 ft.+40 ft./level	5 rounds or less; See Text	Reflex Half; See Text
1	Limited Wish School of Universal / <i>Alters reality -- within spell limits (PH248)</i> .	V,S,XP	23	Yes	1 Action	Special; See Text	Special; See Text	None; See Text
1	Mordenkainen's Sword School of Evocation / <i>Floating magic blade strikes opponents. (PH256)</i> .	V,S,F	25	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)	None

8th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
+1	Bigby's Clenched Fist School of Evocation / <i>As Bigby's interposing hand, except that the hand can interpose itself, push, or strike one opponent (PH203)</i>	V,S,F/DF	26	Yes	1 Action	100 ft.+10 ft./level	1 round/level (D)	None
1	Mind Blank School of Abjuration / <i>Subject is immune to mental/emotional magic and scrying (PH253)</i> .	V,S	24	Harmless	1 Action	25 ft.+5 ft./2 levels	24 hours	Will Negates (Harmless)
1	Polymorph Any Object School of Transmutation / <i>Changes any subject into anything else (PH263)</i> .	V,S,M/DF	24	Yes (object)	1 Action	25 ft.+5 ft./2 levels	Special; See Text	Fort Negates; See Text
	Shout, Greater School of Evocation / <i>Deafens all within cone and deals 10d6 damage (PH279)</i> .	V,S,F	26	Yes (object)	1 Action	60 ft.	Instantaneous	Special; See Text

9th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
+1	Meteor Swarm School of Evocation / <i>If struck by a sphere; 2d6 Bludgeoning damage, Sphere explodes doing 6d6 Fire Damage. (PH253)</i>	V,S	27	Yes	1 Action	400 ft.+40 ft./level	Instantaneous	None or Reflex Half; See Text
1	Time Stop School of Transmutation / <i>You act freely for 1d4+1 rounds (PH294)</i> .	V	25	-	1 Action	Personal	Special; See Text	