

## EFFECT

Save DC: \_\_\_\_\_

[illegible]

## KN PREP. SCROLL

**SPELL NAME**

## SCH. COMP. CAST TIME

## RANGE

### DURATION

SAVE

## SR

## EFFECT

Spells:            +            =

Save DC:

	Aberrate (FIEND)	[Evil]	Tr	VS	1 act	Touch	10 min/lev	For n.	Y	Subject becomes an aberration	BVD.84
	Accelerated Movement		Tr	SM	Swift	Personal	1 round/lev (D)	-	N	Balance, Climb or Move Silently at normal spd	SpC.7
	Alarm		Ab	VSF	1 act	Close	2 hours/lev (D)	-	N	Wards an area, for 2 hours/lev	PHB.197
	Alibi	[Mind-Affecting]	Il	V	Swift	Close	Instantaneous	Will dis.	Y	Target believes he encountered you recently	EE.27
	Ancient Knowledge		Di	VSF	1 min	Personal	1 hour/lev	-	N	Gain a +5 bonus on a Knowledge check	MoE.94
	Animate Rope		Tr	VS	1 act	Medium	1 round/lev	-	N	Makes a rope move at your command	PHB.199
	Appraising Touch		Di	VS	1 act	Personal	1 hour/lev	-	N	Gain +10 bonus on Appraise checks.	SpC.15
	Arcane Sensitivity		Di	VS	1 act	Touch	Instantaneous	-	N	Discover subject's casting abilities and power	ShS.44
	Armor Lock		Tr	VS	1 act	Close	1 round/lev (D)	For n.	Y	Target's armor limits move to 10 ft	CS.95
	Arrow Mind		Di	VSM	Immed.	Personal	1 min/lev (D)	-	N	Threaten nearby squares, don't provoke AoO	SpC.15
	Babau Slime		Tr	VSM	1 act	Touch	1 min/lev	For n.	Y	Body-covering acid damages foes' weapons	SpC.22
	Backbiter		Ne	VSF	1 act	Close	1 round/lev	Will n.	Y	Weapon strikes wielder.	SpC.23
	Beckon Person (TRUENAME)	[Mind-Aff.]	En	VS	1 act	Medium	1 round (D)	Will n.	Y	Force humanoid to approach you	ToM.255
	Benign Transposition		Co	V	1 act	Medium	Instantaneous	-	N	Two willing subjects switch places.	SpC.272
	Bestow Wound		Tr	VSM	1 act	Touch	Instantaneous	For n.	Y	Transfer 1 hp/level of wounds tp another	HoH.127
	Bigby's Helpful Hand	[Force]	Ev	VSF	1 act	O ft	1 hour/lev (D)	-	N	Hand holds items for you, helps with checks	PH2.102
	Bigby's Tripping Hand	[Force]	Ev	VSM	1 act	Medium	Instantaneous	Ref n.	Y	Hand trips subject	PH2.103
	Black Bag	[Evil]	Co	VSM	1 act	Touch	24 hours	-	N	Create extradimensional bag of torture tools	BVD.86
	Blade of Blood		Ne	VS	Swift	Touch	1 round/lev	-	N	Weapon deals +1d6 dmg, +3d6 if you take dmg	PH2.103
	Blades of Fire	[Fire]	Co	V	Swift	Touch	1 round	-	N	Your melee weapons deal +1d8 fire damage	SpC.31
	Blockade		Co	VSM	Swift	O ft	3 rounds	-	N	Fill 5-ft square with a block of wood	CS.95
	Blood Wind		Ev	VS	Swift	Close	1 round	Will n.	Y	Subject uses natural weapons at range.	SpC.33
	Breath Flare (BREATH)	[Light]	Tr	S	Swift	Personal	1 round	-	N	Your breath weapon dazzles subjects.	SpC.38
	Bulwark of Reality (TRUENAME)	[Force]	Co	VS	1 act	Personal	1 min/lev (D)	-	N	Bonus to AC equal to half your level (min +5)	ToM.256
	Burning Hands	[Fire]	Ev	VS	1 act	15 ft	Instantaneous	Ref 1/2	Y	1d4 fire damage/lev (max 5d4)	PHB.207
	Burning Rage		Tr	VS	1 act	Close	1 round/lev (D)	Will n.	Y	Subject takes 4 dmg/rd, gains DR, att. bonus	PH2.105
	Buzzing Bee		Co	VSM	1 act	Medium	1 min/lev (D)	-	N	-10 on Move Silently, hinders Concentration	SpC.41
	Cause Fear	[Fear, Mind-Affecting]	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees	PHB.208
	Charm Person	[Mind-Affecting]	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend	PHB.209
	Cheat		Tr	VSF	1 act	Personal	1 min/lev	-	N	Caster rerolls for games of chance	SpC.46
	Chill Touch		Ne	VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PHB.209
	Color Spray	[Mind-Affecting]	Il	VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat.	PHB.210
	Combat Readiness		Di	V	1 act	Touch	1 min/lev	Will n.	Y	Target gains +1/3 lev on initiative checks	DrU.61
	Comprehend Languages		Di	VSM	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB.212
	Corrosive Grasp	[Acid]	Co	VS	1 act	Touch	Instantaneous	-	Y	1 touch/level deals 1d8 acid damage.	SpC.53
	Create Trap		Co	VSM	1 round	Medium	12 hours	-	N	Creates a CR 1 trap	RoDr.112
	Critical Strike		Di	V	Swift	Personal	1 round	-	N	You gain +1d6 damage, doubled threat range	SpC.56
	Cutting Hand		Tr	VS	1 act	Personal	1 round/lev (D)	-	N	Hand gains a +2 bonus and deals 1d6 dmg	SpC.57
	Darklight	[Darkness]	Ev	VS	1 act	Touch	1 min/lev	-	N	Create 5-ft area where all can see without light	BVD.91
	Darsson's Cooling Breeze	[Air]	Ev	VS	1 act	60 ft	1 hour/lev (D)	-	Y	Create light breeze that travels in 1 direction	ShS.45
	Dawn Burst	[Light]	Ev	VS	1 act	Close	1 round/lev (D)	Ref part.	Y	Illuminate creatures in 10-ft radius	CM.101
	Dead End		Il	VSM	1 act	Touch	10 min/lev (D)	Special	Y	Removes spoor of one creature/level.	SpC.59
	Death Grimace	[Evil]	Ne	S	1 act	Touch	Permanent	-	N	Leave magical 'calling card' on a corpse	BVD.91
	Death's Call	[Sonic]	Ne	V	1 act	10 ft.	Instantaneous	For part.	Y	Scream deals 1 dmg/lev, fatigues all in range	CM.101
	Deep Breath	[Air]	Co	V	Immed.	Personal	1 round/lev	-	N	Your lungs are filled with air.	SpC.61
	Deflect, Lesser	[Force]	Ab	V	Immed.	Personal	1 round	-	N	Gain bonus to AC for one attack	PH2.109
	Detect Dragonblood		Di	VS	1 act	60 ft	10 min/lev	-	N	Detect dragons and dragonblood creatures	DM.65
	Detect Dragonmark		Di	VSM	1 act	60 ft	10 min/lev(D)	-	N	Detect and identify dragonmarks within 60 ft.	MoE.95
	Detect Manifest Zone		Di	VS	1 act	120 ft	10 min/lev (D)	-	N	You sense the presence of manifest zones	FoE.150
	Detect Secret Doors		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft	PHB.220
	Detect Undead		Di	VSM	1 act	60 ft	1 min/lev (D)	-	N	Reveaks undead within 60 ft	PHB.220
	Detect Vestige		Di	VSD	1 act	60 ft	1 min/lev (D)	-	N	You can detect vestige auras	ToM.71
	Detect Weaponry		Di	VS	1 act	Close	10 min/lev (D)	-	N	Reveals weapons within 60 ft	Cts.66
	Discern Bloodline		Di	VSM	1 act	Close	1 round/lev	Will n.	Y	Know the race of one creature/lev	RoD.165
	Disguise Self		Il	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance	PHB.222
	Dispel Ward		Ab	VS	1 act	Medium	Instantaneous	-	N	As Dispel Magic, but affects only wards.	SpC.67
	Distract	[Mind-Affecting]	En	S	1 act	Medium	1 round/lev	Will n.	Y	-4 on Concentration, Listen, Search, and Spot	SpC.69
	Distract Assailant	[Mind-Affecting]	En	VSM	Swift	Close	1 round	Will n.	Y	One creature is flat-footed for 1 round.	SpC.69
	Distracting Shadows	[Darkness]	Ev	VM	1 act	Touch	24 hours(D)	-	N	-5 on Search and Spot in 20-ft-radius	MoE.95
	Dragonmark Shield (DRAGONMARK)	[Force]	Ab	V	Special	Personal	1 round	-	N	Intangible shield gives bonus to AC and Ref	DrM.150
	Drug Resistance		En	VSM	1 act	Touch	1 hour/lev	For n.	Y	Subject is immune to addiction	BVD.93
	Ebon Eyes		Tr	VM	1 act	Touch	10 min/lev	-	Y	Subject can see through magical darkness.	SpC.77
	Ectoplasmic Armor		Ab	V	1 act	Touch	1 hour/lev (D)	Will n.	N	Gain AC bonus vs. incorporeal touch attacks	SpC.77
	Endure Elements		Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB.226
	Enlarge Person		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature doubles in size	PHB.226
	Entangling Dragonmark (DRAGONMARK)		Tr	VS	1 act	Medium	1 round/lev (D)	For n.	Y	Dragonmarked creature is entangled	DrM.151
	Erase		Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB.227
	Expeditious Retreat		Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Your speed increases by 30 ft	PHB.228
	Expeditious Retreat, Swift		Tr	V	Swift	Personal	1 round	-	N	Your speed increases by 30 ft. for 1 round.	SpC.85
	Extend Shifting (SHIFTER)		Tr	V	Swift	Personal	Instantaneous	-	N	Extend duration of shifting ability by 4 rounds.	RoE.185
	Extract Drug		Co	VSF	1 min	Touch	Permanent	-	N	Creates drug from inanimate object	BVD.94
	Eyes of the Avoral		Tr	S	1 act	Touch	10 min/lev	Will n.	Y	Subject gets +8 on Spot checks	BED.99
	Familiar Pocket		Un	VSM	1 act	Touch	1 hour/lev (D)	-	N	Create extradimensional safe haven for familiar	SpC.88
	Feather Fall		Tr	V	Immed.	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB.229
	Fist of Stone	[Earth]	Tr	VSM	1 act	Personal	1 min	-	N	Gain +6 Str and natural slam attack.	SpC.94
	Float		Tr	VSM	1 act	Long	1 min/lev	For n.	Y	Subject becomes buoyant	FB.94
	Friendly Face		Il	VS	1 act	Personal	10 min/lev (D)	-	N	Gain +5 on Diplomacy and Gather Information	RoD.166
	Ghostly Reload		Tr	VSF	1 act	Touch	1 min/lev	-	N	Automatically pulls crossbow string into catch	RoDr.113
	Glaze Lock	[Cold]	Co	VS	1 act	Touch	10 min/lev	-	N	Raises Open Locks DC by 10 and hardness by 5	FB.97
	Golem Strike		Di	V	Swift	Personal	1 round	-	N	You can sneak attack constructs for 1 round.	SpC.106
	Grease		Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB.237
	Guided Shot		Di	V	Swift	Personal	1 round	-	N	You ignore ranged attack penalties	SpC.108
	Guiding Light	[Light]	Ev	VS	1 act	Long	1 min/lev (D)	-	Y	+2 on ranged attacks vs. creatures in the light	SpC.108

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# WIZARD SPELLS

KN.PREP. SCROLL

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<input type="checkbox"/>	Hail of Stone	[Earth]	Co	VSM	1 round	Medium	Instantaneous	-	N	Rain of stone deals 1d4/lev damage (max 5d4)	SpC.108
<input type="checkbox"/>	Hidden Ward		Il	VSM	10 min	Touch	24 hours	-	N	Hide magical effects on an object	MoE.96
<input type="checkbox"/>	Hoard Gullet		Tr	VS	1 act	Personal	1 hour/lev	-	N	Gain second stomach to store objects	DM.68
<input type="checkbox"/>	Hold Portal		Ab	V	1 act	Medium	1 min/lev (D)	-	N	Holds door shut	PHB.241
<input type="checkbox"/>	Horrible Taste		Tr	VSM	1 act	Touch	10 min/lev	For n.	N	Creature nauseates biting or swallowing foes	SpC.116
<input type="checkbox"/>	Hypnotism	[Mind-Affecting]	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB.242
<input type="checkbox"/>	Ice Dagger	[Cold]	Ev	VSM	1 act	Close	Instantaneous	-	Y	Deals subject 1d4/lev dmg. plus area damage	SpC.118
<input type="checkbox"/>	Identify		Di	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item	PHB.243
<input type="checkbox"/>	Incite	[Mind-Affecting]	En	VS	Swift	Close	1 min/lev	Will n.	Y	Subjects can't ready actions or delay.	SpC.121
<input type="checkbox"/>	Inhibit	[Mind-Affecting]	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject delays until next round.	SpC.123
<input type="checkbox"/>	Insightful Feint		Di	V	Swift	Personal	1 round	-	N	Gain +10 to your next Bluff check to feint	SpC.124
<input type="checkbox"/>	Instant Diversion		Il	VS	Swift	Personal	1 round	-	N	Creates illusory double of you	RoDr.113
<input type="checkbox"/>	Instant Locksmith		Di	VS	Swift	Personal	1 round	-	N	Disable Device/Open Lock are free actions, +2	SpC.124
<input type="checkbox"/>	Instant Search		Di	VS	Swift	Personal	1 round	-	N	Make Search check at +2 as free action.	SpC.124
<input type="checkbox"/>	Ironguts		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	+5 bonus on saving throws against poison	SpC.126
<input type="checkbox"/>	Jet of Steam	[Water]	Ev	VS	1 act	30 ft.	Instantaneous	Ref 1/2	Y	30-foot line of steam deals 1d4 fire dmg/lev	CM.108
<input type="checkbox"/>	Jump		Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB.246
<input type="checkbox"/>	Karmic Aura		Ab	V	Swift	20 ft.	1 round/lev	Will part.	Y	Creatures damaging you are fatigued for 3 rds	CM.108
<input type="checkbox"/>	Kelgore's Fire Bolt	[Fire]	Co/Ev	VSM	1 act	Medium	Instantaneous	Ref 1/2	Sp.	1d6 fire dmg/lev (max 5d6), partially ignore SR	PH2.116
<input type="checkbox"/>	Know Protections		Di	VS	1 act	Close	Instantaneous	Will n.	Y	Determine target's defenses	MoF.104
<input type="checkbox"/>	Lantern Light (ABSTINENCE)	[Good,Light]	Ev	S	1 act	Close	1 round/lev	-	Y	Ranged touch attacks deal 1d6 damage	BED.101
<input type="checkbox"/>	Light of Lunia	[Good, Light]	Ev	VS	1 act	Medium	10 min/lev (D)	-	Y	You radiate light, can use 2 bolts for 1d6 dmg	SpC.132
<input type="checkbox"/>	Locate City		Di	V	1 round	10 mi/lev	Instantaneous	-	N	Find nearest city	RoD.166
<input type="checkbox"/>	Locate Touchstone		Di	VS	1 act	Special	Instantaneous	-	N	Find nearest planar touchstone	PHB.100
<input type="checkbox"/>	Locate Water		Di	VSF	1 act	Long	Concentration	-	N	Reveals location, size, quality of water sources	SaSt.117
<input type="checkbox"/>	Low-Light Vision		Tr	VM	1 act	Touch	1 hour/lev	Will n.	Y	See twice as far as a human in poor illumination	SpC.134
<input type="checkbox"/>	Luminous Gaze	[Light]	Ev	VS	1 act	Personal	1 round/lev	-	N	Your eyes emit light, dazzle creatures.	SpC.135
<input type="checkbox"/>	Mage Armor	[Force]	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus	PHB.249
<input type="checkbox"/>	Mage Barr		Tr	VS	1 act	Close	1 round/lev (D)	For n.	Y	Double arcane spell failure chance for target	CS.100
<input type="checkbox"/>	Mage Hand, Greater		Tr	VS	1 act	Medium	Concentration	Will n.	Y	As Mage Hand, but 10 lbs/caster level	SpC.136
<input type="checkbox"/>	Magecraft		Di	VF	1 round	Personal	1 day	-	N	Grants +5 on one Craft check	EbCS.113
<input type="checkbox"/>	Magic Missile	[Force]	Ev	VS	1 act	Medium	Instantaneous	-	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB.251
<input type="checkbox"/>	Magic Weapon		Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB.251
<input type="checkbox"/>	Mask Aberrant Dragonmark (DRAGONMARK)		Tr	VS	1 act	Personal	1 min/lev	-	N	Reshapes aberrant dragonmark into true one	DrM.152
<input type="checkbox"/>	Master's Touch		Di	VF	Swift	Personal	1 min/lev (D)	-	N	You gain proficiency in a weapon or shield	SpC.139
<input type="checkbox"/>	Mighty Wallop		Tr	VSF	1 act	Touch	1 min/lev	-	N	+1 size category of bludgeoning weapon	RoDr.114
<input type="checkbox"/>	Mount		Co	VSM	1 round	Close	2 hours/lev	-	N	Summons riding horse for 2 hours/lev	PHB.256
<input type="checkbox"/>	Necrotic Awareness		Ne	VSF	1 act	60 ft	Up to 1 min/lev	-	N	Sense encysted subjects	LM.67
<input type="checkbox"/>	Nerveskitter		Tr	VS	Immed.	Close	1 round	-	Y	Subject gains +5 bonus on initiative checks.	SpC.146
<input type="checkbox"/>	Net of Shadows	[Darkness]	Il	VS	1 act	Close	1d6 rounds	Will n.	Y	Shadow conceals those in area	SpC.147
<input type="checkbox"/>	Nether Trail		Co	SM	1 act	Touch	10 min/lev	Will n.	N	Trail compels evil outsiders to follow	BVD.99
<input type="checkbox"/>	Nightshield		Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gain bonus on saves, absorb magic missiles	SpC.148
<input type="checkbox"/>	Nystul's Magic Aura		Il	VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura	PHB.257
<input type="checkbox"/>	Obscuring Mist		Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB.258
<input type="checkbox"/>	Orb of Acid, Lesser	[Acid]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	SpC.150
<input type="checkbox"/>	Orb of Cold, Lesser	[Cold]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	SpC.151
<input type="checkbox"/>	Orb of Electricity, Lesser	[Electricity]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	SpC.151
<input type="checkbox"/>	Orb of Fire, Lesser	[Fire]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	SpC.151
<input type="checkbox"/>	Orb of Sound, Lesser	[Sonic]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d6 +1d6/2 lev	SpC.151
<input type="checkbox"/>	Parching Touch		Ne	VS	1 act	Touch	Instantaneous	For part.	Y	One touch/lev deals 1d6 dessicc., possibly Con	SaSt.118
<input type="checkbox"/>	Path of Frost	[Cold]	Tr	VS	1 act	30 ft	1 round/lev	Ref n.	N	Frozen path slows movement and deals dmg	DM.71
<input type="checkbox"/>	Peacebond		Tr	VSF	1 act	Close	10 min/lev (D)	Will n.	Y	Weapon is impossible to draw	Cts.67
<input type="checkbox"/>	Persistent Blade	[Force]	Ev	VSF	1 act	Close	1 round/lev	-	Y	Blade of force attacks and flanks subject	SpC.154
<input type="checkbox"/>	Portal Beacon		Tr	VS	1 act	Close	1 hour/lev	-	N	Grant knowledge of a magic portal's location	SpC.161
<input type="checkbox"/>	Power Word Fatigue	[Mind-Affecting]	En	V	1 act	Close	Special	-	Y	Makes 1 creat. with 100 hp or less fatigued	RoDr.115
<input type="checkbox"/>	Power Word Pain	[Mind-Affecting]	En	V	1 act	Close	Special	-	Y	Deals 1d6 dmg/round to creat. up to 100 hp	RoDr.116
<input type="checkbox"/>	Protection from Chaos	[Lawful]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB.266
<input type="checkbox"/>	Protection from Evil	[Good]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB.266
<input type="checkbox"/>	Protection from Good	[Evil]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB.266
<input type="checkbox"/>	Protection from Law	[Chaotic]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB.266
<input type="checkbox"/>	Protection from Winged Flyers		Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	ShS.48
<input type="checkbox"/>	Quickswim		Tr	VSM	1 act	Personal	1 hour/lev (D)	-	-	Your swim speed increases by 10 ft.	SW.120
<input type="checkbox"/>	Raging Flame	[Fire]	Tr	VS	1 act	Medium	1 min	-	N	Fires burn twice as hot, half as long.	SpC.164
<input type="checkbox"/>	Ray of Clumsiness		Tr	VS	1 act	Close	1 min/lev	-	Y	Victim takes 1d6 Dex penalty +1/2 lev	SpC.166
<input type="checkbox"/>	Ray of Enfeeblement		Ne	VS	1 act	Close	1 min/lev	-	Y	Ray deals 1d6 +1/2 lev Str damage	PHB.269
<input type="checkbox"/>	Ray of Flame	[Fire]	Ev	VSF	1 act	Close	Instantaneous	Special	Y	Ray deals 1d6/2 levels fire damage, ignites	SpC.167
<input type="checkbox"/>	Reduce Person		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size	PHB.269
<input type="checkbox"/>	Remove Scent		Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Hides touched creature's scent.	SpC.173
<input type="checkbox"/>	Repair Light Damage		Co	VS	1 act	Touch	Instantaneous	-	N	Repairs 1d8 +1/lev (max +5) dmg to construct	SpC.173
<input type="checkbox"/>	Resinous Tar		Tr	VSM	1 act	Close	1 round/lev (D)	Special	N	Sticky substance slows movement and glues	CM.115
<input type="checkbox"/>	Resist Planar Alignment		Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Subject resists penalties for being on a Plane	SpC.174
<input type="checkbox"/>	Rot of Ages		Co/Ne	VS	1 act	Close	2 rounds	For part.	N	Cloud of debris sickens or nauseates a creature	DM.72
<input type="checkbox"/>	Rouse	[Mind-Affecting]	En	VS	1 act	Close	Instantaneous	-	N	Awakens creatures in area	PH2.123
<input type="checkbox"/>	Sacrificial Skill	[Evil]	En	VSM	1 act	Personal	1 min/lev	-	N	Gain +5 on Knowledge (religion) for sacrifice	BVD.103
<input type="checkbox"/>	Scatterspray		Tr	VS	1 act	Close	Instantaneous	Ref n.	N	Group of small objects flies apart in a burst.	SpC.180
<input type="checkbox"/>	Scholar's Touch		Di	VSMF	1 act	Personal	1 round/lev	-	N	Read books in seconds	RoD.167
<input type="checkbox"/>	Scramble True Position (TRUENAME)		Co	VS	1 act	Close	Instantaneous	Ref part.	Y	Teleport foe 10 ft in random direction	ToM.258
<input type="checkbox"/>	Sea Legs		Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Target creature can maneuver easily on a ship	ShS.49
<input type="checkbox"/>	Secret Weapon		Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y	Makes hidden weapon hard to detect	Cts.67
<input type="checkbox"/>	Serene Visage		Il	VS	1 act	Personal	1 min/lev	-	N	Gain bonus on Bluff equal to half your level	SpC.182
<input type="checkbox"/>	Shield	[Force]	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gives +4 AC, blocks magic missiles	PHB.278
<input type="checkbox"/>	Shieldbearer		Tr	VS	1 act	Touch	1 round/lev	-	N	Shield floats near subject to offer protection.	SpC.188
<input type="checkbox"/>	Shifter Prowess (SHIFTER)		Tr	VS	Swift	Personal	Special	-	N	Shifter racial bonuses to skills increase by +8.	RoE.190

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Shivering Touch, Lesser

[Cold]

Ne

VS

1 act

Touch

1 round/lev

-

Y

Touch deals 1d6 Dexterity damage

FB.104

Shock and Awe

[Mind-Affecting]

En

VS

Swift

Close

1 round

-

Y

Flat-footed creatures get -10 on initiative.

SpC.189

Shocking Grasp

[Electricity]

Ev

VS

1 act

Touch

Instantaneous

-

Y

Touch deals 1d6/lev electricity (max 5d6)

PHB.279

Silent Image

Il

VSF

1 act

Long

Concentration

Will dis.

N

Creates minor illusion of your design

PHB.279

Sleep

[Mind-Affecting]

En

VSM

1 round

Medium

1 min/lev

Will n.

Y

Put 4 HD of creatures into magical slumber

PHB.280

Slide

Tr

V

1 act

Close

Instantaneous

Will n.

Y

Move subject 5 feet.

SpC.191

Slow Burn

[Fire]

Tr

VSM

1 act

Medium

1 min

-

N

Fires burn twice as long.

SpC.192

Snilloc's Snowball

[Cold]

Ev

VSM

1 act

0 ft

1 round/lev (D)

-

Y

Cold sphere deals 1d6 +1/lev (max +5) damage

VE.52

Sniper's Shot

Di

VS

Swift

Personal

1 round

-

N

No range limit on next ranged sneak attack.

SpC.194

Snowdrift

Tr

VSM

1 act

Touch

Instantaneous

-

N

Forms existing snow into another shape

FB.104

Snuff the Light

Tr

S

Swift

Close

Special

-

N

Extinguish one non-magical light source

DrU.65

Sonic Blast

[Sonic]

Ev

VS

1 act

Close

Instantaneous

Will part.

Y

Deals 1d4/2 levels sonic damage, deafness

SpC.195

Spell Flower

Tr

VS

1 act

Personal

1 round/lev

-

N

Hold charge on one touch spell per forelimb

SpC.198

Spider Form, Lesser

Tr

VS

Swift

Personal

1 round/lev (D)

-

-

Become a Large fiendish monstrous spider

DrU.63

Spirit Worm

Ne

VSM

1 act

Touch

1 round/lev

For n.

Y

Target takes 1 point Con damage every round

SpC.202

Spontaneous Search

Di

VSM

1 round

Touch

1 round

Will n.

Y

Instantly Search area as if having taken 10.

SpC.204

Stand

Co

VS

Immed.

Close

Instantaneous

Will n.

Y

Subject stands up from prone

PH2.125

Sticky Floor

Co

VSM

1 act

Close

1 hour/lev

Ref part.

N

Entangles and immobilizes creatures in area

RoDr.117

Stupor

[Mind-Affecting]

En

SM

1 min

Touch

1 hour/lev

For n.

Y

One helpless subject is put in a state of stupor

BVD.106

Summon Component

Co

S

Swift

0 ft.

1 round

-

N

Create a noncostly spell component

CM.118

Summon Marked Homunculus (DRAG.)

Co

VSM

1 round

Close

1 hour/lev (D)

-

N

Homunculus explodes when destroyed

DrM.154

Summon Monster I

Co

VSF

1 round

Close

1 round/lev (D)

-

N

Calls extraplanar creature to fight (1 1st-lev)

PHB.285

Summon Undead I

[Evil]

Co

VSF

1 round

Close

1 round/lev

-

N

Summons undead to fight for you.

SpC.215

Sunstroke

Ne

VS

1 act

Close

Instantaneous

For part.

Y

Target takes 2d6 nonlethal dmg and is fatigued

SASt.123

Suspend Disease

Ab

VSM

1 act

Touch

24 hours

For n.

Y

Keeps disease from harming creature

BVD.106

Targeting Ray

Di

VSF

1 act

Medium

1 round/lev

-

N

You and allies are +1 to hit/3 lev vs subject

SpC.219

Tenser's Floating Disk

[Force]

Ev

VSM

1 act

Close

1 hour/lev

-

N

3-ft diam. disk that holds 100 lbs/lev

PHB.294

Thunderhead

[Electricity]

Ev

VSM

1 act

Close

1 round/lev

Ref n.

Y

Small lightning bolts deal 1 damage/round.

SpC.219

Tongue Tendrils

[Evil]

Tr

VSM

1 act

Personal

1 hour/lev

-

N

Caster spits out tendrils that grapple

BVD.107

Treacherous Weapon

Tr

VS

Immed.

Close

1 round

Will n.

Y

Target's weapon takes a penalty

EE.29

True Casting

Di

VS

1 act

Personal

One spell

-

N

+10 on your next spell penetration roll

CM.121

True Strike

Di

VF

1 act

Personal

Special

-

N

+20 on your next attack roll

PHB.296

Unfailing Terrain

Tr

VS

1 act

Long

1 min/lev

-

N

Smooth difficult terrain

FoW.117

Unseen Servant

Co

VSM

1 act

Close

1 hour/lev

-

N

Invisible force obeys your commands

PHB.297

Ventriloquism

Il

VF

1 act

Close

1 min/lev (D)

Will dis.

N

Throws voice for 1 min/lev

PHB.298

Vigilant Slumber

Di

VS

1 round

Personal

12 hours

-

N

Set conditions under which you wake up

CM.122

Wall of Smoke

Co

VS

1 act

Close

1 round/lev

For part.

N

Wall of smoke obscures vision and nauseates

SpC.235

Wave Blessing

[Water]

Tr

V

Immed.

Medium

10 min/lev

-

Y

Keeps one creature/level from sinking.

SV.125

Weapon Shift

Tr

VSM

1 act

Touch

1 min/lev

For n.

Y

Touched weapon changes form.

SpC.237

Whelm

[Mind-Affecting]

En

VS

1 act

Close

Instantaneous

Will n.

Y

Deal 1d6 nonlethal dmg +1d6/2 lev above 1st

PH2.128

Wings of the Sea

Tr

SM

1 act

Touch

1 min/lev

For n.

Y

+30 ft. to subject's swim speed.

SpC.240

## KN PREP. SCROLL

**SPELL NAME**

## SCH. COMP. CAST TIME

## RANGE

### DURATION

SAVE

## SR

## EFFECT

Spells:        +        =

Save DC:

	Addiction (DRUG)	En	VS	1 act	Touch	Instantaneous	For n.	Y	Subject becomes addicted to a drug	BVD.84
	Aerial Alarm	Ab	VSF	1 act	Medium	2 hrs/lev (D)	-	N	Wards an area for 2 hrs/lev	HoB.124
	Aiming at the Target	Ab	S	Immed.	Personal	Up to 20 min	-	N	+10 bonus on Concentration checks	SpC.8
	Alarm, Greater	Ab	VSF	1 act	Close	4 hours/lev (D)	-	N	As Alarm, and it works on coexistent planes.	SpC.8
	Allied Footsteps	Di	VS	1 round	Touch	1 day/lev (D)	Will n.	Y	Subject knows direction and distance to you	CM.95
	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	Assume form of a similar creature	PHB.197
	Animalistic Power	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +2 on Str, Dex, and Con	PH2.101
	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	-	N	Magically locks a portal or chest	PHB.200
	Arcane Turmoil	Ab	VSM	1 act	Close	Instantaneous	Special	Y	Dispel magic on 1 subject, he loses 1 spell	CM.96
	Ashstar [Evil]	Co	VS	1 act	Medium	1 round/lev	For n.	N	Hovering construct dehydrates wounded creat.	SaSt.111
	Attentive Alarm	Ab	VSF	1 act	Close	2 hrs/lev (D)	-	N	Wards an area for 2 hours/level	CM.96
	Augment Familiar	Tr	VS	1 act	Close	Conc.+1 rnd/lev	For n.	Y	Your familiar becomes more powerful.	SpC.17
	Augment Truefriend (TRUENAME)	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +2 to Str, Dex, and Con	ToM.255
	Balancing Recall	Di	VSM	1 act	Personal	1 min/lev (D)	-	N	Gain +4 on Balance, can balance everywhere	SpC.23
	Baleful Transposition	Co	V	1 act	Medium	Instantaneous	Will n.	Y	Two subjects switch places.	SpC.23
	Balor Nimbus	Tr	VSM	1 act	Personal	1 round/lev	-	N	Your flaming body damages foes in grapple.	SpC.24
	Battering Ram [Force]	Ev	VSF	1 act	Close	Instantaneous	-	Y	Deals 1d6 damage plus bull rush.	SpC.24
	Bear's Endurance	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB.203
	Belker Claws [Air]	Tr	VSM	1 act	Touch	Instantaneous	-	Y	Touch deals 2d12 dmg and lingers +1 rd/3 lev	SpC.26
	Bigby's Striking Fist [Force]	Ev	VSM	1 act	Medium	Instantaneous	Ref part.	Y	Hand deals 1d6 nonlethal dmg/2 lev (max 5d6)	PH2.103
	Bigby's Warding Hand [Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand of force slows opponent	PH2.103
	Black Karma Curse [Mind-Affecting]	En	VS	1 act	Close	Instantaneous	Will n.	Y	Subject damages self with melee attack	PH2.103
	Bladewave [Pattern]	Il	V	Swift	Personal	1 round/lev (D)	Special	Sp	Your melee attack dazes your opponent.	SpC.31
	Blast of Force [Force]	Ev	VS	1 act	Medium	Instantaneous	For part.	Y	Attack deals 1d6 damage/2 levels (max 5d6).	SpC.31
	Blinding Color Surge	Il	VSF	1 act	Medium	1 round/lev	Will n.	Y	Blind subject for 1 round, gain invisibility	PH2.104
	Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB.206
	Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time	PHB.206
	Body of the Sun [Fire]	Tr	VS	1 act	5 ft	1 round/lev	Ref 1/2	Y	Body emanates fire, dealing 1d4 dmg/2 lev	SpC.35
	Boiling Blood [Fire]	Tr	VS	1 act	Medium	1 r. + 1 r./3 lev	For part.	Y	Deals 2d6 fire dmg/round, then sickens target	CM.97
	Bone Chill	Ne	VSM	1 act	Close	1 round/lev	For n.	N	Corporeal undead are held by layer of frost	FB.89
	Bonefiddle	Ne	VSF	1 act	Close	Up to 1 rnd/lev	For n.	Y	Spectral fiddle bow deals 3d6 damage/round.	SpC.37
	Bristle	Tr	VS	1 act	Touch	1 min/lev (D)	-	N	Armor spikes attack with wearer.	SpC.40
	Brumal Stiffening [Cold]	Tr	VS	1 act	Close	1 round/lev	Ref n.	Y	Brittle weapon's hardness reduced by 5	FB.89
	Bull's Strength	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB.207
	Burning Sword [Fire]	Ev	VS	1 act	Touch	1 min/lev (D)	-	N	Weapon gains flaming burst special ability.	SpC.41
	Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB.208
	Catapult	Tr	VS	1 act	Touch	Instantaneous	-	N	Magically propel an object from your hand	CS.95
	Celerity, Lesser	Tr	V	Immed.	Personal	Instantaneous	-	N	Take a move action but be dazed for 1 round	PH2.105
	Chain of Eyes	Di	VS	1 act	Touch	1 hour/lev	-	Y	See through other creatures' eyes.	SpC.45
	City Lights [Light]	Ev	VSM	1 act	60 ft	Instantaneous	For part.	Y	Absorbs nearby light to release as flare	RoD.164
	Claws of Darkness	Il	VS	1 act	Personal	1 round/lev (D)	For part.	Y	Claws deal 1d8 cold damage and have reach.	SpC.47
	Cloak Pool	Il	VS	1 act	Close	1 hour/lev (D)	Will n.	Y	Hide a color pool on the Astral Plane	SpC.48
	Clothier's Closet	Co	VSM	10 min	Close	1 hour/lev(D)	-	N	Conjure several sets of clothing	MoE.94
	Cloud of Bewilderment	Co	VSM	1 act	Close	1 round/lev	Special	N	Generates a nauseating 10-ft. cube.	SpC.48
	Cloud of Knives	Co	VSM	1 act	Personal	1 round/lev	-	N	Release 1 knife/round, dealing 1d6 dmg +1/3 levPH2.107	
	Combust [Fire]	Ev	VSM	1 act	Touch	Special	Ref part.	Y	Subject takes 1d8/lev dmg, might catch fire	SpC.50
	Command Undead	Ne	VSM	1 act	Close	1 day/lev	Will n.	Y	Undead creature obeys your commands	PHB.211
	Construct Essence, Lesser	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Grants living construct construct qualities	FoE.150
	Continual Flame [Light]	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent, heatless torch	PHB.213
	Create Magic Tattoo	Co	VSMF	10 min	Touch	24 hours	-	Y	Subject receives a magic tattoo	SpC.55
	Crystalline Memories [Mind-Affecting]	Tr	VS	Swift	60 ft.	Special	Will n.	Y	Read subject's thoughts, deal hp and Int dmg	CM.100
	Curse of Impending Blades	Ne	VSM	1 act	Medium	1 min/lev	-	Y	Subject takes -2 penalty to AC.	SpC.56
	Daggerspell Stance	Ab	VF	Swift	Personal	1 round/lev (D)	-	N	You gain attack/damage bonus, SR, DR	SpC.57
	Dance of Ruin [Evil]	Ne	VS	1 round	Close	Instantaneous	Ref 1/2	Y	Nondemons take 2d20 damage	BVD.90
	Dark Way	Il	VS	1 act	Close	1 round/lev	-	Y	Temporary bridge supports 200 lbs/lev	SpC.58
	Darkbolt [Darkness, Evil]	Ev	VS	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 damage/2 lev, stuns for 1 round	LoM.210
	Darkness [Darkness]	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PHB.216
	Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PHB.216
	Darsson's Chilling Chamber [Cold]	Ev	VS	1 act	Close	1 hour/lev (D)	Special	Y	Lower temperature in area to extreme cold	ShS.45
	Darsson's Fiery Furnace [Fire]	Ev	VS	1 act	Close	1 hour/lev (D)	Special	Y	Raise temperature in area to extreme heat	ShS.46
	Daze Monster [Mind-Affecting]	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action	PHB.217
	Death Armor	Ne	VSMF	1 act	Personal	1 round/lev	-	N	Black aura damages creatures attacking you.	SpC.60
	Decastave [Force]	Co	VSM	1 act	0 ft	1 round/lev (D)	-	Y	Conjures quarterstaff of force	UE.49
	Deflect [Force]	Ab	V	Immed.	Personal	1 round	-	N	Gain bonus to AC for one attack	PH2.109
	Delusions of Grandeur	Il	V	1 act	Medium	10 min/lev	Will n.	Y	Subject thinks it is better than it is.	SpC.63
	Desiccate	Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Deals 1d6/2 lev damage and dehydrates	SaSt.114
	Desiccating Bubble	Ne	SM	1 act	Medium	1 round/lev	Ref n.	Y	Globe of air evaporates moisture from subject	SpC.63
	Detect Aberration	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect the presence of aberrations	LoM.210
	Detect Thoughts [Mind-Affecting]	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB.220
	Dimension Hop	Co	V	1 act	Touch	Instantaneous	Will n.	Y	Teleport subject short distance	PH2.110
	Dimension Leap	Co	V	1 act	10ft/lev	Instantaneous	-	N	Teleport 10 ft./level	MoE.95
	Discern Shapechanger	Di	VSM	1 round	Personal	1 round/lev	-	N	Penetrates disguises, identifies shapechangers	SpC.66
	Discolor Pool	Il	VSM	1 act	Close	1 hour/lev (D)	Will dis.	N	Change the color of a color pool	SpC.66
	Disguise Undead	Il	VSF	1 act	Touch	24 hours	-	Y	Change appearance of one corporeal undead.	SpC.66
	Dispel Fog	Ab	VS	1 act	Medium	1 min/lev	For 1/2	Y	Cancels natural and magical fogs in the area	ShS.46
	Dispelling Touch	Ab	VS	1 act	Touch	Instantaneous	-	N	Dispel one magical effect on touched subject	PH2.110
	Dissonant Chant [Sonic]	Ab	VS	1 act	Close	1 round/lev (D)	-	Y	Concentration checks more difficult in area	SpC.69
	Distracting Ray	Ab	VS	1 act	Close	Instantaneous	-	N	Ray forces caster to make Concentrat. check	SpC.69
	Dragoneye Rune	Un	VS	1 act	Touch	Permanent	-	N	Create invisible draconic mark	DM.66
	Dream Lock [Mind-Affecting]	En	VS	1 act	Close	1 min/lev (D)	Will n.	Y	Confuse dream with reality, dazed or shaken	SoS.126
	Eagle's Splendor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB.225
	Earth Lock [Earth]	Ab	VSM	1 act	Close	Permanent	-	N	Constricts tunnel, preventing access.	SpC.75
	Earthbind	Tr	VS	1 act	Medium	1 min/lev (D)	For n.	Y	Subject creature cannot fly	MM5.22

CONTINUES ON NEXT PAGE

# WIZARD SPELLS

KN.PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

## CONTINUED FROM PREVIOUS PAGE

<input type="checkbox"/>	Earthen Grasp	[Earth]	Tr	VSM	1 act	Close	2 rounds/lev	-	Y	Arm made of earth and soil grapples foes.	SpC.76
<input type="checkbox"/>	Ectoplasmic Feedback		Ab	VS	1 act	Personal	1 min/lev (D)	-	Sp.	Incorporeal attackers take 1d6 damage +1/level.	SpC.78
<input type="checkbox"/>	Electric Loop	[Electricity]	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Deals 1d6/2 lev damage plus stunning	SpC.78
<input type="checkbox"/>	Electric Vengeance	[Electricity]	Ev	VS	Immed.	5 ft	Instantaneous	-	Y	Deals 2d8+1 lev dmg to foe who strikes you	PH2.111
<input type="checkbox"/>	Energize Potion		Tr	VSM	1 act	Close	Instantaneous	Ref 1/2	Y	Transforms a potion into an energy grenade	BED.98
<input type="checkbox"/>	Energy Surge, Lesser	[Special]	Tr	V	Swift	Close	1 round	Will n.	Y	One attack deals 1d6 extra damage	PH2.112
<input type="checkbox"/>	Enlarge Weapon		Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Your weapon grows one size category	CS.97
<input type="checkbox"/>	Entice Gift	[Mind-Affecting]	En	VS	1 act	Close	1 round	Will n.	Y	Subject gives caster what it's holding.	SpC.83
<input type="checkbox"/>	Escalating Enfeeblement		Ne	VS	1 act	Close	1 min/lev	-	Y	As ray of enfeeblement, but greater effect	CM.103
<input type="checkbox"/>	Ethereal Chamber	[Force]	Ev	VSM	1 act	Close	1 min/lev	Ref n.	Y	Entrap ethereal subject in a chamber of force	SpC.84
<input type="checkbox"/>	Expose the Dead		Di	VSM	1 act	Personal	1 min/lev	-	N	Gain bonuses to locate undead or corpses	MoE.96
<input type="checkbox"/>	Extend Tentacles		Tr	V	1 act	Personal	1 round/lev	-	N	+5 ft. to reach of tentacle attack.	SpC.86
<input type="checkbox"/>	False Life		Ne	VSM	1 act	Personal	1 hour/lev	-	Y	Subject gains 1d10+1/lev (max. +10) temp. hp	PHB.229
<input type="checkbox"/>	False Peacebond		Tr	VSF	1 act	Close	10 min/lev (D)	Will n.	Y	As peacebond, but subject can draw weapon	Cts.66
<input type="checkbox"/>	Fatal Flame	[Fire]	Ev	VSM	1 act	Close	1 min/lev	Special	Y	Target's body burst into flames upon its death	CS.99
<input type="checkbox"/>	Fearsome Grapple		Tr	V	Immed.	Personal	1 round/lev	-	N	You grow tentacles that help you grapple.	SpC.90
<input type="checkbox"/>	Fins to Feet		Tr	VS	1 act	Touch	1 hour/lev	For n.	Y	Transforms tails and fins into legs and feet.	SpC.92
<input type="checkbox"/>	Fireburst	[Fire]	Ev	VSM	1 act	10 ft	Instantaneous	Ref 1/2	Y	Creatures in 10 ft take 1d8/level fire damage	SpC.93
<input type="checkbox"/>	Flame Dagger	[Fire]	Ev	VSM	1 act	0 ft	1 min/lev	-	Y	Beam of fire deals 1d4 dmg +1/lev (max +10)	SpC.94
<input type="checkbox"/>	Flaming Sphere	[Fire]	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	PHB.232
<input type="checkbox"/>	Fly, Swift		Tr	V	Swift	Personal	1 round	-	N	Gain fly speed of 60 ft. for 1 round.	SpC.96
<input type="checkbox"/>	Fog Cloud		Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB.232
<input type="checkbox"/>	Fool's Gold		Il	VSM	1 round	Touch	1 hour/lev	Will dis.	N	Makes metal objects appear to be made of gold	PoF.72
<input type="checkbox"/>	Force Hammer		Ev	VS	1 act	Close	Instantaneous	For part.	Y	Ray deals 1d4 nonlethal/lev (max 10d4), dazes	SCoT.168
<input type="checkbox"/>	Force Ladder	[Force]	Ev	VSF	1 act	Close	1 min/lev (D)	-	N	Creates an immobile ladder of force.	SpC.97
<input type="checkbox"/>	Fortify Dragonmark (DRAGONMARK)		Ab	VS	1 act	Personal	1 round/lev	-	N	Gain chance to negate criticals and sneak att.	DrM.151
<input type="checkbox"/>	Fortify Metal or Stone		Tr	VSM	1 act	Touch	1 hour/lev	-	Y	Double hardness, grant damage bonus or DR	SoS.127
<input type="checkbox"/>	Fox's Cunning		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB.233
<input type="checkbox"/>	Frost Breathing	[Cold]	Ev	VSM	1 act	30 ft	Instantaneous	Ref 1/2	Y	Icy breath deals 1d4 damage/2 levels.	SpC.100
<input type="checkbox"/>	Frost Weapon		Tr	VSM	1 act	Touch	1 round/lev	Will n.	N	Weapons deals +1d6 cold damage	FB.95
<input type="checkbox"/>	Furnace Within (DWARF)	[Fire, Mindset]	Ev	VS	1 act	10 ft	Instantaneous	Ref 1/2	Y	Flame from your body deals 1d8/lev dmg	RoE.185
<input type="checkbox"/>	Fuse Arms		Tr	VS	1 act	Touch	10 min/lev	For n.	Y	Multiple arms/tentacles stronger limbs	SpC.100
<input type="checkbox"/>	Gaze Screen		Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	You are partially shielded against gaze attacks	DoF.115
<input type="checkbox"/>	Ghost Touch Armor		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Armor works against incorporeal attacks	SpC.102
<input type="checkbox"/>	Ghoul Glyph		Ne	VSM	1 min	Touch	Until triggered	For part.	Y	Glyph wards area, paralyzes victims.	SpC.105
<input type="checkbox"/>	Ghoul Touch		Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench	PHB.235
<input type="checkbox"/>	Glitterdust		Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB.236
<input type="checkbox"/>	Gnome Blight		Co	VSM	1 act	Medium	1 round/lev (D)	For n.	Y	Cloud of itchy pollen sickens living creatures	RoDr.113
<input type="checkbox"/>	Graz'zt's Long Grasp	[Evil]	Tr	VS	1 act	Personal	10 min/lev	-	N	Caster's hand flies from arm and grapples	BVD.96
<input type="checkbox"/>	Gust of Wind	[Air]	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB.238
<input type="checkbox"/>	Halaster's Light Step		Tr	VSF	1 act	Touch	1 min/lev	Will n.	Y	Subject flies at speed of 30 ft	CoSW.154
<input type="checkbox"/>	Heart of Air	[Air]	Tr	VS	1 act	Personal	1 hour/lev (D)	-	N	+10 on Jump, +10 ft. fly speed, one feather fall	CM.106
<input type="checkbox"/>	Heat Leech	[Cold]	Ne	VSM	1 act	Close	1 round/lev	For n.	Y	Subject takes 1d8 cold damage/round	FB.97
<input type="checkbox"/>	Heroics		Tr	VSM	1 act	Touch	10 min/lev	-	Y	Fighter gains one fighter bonus feat.	SpC.113
<input type="checkbox"/>	Horror of the Sp. Name (TR.)	[Fear, M-A]	Ne	VS	1 act	Close	Special	Will part.	Y	Frightens creature that hears its true name	ToM.257
<input type="checkbox"/>	Hurl		Tr	VS	1 act	Touch	1 min/lev	-	N	Thrown weapon returns to thrower.	SpC.117
<input type="checkbox"/>	Hypnotic Pattern	[Mind-Affecting]	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures	PHB.242
<input type="checkbox"/>	Ice Darts	[Cold]	Co	VS	1 act	Close	Instantaneous	-	N	Ice missiles deal 2d4 damage, half is cold	FB.98
<input type="checkbox"/>	Ice Knife	[Cold]	Co	SM	1 act	Long	Instantaneous	Special	Y	Deals 2d8 cold + 2 Dex damage, or 1d8 in 10-ft	SpC.119
<input type="checkbox"/>	Icicle	[Cold]	Ab	VS	1 act	Close	Until dis. (D)	Special	Y	Magical trap deals 4d6 damage when triggered	FB.101
<input type="checkbox"/>	Ignite Dragonmark (DRAGONMARK)	[Fire]	Tr	VS	1 act	Medium	Instantaneous	Will 1/2	Y	Deal 1d6/lev fire dmg, suppress dragonmark	DrM.152
<input type="checkbox"/>	Incendiary Slime		Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Create flammable slippery substance	CM.108
<input type="checkbox"/>	Increase Virulence		Tr	VSM	1 min	Touch	1 min/lev	-	N	Poison's DC increased by 2	PH2.115
<input type="checkbox"/>	Infernal Wound	[Evil]	Tr	VS	1 act	Touch	1 round/lev	-	N	Weapon deals persistent, bleeding wounds.	SpC.122
<input type="checkbox"/>	Inky Cloud		Co	VSM	1 act	30 ft	10 min/lev	-	N	Obscures sight underwater beyond 5 ft.	SpC.123
<input type="checkbox"/>	Insidious Insight	[Mind-Affecting]	Di	V	1 round	Close	1 day/lev	Will n.	Y	Bonus on Bluff, Diplomacy, Intimidate, etc.	RoE.187
<input type="checkbox"/>	Insight of Good Fortune		Di	VSM	1 act	Close	1 min/lev	Will n.	Y	Subject rolls twice, takes best result	PH2.115
<input type="checkbox"/>	Investiture of the Spined Devil	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target can launch up to 3 spikes at once	FC2.106
<input type="checkbox"/>	Invisibility		Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject invisible for 1 min/lev or until attacks	PHB.245
<input type="checkbox"/>	Ironthunder Horn	[Sonic]	Tr	VS	1 act	30 ft	Instantaneous	Ref n.	Y	Intense vibrations trip those in area.	SpC.126
<input type="checkbox"/>	Jaws of the Moray		Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains a bite attack.	SW.117
<input type="checkbox"/>	Kelgore's Grave Mist	[Cold]	Co/Ne	VSM	1 act	Medium	1 round/lev	-	Sp.	1d6 cold dmg/rd, fatigue, partially ignore SR	PH2.116
<input type="checkbox"/>	Knock		Tr	V	1 act	Medium	Instantaneous	-	N	Opens locked or magically sealed doors	PHB.246
<input type="checkbox"/>	Kuo-Toa Skin		Tr	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Gains +8 on Escape Artist checks	SW.118
<input type="checkbox"/>	Leomund's Tiny Igloo	[Cold]	Ev	VSM	1 act	5 ft	2 hours/lev (D)	-	N	Creates an igloo that lasts 2 hours/lev	FB.101
<input type="checkbox"/>	Leomund's Trap		Il	VSM	1 act	Touch	Permanent (D)	-	N	Makes item seem trapped	PHB.247
<input type="checkbox"/>	Levitate		Tr	VSF	1 act	Close	1 min/lev (D)	-	N	Subject moves up and down at your direction	PHB.248
<input type="checkbox"/>	Life Bolt		Ne	VS	1 act	Medium	Instantaneous	-	Y	One ray/2 lev deals 1d12 to undead, 1 to you	SpC.131
<input type="checkbox"/>	Light of Mercuria	[Good, Light]	Ev	VS	1 act	Medium	10 min/lev (D)	-	Y	You radiate light, can use 2 bolts	SpC.132
<input type="checkbox"/>	Lively Step		Tr	VSF	1 act	30 ft	Up to 12 hrs	Will n.	Y	You and allies gain +10 increase to speed.	SpC.133
<input type="checkbox"/>	Local Tremor	[Earth]	Ev	VS	1 act	30 ft	1 min/lev	Ref n.	N	Light tremor shakes in a 30-ft line	RoDr.114
<input type="checkbox"/>	Locate Node	[Earth]	Di	VSF	1 act	1 mile/l	1 min/lev	-	N	Finds closest earth node	Und.58
<input type="checkbox"/>	Locate Object		Di	VSF	1 act	Long	1 min/lev	-	N	Senses direction towards object	PHB.249
<input type="checkbox"/>	Lucky Streak		Tr	VS	1 act	Close	1 min/lev (D)	Will n.	Y	Targets gains +2 on rerolls made with luck feats	CS.100
<input type="checkbox"/>	Luminous Swarm	[Force]	Ev	VS	1 act	Close	5 rounds	Ref part.	Y	Deal 1d6 dmg/round and 20% miss chance	CM.110
<input type="checkbox"/>	Magic Mouth		Il	VSM	1 act	Close	Until discharg.	Will n.	Y	Speaks once when triggered	PHB.251
<input type="checkbox"/>	Magic Weapon, Legion's		Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	Allies' weapons gain +1 enhancement bonus	MoE.99
<input type="checkbox"/>	Magical Backlash		Ab	VS	1 act	Close	Instantaneous	For 1/2	Y	Target takes 2 dmg per spell level affecting it	DrU.62
<input type="checkbox"/>	Malevolent Miasma		Co	VSF	1 act	Close	Instantaneous	For n.	N	Cloud of fog deals 1d4 nonlethal damage/level	SpC.137
<input type="checkbox"/>	Marked Object		Di	VSF	1 min	Personal	24 hours/lev	-	N	You gain bonus to track a specific being.	SpC.139
<input type="checkbox"/>	Masochism	[Evil]	En	VSM	1 act	Personal	1 round/lev	-	N	Gain +1 to hit, ST, checks for every 10 hp taken	BVD.99
<input type="checkbox"/>	Master's Touch		Di	V	Immed.	Close	Instantaneous	Will n.	Y	Subject gains immediate +4 on a skill check	PH2.119
<input type="checkbox"/>	Mechanus Mind	[Lawful, Mind-Affecting]	En	VS	1 act	Touch	1 min/lev	For n.	Y	Reformats subject's mind to be calculating	SpC.140

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<input type="checkbox"/>	Melf's Acid Arrow	[Acid]	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	-	N	Ranged touch attack, 2d4 for 1 round +1/3 lev	PHB.253
<input type="checkbox"/>	Mindburn	[Mind-Affecting]	En	VSM	1 act	Close	1 round/3 lev	Will n.	Y	Target loses a spell or infusion each round	MoE.99
<input type="checkbox"/>	Mindless Rage	[Mind-Affecting]	En	VSF	1 act	Medium	1 round/lev	Will n.	Y	Target compelled to attack you physically	SpC.142
<input type="checkbox"/>	Minor Image		Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHB.254
<input type="checkbox"/>	Mirror Image		Il	VS	1 act	Personal	1 min/lev (D)	-	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHB.254
<input type="checkbox"/>	Misdirection		Il	VS	1 act	Close	1 hour/lev	Special	N	Misleads divinations for a creature or object	PHB.254
<input type="checkbox"/>	Misrepresent Alignment		Il	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	Projects a false alignment	RoE.188
<input type="checkbox"/>	Molten Strike	[Fire]	Ev	VSM	1 act	Long	Instantaneous	Ref n.	Y	5-ft radius burst deals 2d6 fire damage, ignites	HoB.127
<input type="checkbox"/>	Mountain Stance		Tr	VS	1 act	Touch	1 min/lev	Will n.	N	Subject becomes hard to move.	SpC.144
<input type="checkbox"/>	Necrotic Cyst	[Evil]	Ne	VSF	1 act	Touch	Instantaneous	For n.	Y	Encyst undead sac of tissue in subject	LM.68
<input type="checkbox"/>	Necrotic Scrying	[Evil]	Ne	VSF	1 act	Unlim.	1 min/lev (D)	-	N	Hear or see encusted subject at a distance	LM.69
<input type="checkbox"/>	Node Lock	[Earth]	Ab	VS	1 act	Close	Permanent	-	N	Deters others from using an earth node	Und.60
<input type="checkbox"/>	Numbing Sphere	[Cold]	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Ball of cold deals 1d6 plus 1d4 Dex damage	FB.102
<input type="checkbox"/>	Obscure Object		Ab	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB.258
<input type="checkbox"/>	Obscuring Snow	[Air, Cold]	Co	VS	1 act	30 ft	1 hour/lev	-	N	Obscures sight in 30-ft radius around the caster	FB.103
<input type="checkbox"/>	Owl's Wisdom		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB.259
<input type="checkbox"/>	Palarandusk's Fire Breath	[Fire]	Ev	VS	1 act	0 ft	1 hour	Ref 1/2	Y	Spit flame in 10-ft cone, deal 1d6/lev damage	CoSW.156
<input type="checkbox"/>	Phantasmal Assailants	[Fear, Mind-Aff.]	Il	VS	1 act	Close	Instantaneous	Special	Y	Nightmare strike subject for 8 Wis, 8 Dex	SpC.154
<input type="checkbox"/>	Phantom Foe	[Mind-Affecting]	Il	VSF	1 act	Touch	1 round/lev	Will dis.	N	Subject is always flanked by one creature.	SpC.156
<input type="checkbox"/>	Portal Alarm		Ab	VSM	1 act	Close	2 hrs/lev (D)	-	N	Alert when a creature passes through portal	SpC.160
<input type="checkbox"/>	Portal Well		Tr	VSM	1 act	Touch	1 round/lev (D)	-	N	You wait between portal's entrance and exit	CoV.56
<input type="checkbox"/>	Power Word Sicken	[Mind-Affecting]	En	V	1 act	Close	Special	-	Y	Sickens one creature with 100 hp or less	RoDr.116
<input type="checkbox"/>	Pressure Sphere	[Water]	Tr	VS	1 act	Medium	Instantaneous	For 1/2	Y	Water pressure deals 3d6 damage to submerged	SW.120
<input type="checkbox"/>	Price of Loyalty	[Mind-Affecting]	En	F	1 act	Touch	1 hour/lev	Will n.	Y	Target becomes your friend if he accepts your offer	CoE.149
<input type="checkbox"/>	Protection from Arrows		Ab	VSF	1 act	Touch	1 hour/lev	Will n.	Y	Subject immune to most ranged attacks	PHB.266
<input type="checkbox"/>	Proud Arrogance		En	VSM	1 act	Medium	1 min/lev	Will n.	Y	Target gains +4 to saves vs. charm, comp., fear	RoD.167
<input type="checkbox"/>	Pyrotechnics		Tr	VSM	1 act	Long	Special	Special	Sp.	Turns fire into blinding light or smoke	PHB.267
<input type="checkbox"/>	Quick Potion		Tr	VS	1 min	Touch	1 hour/lev	Will n.	Y	Creates a potion to be used within 1 hour/lev	SpC.164
<input type="checkbox"/>	Rainbow Beam	[Light]	Ev	VSF	1 act	Close	Instantaneous	-	Y	Dazzles and deals 1d12 random dmg/3 lev	SpC.165
<input type="checkbox"/>	Ray of Ice	[Cold]	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Ray deals 1d6 cold damage/2 levels.	SpC.167
<input type="checkbox"/>	Ray of Resurgence		Ev	VS	1 act	Close	Instantaneous	For n.	Y	Yellow light restores Str, removes fatigue	LEoF.33
<input type="checkbox"/>	Ray of Retaliation (DRAGONMARK)	[Force]	Ab	S	Immed.	Special	Instantaneous	-	Y	Ray is reflected back to deal force damage	DM.153
<input type="checkbox"/>	Ray of Sickness		Ne	VS	1 act	Close	1 round/lev	-	Y	Subject becomes sickened.	SpC.167
<input type="checkbox"/>	Ray of Stupidity	[Mind-Affecting]	En	VSM	1 act	Close	1 round/lev	-	Y	Victim takes 1d4+1 Intelligence damage.	SpC.167
<input type="checkbox"/>	Ray of Weakness		Ne	VS	1 act	Close	1 min/lev	-	Y	Subject takes -2 on attacks, -10 ft. speed.	SpC.168
<input type="checkbox"/>	Razorfangs		Tr	V	1 act	Personal	1 round/lev	-	N	Your bite or claw threatens on 19-20	SpC.168
<input type="checkbox"/>	Razorscales		Tr	VM	1 act	Personal	1 round/lev (D)	-	N	Your scales become razor-sharp	SK.157
<input type="checkbox"/>	Rebuke	[Fear, Mind-Affecting]	En	VSF	1 act	Close	1 round/lev	Will n.	Y	Subject is dazed 1 round, then shaken.	SpC.170
<input type="checkbox"/>	Reflective Disguise		Il	VS	1 act	Personal	10 min/lev	-	N	Viewers see you as their own species and gender	SpC.171
<input type="checkbox"/>	Repair Moderate Damage		Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 2d8 +1/lev (max +10) hp	SpC.173
<input type="checkbox"/>	Resist Energy		Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB.272
<input type="checkbox"/>	Returning Weapon		Tr	V	Swift	Touch	1 round/lev (D)	-	N	Thrown weapon returns to thrower	RoW.175
<input type="checkbox"/>	Rope Trick		Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Up to 8 creat. hide in extradimensional space	PHB.273
<input type="checkbox"/>	Sadism	[Evil]	En	VSM	1 act	Personal	1 round/lev	-	N	Gain +1 to hit, ST, checks for every 10 hp dealt	BVD.103
<input type="checkbox"/>	Sap Strength	[Evil]	En	VSM	1 act	Touch	Instantaneous	For n.	Y	Subject becomes exhausted	BVD.103
<input type="checkbox"/>	Scale Weakening		Tr	VSM	1 act	Close	1 min/lev (D)	-	Y	Subject's natural armor weakens.	SpC.180
<input type="checkbox"/>	Scare	[Fear, Mind-Affecting]	Ne	VSM	1 act	Medium	Special	Will part.	Y	Panics creatures of less than 6 HD	PHB.274
<input type="checkbox"/>	Scent		Tr	VSM	1 act	Touch	10 min/lev	-	Y	Grants the scent ability	SK.157
<input type="checkbox"/>	Scimitar of Sand	[Earth]	Ev	VSD	1 act	0 ft	1 min/lev (D)	For part.	Y	Sand sword deals 1d6 dmg +1/2 lev and dehydr.	StSt.120
<input type="checkbox"/>	Scintillating Scales		Ab	V	1 act	Personal	1 min/lev	-	N	Natural armor bonus turns into deflection	SpC.181
<input type="checkbox"/>	Scorch	[Fire]	Ev	VSF	1 act	30 ft	Instantaneous	Ref 1/2	Y	Jet of flame deals 1d8/2 levels (max 5d8).	SpC.181
<input type="checkbox"/>	Scorching Ray	[Fire]	Ev	VS	1 act	Close	Instantaneous	-	Y	Ray deals 4d6 damage, +1 ray/4 lev (max 3)	PHB.274
<input type="checkbox"/>	Scourge of Force	[Force]	Ev	VS	1 act	Close	Instantaneous	-	Y	Tendrils deal 1d8 +1/2 lev damage each	CoR.34
<input type="checkbox"/>	See Invisibility		Di	VSM	1 act	Personal	10 min/lev (D)	-	N	Reveals invisible creatures or objects	PHB.273
<input type="checkbox"/>	Seeking Ray	[Electricity]	Ev	VS	1 act	Medium	Instantaneous	-	Y	Ray deals 4d6 electricity damage, +4 to hit	PH2.124
<input type="checkbox"/>	Sense Weakness		Di	VS	1 act	Touch	24 hours	Will n.	Y	Automatically confirm one critical hit	MoE.101
<input type="checkbox"/>	Sentinel's Watch		Di	VSMX	1 act	Touch	1 hour/lev	Will n.	Y	Gain +5 to Spot, Sense Motive, Will saves	PGTE.149
<input type="checkbox"/>	Shadow Double		Il	V	1 act	Close	1 round/lev	Will dis.	N	Shadowy figure attacks enemies	DrU.62
<input type="checkbox"/>	Shadow Mask		Il	VSM	1 act	Personal	10 min/lev (D)	-	N	+4 on saves vs. light, protects from gaze att.	SpC.185
<input type="checkbox"/>	Shadow Radiance		Il	VSM	1 act	Medium	1 round/lev	Will dis.	Y	Area filled with light that grows brighter	SpC.185
<input type="checkbox"/>	Shadow Shroud	[Darkness]	Ev	V	Immed.	Personal	1 round/lev (D)	-	-	Negate light vulnerability, +5 on Hide checks	DrU.62
<input type="checkbox"/>	Shadow Spray		Il	VSM	1 act	Medium	Instantaneous	For n.	Y	Deals 4 points of Str damage and dazes.	SpC.186
<input type="checkbox"/>	Share Talents		Tr	VSM	1 round	Touch	10 min/lev	Will n.	Y	Subjects gain +2 bonus on skill checks	PH2.124
<input type="checkbox"/>	Shatter	[Sonic]	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB.278
<input type="checkbox"/>	Shriveling (DISEASE)	[Evil]	Ne	VS	1 act	Close	Instantaneous	Ref 1/2	Y	Subject takes 1d4 damage per level	BVD.103
<input type="checkbox"/>	Shroud of Undeath		Ne	VSM	1 act	Personal	10 min/lev (D)	-	N	Makes undead perceive you as undead	SpC.189
<input type="checkbox"/>	Silver Dragonmail		Co	VSF	1 act	Personal	1 hour/lev (D)	-	N	Create +1 mithral silver breastplate around you	CoV.57
<input type="checkbox"/>	Sink	[Water]	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	Subject loses buoyancy.	SW.121
<input type="checkbox"/>	Slapping Hand	[Force]	Ev	VSF	1 act	Medium	Instantaneous	-	Y	Hand makes creature provoke AoO	SpC.191
<input type="checkbox"/>	Slide, Greater		Tr	V	1 act	Medium	Instantaneous	Will n.	Y	Move subject 20 feet.	SpC.192
<input type="checkbox"/>	Slow Consumption (LOCATION)	[Evil]	Ne	VS	10 min	Touch	Permanent	For n.	Y	Caster absorbs health from helpless subject	BVD.103
<input type="checkbox"/>	Snake's Swiftess		Tr	VSM	1 act	Close	Instantaneous	Will n.	Y	Subject immediately makes one attack.	SpC.193
<input type="checkbox"/>	Snowball Swarm	[Cold]	Ev	VSM	1 act	Medium	Instantaneous	Ref 1/2	Y	Deal 2d6 points of cold damage in 10-ft. burst	SpC.194
<input type="checkbox"/>	Sonic Weapon	[Sonic]	Tr	V	1 act	Touch	1 min/lev (D)	-	N	Weapon touched deals +1d6 sonic damage	SpC.195
<input type="checkbox"/>	Soul of Anarchy	[Chaotic]	Tr	VS	1 act	Personal	1 hour	-	N	You are difficult to grapple, gain benefits	DM.72
<input type="checkbox"/>	Soul of Order	[Lawful]	Tr	VS	1 act	Personal	1 hour	-	N	Gain +2 vs. enchantment, weapons are lawful	DM.73
<input type="checkbox"/>	Spawn Screen		Ne	VS	1 act	Touch	1 hour/lev	Will n.	Y	You resist transformation into undead spawn	SpC.197
<input type="checkbox"/>	Speak To Allies	[Language-Dependant]	Tr	VSF	1 act	Medium	10 min/lev	-	N	Can converse at distance without moving lips	SpC.197
<input type="checkbox"/>	Speaking Stones		Tr	VS	1 act	Touch	24 hours	-	N	Pass 25-word message between 2 stones	MoE.102
<input type="checkbox"/>	Spectral Hand		Ne	VS	1 act	Medium	1 min/lev (D)	-	N	Disembodied hand delivers touch attacks	PHB.282
<input type="checkbox"/>	Spider Climb		Tr	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings	PHB.283
<input type="checkbox"/>	Spymaster's Coin		Di	VSF	1 act	Touch	Special	-	N	Hide scrying sensor in Tiny object	CS.104
<input type="checkbox"/>	Stay the Hand	[Mind-Affecting]	En	V	Immed.	Medium	Instantaneous	Will n.	Y	Subject's attitude is helpful for 1 round	PH2.126

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KN.PREP. SCROLL



## KN PREP. SCROLL

**SPELL NAME**

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	Energy Aegis	Ab	V	Immed.	Close	1 round	Will n.	Y	Gain resistance 20 vs. one energy for 1 attack	PH2.111
	Energy Surge	[Special]	Tr	V	Swift	Close	Will n.	Y	One attack deals 2d6 extra damage	PH2.112
	Energy Vulnerability	Ab	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject gains vulnerability to specified energy	PH2.112
	Engulfing Terror	Co	VS	1 round	Close	1 round/lev	-	N	Create a single gelatinous cube	DrU.61
	Enhance Familiar	Un	VS	1 act	Touch	1 hour/lev	-	Y	+2 bonus to saves, combat rolls, and AC	SpC.82
	Eradicate Earth	[Earth]	Ab	VSM	1 act	40 ft	For 1/2	Y	Deals 1d8 dmg/lev (max 10d8) to earth creat.	SpC.84
	Evard's Menacing Tentacles	Tr	VSM	1 act	Personal	1 round/lev	-	N	Grow 2 tentacles that deal 1d8 dmg, 10 ft reach	PH2.113
	Evil Eye	[Evil]	En	S	1 act	Close	Will n.	Y	Subject takes -2 on attacks, saves, checks	BVD.94
	Explosive Runes	[Force]	Ab	VS	1 act	Touch	Special	Y	Deals 6d6 damage when read	PHB.228
	Eyes of the Zombie	[Evil]	Di	VSF	30 min	Personal	-	Y	Caster sees through a zombie's eyes	BVD.94
	False Gravity	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Move on a surface as if it had its own gravity	SpC.87
	Favorable Wind	[Air]	Ev	VS	1 act	60 ft	For n.	N	Produces strong wind that lasts 10 min/lev	SW.116
	Ferocity of Sanguine Rage	Tr/Di	VS	1 act	Personal	1 round/lev	-	N	Gain bonus on melee damage, one true strike	DM.67
	Fireball	[Fire]	Ev	VSM	1 act	Long	Ref 1/2	Y	20-ft radius, 1d6 damage per level	PHB.231
	Flame Arrow	[Fire]	Tr	VSM	1 act	Close	-	N	Up to 50 arrows deal +1d6 fire damage	PHB.231
	Flashburst	[Fire]	Ev	VSM	1 act	Long	Will part.	Y	Flash of light dazzles and blinds in area	SpC.95
	Flexform	Tr	VSM	1 act	Touch	1 min/lev	-	Y	Shifts form, +10 on Escape Artist and Tumble	SoS.127
	Fly	Tr	VSF	1 act	Touch	1 min/lev	Will n.	Y	Subject flies at speed of 60 ft	PHB.232
	Fortify Familiar	Un	VS	1 act	Touch	1 hour/lev	-	Y	+2d8 hp, +2 armor, 25% avoid criticals/sneak	SpC.98
	Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	-	N	Subject is insubstantial and can fly slowly	PHB.234
	Gentle Repose	Ne	VSM	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB.235
	Ghost Lantern	[Light]	Ev	VSM	1 act	Touch	-	N	Create light that only you and allies can see	CM.106
	Giant's Wrath	[Earth]	Tr	VSM	Swift	Personal	-	N	Pebbles you throw become boulders.	SpC.105
	Girallon's Blessing	Tr	VSM	1 act	Touch	10 min/lev	For n.	Y	Subject gains one additional pair of arms.	SpC.106
	Glacial Globe of Invulnerability	[Cold]	Ab	VSM	1 act	10 ft	-	N	Stops 1st- through 3rd-lev fire spells, conceals	FB.96
	Glimpse of Truth (DRUG)	[Evil]	Di	VS	1 act	Personal	-	N	Caster gets an answer to a yes-or-no question	BVD.96
	Glowing Orb	[Light]	Ev	VSF	1 act	Touch	-	N	Creates permanent magical light	SpC.106
	Golden Dragonmail	Co	VSF	1 act	Personal	1 hour/lev (D)	-	N	Create +1 mithral golden full plate around you	CoV.55
	Grasping Wall	Co	VSM	1 act	Medium	3 rd + 1 rd/lev	Ref n.	N	Wall sprouts hands that entangle foes	CS.99
	Great Thunderclap	[Sonic]	Ev	VSF	1 act	Medium	Special	N	Causes stunning, deafness and knocks prone	SpC.107
	Habooob	[Air, Earth]	Co	VSM	1 act	Medium	Special	N	Cloud of dust obscures sight, abrades	SoSt.117
	Hailstones	[Cold]	Ev	VSM	1 act	Medium	-	Y	Frigid globes deal 5d6 cold damage.	SpC.109
	Halt	Tr	V	Immed.	Close	1 round	Will n.	Y	Subject's feet become stuck to ground	PH2.114
	Halt Undead	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Immobilizes undead for 1 round/lev	PHB.238
	Hamatula Barbs	Tr	VSM	1 act	Touch	10 min/lev	For n.	Y	Subjects grow barbs, which damage foes	SpC.109
	Handfang	Tr	VS	1 act	Personal	1 round/lev	-	N	Create a fanged, biting mouth on your hand	SK.156
	Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	One creat./lev is faster, +1 to AC, Ref, attack	PHB.239
	Healing Touch	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Heal subject 1d6/2 lev, but take half damage	SpC.111
	Heart of Water	[Water]	Tr	VS	1 act	Personal	-	N	Swim speed, breathe water, various bonuses	CM.107
	Heroism	[Mind-Affecting]	En	VS	1 act	Touch	Will n.	Y	Gives +2 bonus on attacks, saves, and skills	PHB.240
	Hesitate	[Mind-Affecting]	En	VS	Immed.	Close	Will n.	Y	Force subject to lose actions	PH2.114
	Hide from Dragons (DRAGONMARK)	Ab	S	1 act	Personal	1 min/lev (D)	-	N	Dragons can't sense you	DrM.152
	Hold Person	[Mind-Affecting]	En	VSF	1 act	Medium	Will n.	Y	Paralyzes one humanoid for 1 round/lev	PHB.241
	Hood of the Cobra	[Fear, Mind-Affecting]	il	VS	1 act	Close	Special	Y	You appear serpentine, deliver illusory poison	CM.107
	Icelandce	Co	VSF	1 act	Medium	Instantaneous	For part.	Y	Attacks target for 6d6 dmg and stun 1d4 rds	SpC.119
	Illusory Script	[Mind-Affecting]	il	VSM	1 min+	Touch	Will n.	Y	Only intended reader can decipher	PHB.243
	Incorporeal Enhancement	[Evil]	Ne	VSM	1 round	Close	-	N	Grant bonuses to incorporeal undead.	SpC.121
	Inevitable Defeat	[Mind-Affecting]	En	VS	1 act	Touch	Special	Y	Subject takes 3d6 nonlethal damage/round	PH2.115
	Infalible Servant	[Evil]	Ne	VSM	1 min	Touch	Will n.	N	Target is utterly destroyed if slain or captured	EE.27
	Investiture of the Bearded Devil	[Evil]	Tr	VSM	1 act	Close	Will n.	Y	Target deals extra melee damage	FC2.102
	Investiture of the Chain Devil	[Evil]	Tr	VSM	1 act	Close	Will n.	Y	Target gains +5 ft reach and extra AoO	FC2.102
	Invisibility Sphere	il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Makes everyone within 10 ft invisible	PHB.245
	Invoke the Cerulean Sign	Ev	S	1 act	30 ft	Instantaneous	For n.	N	Absorptions become sickened, nauseated, etc.	LoM.211
	Jump, Mass	Tr	VSM	1 act	Close	1 min/lev (D)	Will n.	Y	Subjects gets bonus on Jump checks	ShS.47
	Junglerazer	Ne	VSM	1 act	120 ft	Instantaneous	Ref 1/2	Y	Fey, vermin, plants, animals take 1d10 dmg/lev	SpC.127
	Karmic Backlash	Ab	V	Swift	20 ft.	1 round/lev	Will part.	Y	Creat. damaging you are exhausted for 2 rds	CM.109
	Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a normal weapon's threat range	PHB.246
	Khyber Trap	Ab	SF	1 act	Close	1 round/lev(D)	Will n.	Y	Trap extraplanar creat. in Khyber dragonshard	MoE.97
	Laeral's Silver Lance	[Force]	Ev	VSF	1 act	Long	For part.	Y	Lance of force deals 4d6+3 dmg to creature	CoSW.156
	Legion of Sentinels	il	VSM	1 act	Close	1 round/lev	-	N	Ghostly figures threaten 10 ft, deal 1d8+1/3 lev	PH2.116
	Leomund's Tiny Hut	[Force]	Ev	VSM	1 act	20 ft	-	N	Creates shelter for 10 creatures	PHB.247
	Light of Venya	[Good, Light]	Ev	VS	1 act	Medium	-	Y	You radiate light, can use 2 bolts	SpC.132
	Lightning Bolt	[Electricity]	Ev	VSM	1 act	120 ft	Ref 1/2	Y	Electricity deals 1d6/level	PHB.248
	Luminous Assassin, Lesser	Co	VSF	1 act	Medium	1 round/lev	-	N	Summons an assassin to attack the target	PH2.117
	Mage Armor, Greater	[Force]	Co	VS	1 act	Touch	Will n.	N	Gives subject +6 armor bonus.	SpC.136
	Mage Armor, Improved	[Force]	Co	VSF	1 act	Touch	Will n.	Y	Gives +3 +1/2 lev armor bonus (max +8)	VE.51
	Mage Armor, Mass	[Force]	Co	VSF	1 act	Close	Will n.	N	As Mage Armor, but one creature/level.	SpC.136
	Magic Circle against Chaos	[Lawful]	Ab	VSM	1 act	Touch	Will n.	N	+2 AC and saves in 10-ft. no mind control	PHB.249
	Magic Circle against Evil	[Good]	Ab	VSM	1 act	Touch	Will n.	N	+2 AC and saves in 10-ft. no mind control	PHB.249
	Magic Circle against Good	[Evil]	Ab	VSM	1 act	Touch	Will n.	N	+2 AC and saves in 10-ft. no mind control	PHB.250
	Magic Circle against Law	[Chaotic]	Ab	VSM	1 act	Touch	Will n.	N	+2 AC and saves in 10-ft. no mind control	PHB.250
	Magic Weapon, Greater	Tr	VSM	1 act	Close	1 hour/lev	Will n.	Y	+1/4 levels (max +5)	PHB.251
	Major Image	il	VSF	1 act	Long	Conc.+3 rds.	Will dis.	N	Creates visual/sound, smell, thermal illusion	PHB.252
	Manyjaws	[Force]	Ev	VSM	1 act	Medium	Ref 1/2	Y	One jaw/lev attacks enemy, dealing 1d6 dmg	SpC.138
	Marked Pulse (DRAGONMARK)	[Force]	Ev	VS	Immed.	20 ft	For 1/2	Y	20-ft radius burst deals dmg to 1 creat./lev	DrM.152
	Mask of the Ideal	il	VS	1 act	Personal	10 min/lev (D)	-	N	+4 bonus on checks to influence creatures	CM.110
	Melf's Unicorn Arrow	Co	VSF	1 act	Medium	Instantaneous	-	N	1d8+8 dmg and bull rush, +1 arr./3 lev beyond	5PH2.119
	Mesmerizing Glare	[Mind-Affecting]	En	S	1 act	Close	Will n.	Y	Your gaze fascinates creatures.	SpC.140
	Mighty Wallop, Greater	Tr	VSF	1 act	Touch	1 hour/lev	-	N	+1 size category of bludgeoning weapon/4 lev	RoDr.115
	Mind Poison	Ne	VSM	1 act	Touch	Instantaneous	For n.	Y	Your poisonous touch deals Wis damage.	SpC.141
	Miser's Envy	[Mind-Affecting]	En	VSM	1 act	Close	Will n.	Y	Subject jealously covets a nearby object.	SpC.142
	Nauseating Breath	Co	VSM	1 act	30 ft	Instantaneous	For n.	N	Exhale a cone of nauseating gas.	SpC.146
	Necrotic Bloat	[Evil]	Ne	VSF	1 act	Medium	-	N	Encysted subject takes 1d6/level damage	LM.67

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# WIZARD SPELLS

KN.PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

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EFFECT

## CONTINUED FROM PREVIOUS PAGE

<input type="checkbox"/>	Nezram's Amethyst Aura	Ab	VSM	1 act	Touch	10 min/lev (D)	-	N	Prevents poison and disease	LEoF.32
<input type="checkbox"/>	Node Door	Co	V	1 act	Special	Instantaneous	Will n.	Sp.	Allows teleportation between nodes	CoR.32
<input type="checkbox"/>	Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying	PHB.257
<input type="checkbox"/>	Pall of Twilight <i>[Darkness, Mind-Affecting]</i>	il	S	1 act	Close	1 round/lev	Will n.	Y	Veil of shadow impedes sight and sound	CM.113
<input type="checkbox"/>	Pebble Wind <i>[Air]</i>	Ev	V	1 act	Close	1 round	Special	N	Whirling mass of air hurls debris against foes	DoF.117
<input type="checkbox"/>	Phantasmal Injury <i>[Fear, Mind-Affecting]</i>	il	VS	1 act	Medium	1 round/lev (D)	Will dis.	Y	Implant illusion that subject is disabled	EE.28
<input type="checkbox"/>	Phantasmal Strangler <i>[Fear, Mind-Affecting]</i>	il	VS	1 act	Medium	5 rounds	Will dis.	Y	Nightmare grapples and strangles one foe	CM.113
<input type="checkbox"/>	Phantom Guardians	il	VSM	1 act	Medium	1 hour/lev	Will dis.	N	Create illusion of group of guards	RoD.167
<input type="checkbox"/>	Phantom Steed	Co	VS	10 min	0 ft	1 hour/lev (D)	-	N	Magic horse appears for 1 hr/lev	PHB.260
<input type="checkbox"/>	Power Word Deafen <i>[Mind-Affecting]</i>	En	V	1 act	Close	Special	-	Y	Deafens one creature with 100 hp or less	RoDr.115
<input type="checkbox"/>	Power Word Maladroit <i>[Mind-Affecting]</i>	En	V	1 act	Close	Special	-	Y	Deals 2 points Dex dmg to 1 creat. up to 75 hp	RoDr.116
<input type="checkbox"/>	Power Word Weaken <i>[Mind-Affecting]</i>	En	V	1 act	Close	Special	-	Y	Deals 2 points Str dmg to 1 creat. up to 75 hp	RoDr.117
<input type="checkbox"/>	Prickling Torment	Ne	VS	1 act	Medium	5 rounds	For n.	Y	Target sickened, takes damage when acts	CM.113
<input type="checkbox"/>	Primal Form	Tr	VS	1 act	Personal	1 min/lev (D)	-	N	You change into elemental, gain some abilities	SpC.161
<input type="checkbox"/>	Prismatic Mist	Ev	V	1 act	Medium	1 min/lev	Special	N	Multicolored mist has random effects	PH2.121
<input type="checkbox"/>	Protection from Dessiccation	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 10 points/lev dmg from dessiccation	SaSt.119
<input type="checkbox"/>	Protection from Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/lev from one energy	PHB.266
<input type="checkbox"/>	Rage <i>[Mind-Affecting]</i>	Ev	VS	1 act	Medium	Conc.+1 rd/lev	-	Y	Gives +2 Str, +2 Con, +1 Will, -2 AC	PHB.268
<input type="checkbox"/>	Rainbow Blast <i>[Light]</i>	Ev	VSM	1 act	120 ft	Instantaneous	Ref 1/2	Y	Line deals 1d6 damage of each energy type.	SpC.165
<input type="checkbox"/>	Ray of Dizziness <i>[Mind-Affecting]</i>	En	VSF	1 act	Medium	1 round/lev	-	Y	Subject can take only move or standard actions	SpC.166
<input type="checkbox"/>	Ray of Exhaustion	Ne	VSM	1 act	Close	1 min/lev	For part.	Y	Ray makes subject exhausted	PHB.269
<input type="checkbox"/>	Ray of the Python	Ev	V	1 act	Close	1 min	Ref n.	Y	Creature's movement and attacks are restricted	PH2.122
<input type="checkbox"/>	Reality Blind <i>[Evil, Mind-Affecting]</i>	il	VSM	1 act	Close	Concentration	Will n.	Y	Subject can take no action, don't heal naturally	BVD.101
<input type="checkbox"/>	Regal Procession	Co	VSM	1 round	Close	2 hrs/lev (D)	-	N	As Mount, but you summon several mounts.	SpC.172
<input type="checkbox"/>	Regroup	Co	VS	1 act	Close	Instantaneous	-	N	Teleport nearby allies to your side	PH2.122
<input type="checkbox"/>	Rend Shadow Weave	Ab	VSM	1 min	Close	Instantaneous	-	N	Create Shadow Weave dead magic area	CoV.57
<input type="checkbox"/>	Repair Serious Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 3d8 +1/lev (max +15) hp	SpC.173
<input type="checkbox"/>	Repelling Shield <i>[Force]</i>	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Disk gives +4 AC, blocks magic missiles	CM.115
<input type="checkbox"/>	Resist Taint	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Bestows +4 bonus on saves against taint	HoH.132
<input type="checkbox"/>	Resonating Bolt <i>[Sonic]</i>	Ev	VS	1 act	60 ft	Instantaneous	Ref 1/2	Y	Sonic energy deals 1d4/lev damage (max 10d4)	SpC.174
<input type="checkbox"/>	Reverse Arrows	Ab	VSF	1 act	Personal	10 min/lev	-	N	Protects from arrows, which return to source	SpC.175
<input type="checkbox"/>	Revitalize Legacy, Least	Tr	VSF	1 act	Touch	10 min/lev	-	N	Get extra use of chosen least legacy ability	WoL.17
<input type="checkbox"/>	Rockburst	Ev	VS	1 act	Medium	Instantaneous	Special	N	Stone objects explode, dealing 1d4 +1/lev dmg	ShS.48
<input type="checkbox"/>	Rust Ray	Tr	VSN	1 act	Close	Instantaneous	Special	N	Metal objects take 2d6 damage +1/2 levels.	SpC.178
<input type="checkbox"/>	Scatterloom <i>[Darkness]</i>	Ev	V	1 act	Close	1 round/lev	Will n.	N	Create mobile areas of magical darkness	DoF.118
<input type="checkbox"/>	Scattering Trap	Co	VSM	1 act	Close	1 round/lev	Ref n.	Y	Imbue one 5-ft square/2 lev with teleport trap	PH2.123
<input type="checkbox"/>	Scintillating Sphere <i>[Electricity]</i>	Ev	VSM	1 act	Long	Instantaneous	Ref 1/2	Y	20-ft. radius burst deals 1d6 electricity/level.	SpC.181
<input type="checkbox"/>	Scorpion Tail (DROW)	Tr	VS	1 act	Touch	1 round/lev	For part.	N	Target grows a scorpion tail, deals 2d6 dmg	RoE.190
<input type="checkbox"/>	Secret Page	Tr	VSM	10 min	Touch	Permanent	-	N	Changes one page to hide its real content	PHB.275
<input type="checkbox"/>	Sense of the Dragon	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Senses out to 30 ft pinpoint creatures	RoDr.117
<input type="checkbox"/>	Sepia Snake Sigil <i>[Force]</i>	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader	PHB.276
<input type="checkbox"/>	Servant Horde	Co	VSM	1 act	Close	1 hour/lev	-	N	Create 2d6 unseen servants +1/level (max +15)	SpC.182
<input type="checkbox"/>	Shadow Binding	il	VSM	1 act	Close	1 round/lev	Will n.	Y	Ribbonlike shadows entangle 10 ft radius	SpC.182
<input type="checkbox"/>	Shadow Cache	il	VS	1 act	Touch	1 min/lev (D)	-	N	Open small portal to put an item	SpC.183
<input type="checkbox"/>	Shadow Phase	Tr	VS	1 act	Touch	1 round/lev (D)	For n.	Y	Subject becomes partially incorporeal.	SpC.185
<input type="checkbox"/>	Shadow Tentacle, Lesser	Ab	S	1 act	Medium	1 round/lev	-	N	Animate shadows into a ropelike tentacle	LoD.187
<input type="checkbox"/>	Shape of the Hellspawned Stalker	Tr	VS	Swift	Personal	1 round/lev (D)	-	N	You take the form of a Hellhound	CM.117
<input type="checkbox"/>	Shatterfloor <i>[Sonic]</i>	Ev	VSF	1 act	Medium	Instantaneous	Ref 1/2	Y	Deals 1d4 sonic/level plus damages floor surfaces	SpC.187
<input type="checkbox"/>	Shivering Touch <i>[Cold]</i>	Ne	VS	1 act	Touch	1 round/lev	-	Y	Touch deals 3d6 Dexterity damage	FB.104
<input type="checkbox"/>	Shockwave	Ev	VSM	1 act	Close	Instantaneous	For part.	Y	Concussive force deals 1d4 nonlethal/lev	SCoT.168
<input type="checkbox"/>	Shrink Item	Tr	VS	1 act	Touch	1 day/lev	Will n.	Y	Object shrinks to one-sixteenth size	PHB.279
<input type="checkbox"/>	Sign of Sealing	Ab	VSM	1 round	Close	Permanent	Ref 1/2	N	Magical sigil deal 1d4/lev damage if opened	SpC.189
<input type="checkbox"/>	Siphon	Tr	VS	1 min	Touch	Instantaneous	-	N	Drain 5+ charges from a wand to replace spells	CS.102
<input type="checkbox"/>	Skull Watch	Ne	VSF	1 act	Touch	Permanent	For n.	N	Skull shrieks when creature enters warded area.	SpC.191
<input type="checkbox"/>	Sleet Storm <i>[Cold]</i>	Co	VSM	1 act	Long	1 round/lev	-	N	Hampers vision and movement	PHB.280
<input type="checkbox"/>	Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subj./lev takes only 1 action/r. -2 AC and hit	PHB.280
<input type="checkbox"/>	Snake's Swiftess, Mass	Tr	VSM	1 act	Medium	Instantaneous	Will n.	Y	Allies each immediately make one attack.	SpC.193
<input type="checkbox"/>	Sonorous Hum <i>[Sonic]</i>	Ev	VS	1 act	Personal	1 min/lev (D)	-	N	Removes need to concentrate to maintain spell	SpC.196
<input type="checkbox"/>	Sound Lance <i>[Sonic]</i>	Ev	VS	1 act	Medium	Instantaneous	For 1/2	Y	Sonic energy deals 1d8/level damage.	SpC.196
<input type="checkbox"/>	Spectral Weapon	il	VS	Swift	0 ft	1 round/lev (D)	Special	Y	Use quasi-real weapon to make touch attacks.	SpC.197
<input type="checkbox"/>	Spell Vulnerability	Tr	VS	1 round	Close	1 min/lev	For n.	N	Reduces target's SR by 1 per lev (max 15)	SpC.200
<input type="checkbox"/>	Spellcaster's Bane	Di	VS	Swift	Personal	1 round/lev	-	N	+2 on dispel, counterspell, recognize spell	CM.117
<input type="checkbox"/>	Spider Form	Tr	VS	Swift	Personal	1 round/lev (D)	-	-	Become a Large fiendish monstrous spider	DrU.63
<input type="checkbox"/>	Spider Poison	Ne	VSM	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d6 Str damage, repeat in 1 min	SpC.201
<input type="checkbox"/>	Spiderskin	Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants bonus to natural AC, saves, Hide	SpC.202
<input type="checkbox"/>	Stars of Arvandor <i>[Force, Good]</i>	Ev	VS	1 act	Close	1 min/lev (D)	-	Y	You create 1 star/lev which deals 1d8 damage	CoV.58
<input type="checkbox"/>	Steeldance	Tr	VSF	1 act	Medium	1 round/lev	-	N	Blades hover around you and attack foes.	SpC.206
<input type="checkbox"/>	Sticks and Stones	Ne	VS	1 act	Close	1 round/lev	-	N	Create wood skeleton with energy drain	ShS.49
<input type="checkbox"/>	Stinking Cloud	Co	VSM	1 act	Medium	1 round/lev	For n.	N	Nauseating vapors, 1 round/lev	PHB.284
<input type="checkbox"/>	Stony Grasp <i>[Earth]</i>	Tr	VSM	1 act	Close	1 round/lev	-	Y	Arm made of soil and rock grapples foes.	SpC.209
<input type="checkbox"/>	Storm Mote <i>[Air, Earth]</i>	Ev	VSM	1 act	Medium	1 round/lev	For 1/2	Y	Dust devil of flensing sand	SaSt.121
<input type="checkbox"/>	Sudden Aegis	Ab	VS	Immed.	Close	1 round	Will n.	Y	Grant a subject short-lived damage reduction	FoWV.117
<input type="checkbox"/>	Suggestion <i>[Language-Dep., Mind-Aff.]</i>	En	VM	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow course of action	PHB.285
<input type="checkbox"/>	Summon Living Dragonmark (D.) <i>[Force]</i>	Co	VS	1 round	Close	1 round/lev (D)	-	N	Summons a living dragonmark for 1 round/lev	DrM.153
<input type="checkbox"/>	Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB.286
<input type="checkbox"/>	Summon Undead III <i>[Evil]</i>	Co	VSF	1 round	Close	1 round/lev	-	N	Summons undead to fight for you.	SpC.215
<input type="checkbox"/>	Suppress Breath Weapon <i>[Mind-Affecting]</i>	En	V	1 act	Close	1 min/lev	Will n.	Y	Subject can't use breath weapon.	SpC.216
<input type="checkbox"/>	Suspended Silence	il	VSM	1 act	Touch	Special	-	N	Object programmed to create area of silence	SpC.216
<input type="checkbox"/>	Telepathic Bond, Lesser <i>[Mind-Affecting]</i>	Di	VS	1 act	30 ft	10 min/lev	-	-	Link lets you and target communicate	SpC.219
<input type="checkbox"/>	Tenacious Dispelling	Ab	VS	1 act	Medium	Instantaneous	-	N	As dispel magic, 2nd casting is more potent	CM.119
<input type="checkbox"/>	Thin Air <i>[Cold]</i>	Ne	VS	1 act	Medium	1 min/lev	For n.	N	Creatures suffer from altitude sickness	FB.105
<input type="checkbox"/>	Threesteel	Tr	V	1 act	Touch	Instantaneous	For n.	N	Create and launch 3 duplicates of a weapon	DoF.119
<input type="checkbox"/>	Tongue Serpents <i>[Evil]</i>	Tr	VSM	1 act	Personal	1 hour/lev	-	N	Caster spits out one Tiny viper/4 lev	BVD.107

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## WIZARD SPELLS

[illegible]

## KN PREP. SCROLL

**SPELL NAME**

SCH. COMP. CAST TIME

RANGE

### DURATION

SAVE

SR

EFFECT

Spells:            +            =

Save DC:

	Abate Dracorage	Ab	VS	1 round	Close	1 day/lev	Will n.	Y	Mitigate the effects of the Dracorage	DoF.112
	Aboleth's Curse	Ne	VSM	1 act	Touch	Permanent	For n.	Y	Subject's skin undergoes transformation	SW.112
	Abysmal Might (DEMON)	Co	VSM	1 act	Personal	10 min/lev	-	N	Caster gains +2 to Str, Dex, Con, and SR	BVD.84
	Aerial Alacrity	Tr	V	Swift	Personal	1 min/lev (D)	-	N	+30 ft fly speed, +1 AC and Ref	RoW.174
	Affliction	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects evil subject with chosen affliction	BED.89
	Aggravate Dracorage	En	VS	1 act	Close	1 round/lev	Will n.	N	Inflicts the effects of the Dracorage on subject	DoF.113
	Alliance Undone	Tr	VSM	1 act	Special	1 min	-	N	Suppress team oriented effects	EE.27
	Animate Dead	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies	PHB.198
	Arcane Eye	Di	VSM	10 min	Unlimit.	1 min/lev (D)	-	N	Invisible floating eye moves 30 ft/round	PHB.200
	Aspect of the Icy Hunter	Tr	VS	Swift	Personal	1 round/lev (D)	-	N	You take the form of a Winter Wolf	CM.96
	Assay Spell Resistance	Di	VS	Swift	Personal	1 round/lev	-	N	+10 on level checks to defeat a creature's SR	SpC.17
	Attune Form	Tr	VSM	1 act	Touch	24 hours	-	N	Temporary protection against damaging traits	SpC.17
	Backlash	Tr	VS	1 act	Touch	10 min/lev	Will n.	Y	Target takes dmg if it uses spells vs. others	SpC.23
	Baleful Blink	Tr	V	1 act	Close	1 round/lev	For n.	N	Subject has 50% of failure on attacks and spells	PH2.102
	Battle Hymn	En	VS	1 act	30 ft	1 round/lev	Will n.	Y	Allies can reroll one Will save/round.	SpC.25
	Battlefield Fortification	Tr	VS	1 round	Close	Instantaneous	-	N	Create trench or berm	HoB.125
	Beckon Monster (TRUE NAME)	En	VS	1 act	Medium	1 round (D)	Will n.	Y	Force creature to approach you	ToM.256
	Bestow Curse	Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 on rolls; or 50% losing action	PHB.203
	Bite of the Werewolf	Tr	VSM	1 act	Personal	1 round/lev	-	N	Gain the Strength and attacks of a werewolf	SpC.29
	Bladebane	Tr	VSM	1 act	Touch	1 round/lev	Will n.	Y	Weapon becomes bane for enemy	UE.48
	Blast of Flame	Co	VSM	1 act	60 ft	Instantaneous	Ref 1/2	N	60-ft. cone of fire (1d6/level damage).	SpC.31
	Blast of Sand	Co	VSM	1 act	30 ft	Instantaneous	Ref 1/2	N	Cone deals 1d6 damage/lev	SaSt.112
	Bleakness	Ev	VS	1 act	Close	1 round/lev (D)	-	N	1d6 dmg/round to living, bonus to undead	PH2.104
	Blinding Breath (BREATH)	Tr	S	Swift	Personal	1 round	-	N	Your breath weapon blinds subjects.	SpC.31
	Blistering Radiance	Ev	VSM	1 act	Long	1 round/lev	Special	Y	Dazzle creatures and deals 2d6 dmg in 50 ft	SpC.33
	Bloodbriars	Ev	VSM	1 act	Medium	1 min/lev (D)	Will n.	Y	Invisible briars deal 1d8 dmg/round on move	LEoF.30
	Bloodstar	Co	VSF	1 act	Medium	1 round/lev	For n.	Y	Construct does Con dmg if foe is damaged	SpC.34
	Boiling Oil	Co	VS	1 act	Medium	Special	Ref 1/2	N	10-ft cylinder deals 1d6 damage or more	HoB.125
	Bright Worms	Co	VS	1 act	Medium	1 round/lev (D)	Ref 1/2	N	Fiery worms damage enemies in 20-ft spread	PH2.105
	Burning Blood	Ne	VSM	1 act	Medium	1 round/lev (D)	Special	Y	Target takes 1d8 acid + 1d8 fire dmg/round	SpC.40
	Call of Stone	Tr	VS	1 act	Medium	1 round/2 lev.	For part.	Y	Slowly turn subject to stone	PH2.105
	Caustic Mire	Co	VS	1 act	Medium	1 round/lev (D)	-	N	Acidic sludge slows progress, deals damage	CM.98
	Celerity	Tr	V	Immed.	Personal	Instantaneous	-	N	Take a standard action but be dazed for 1 round	PH2.105
	Celestial Brilliance	Ev	VS	1 act	Touch	1 day/lev (D)	-	N	Object sheds light to 120 ft, harms undead	BED.94
	Channeled Pyroburst	Ev	VS	Special	Medium	Instantaneous	Ref 1/2	Y	Deal fire damage, amount based on cast. time	PH2.106
	Charm Monster	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally	PHB.209
	Column of Ice	Co	VSM	1 act	Close	Permanent	Ref n.	N	Column of ice erupts from the ground	FB.90
	Condemnation	Ab	V	1 act	Close	1 round	Will n.	Y	Lowers outsider's SR and stuns for 1 round	PH2.107
	Cone of Euphoria	En	VSM	1 act	20 ft	1 round/lev	Will n.	Y	20-ft cone dazes targets for 1d6 rounds	DoF.114
	Confusion	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behaves oddly for 1 round/lev	PHB.212
	Contagion	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB.213
	Coral Growth	Tr	VSM	1 act	Close	Permanent	-	N	Cause living coral to grow into any shape	Sh.45
	Corporeal Instability	Tr	VS	1 act	Touch	1 round/lev (D)	For n.	Y	Transform a creature into an amorphous mass.	SpC.53
	Create Fetch	Co	VSM	1 act	Close	10 min/lev	-	N	Craft temporary duplicate of yourself	CS.96
	Crushing Despair	En	VSM	1 act	30 ft	1 min/lev	Will n.	Y	Subjects get -2 to attack, damage, saves, checks	PHB.215
	Crushing Grip	Ev	VS	1 round	Close	3 rounds	For n.	Y	Subject has penalties, might be paralyzed	PH2.109
	Curse of the Elemental Lords	Ne	VS	Swift	Medium	24 hours	Will n.	Y	Makes foes more susceptible to your damage	DM.65
	Cursed Dragonmark (DRAGON MARK)	Ne	VS	1 act	Close	Permanent	Will n.	Y	Dragonmark powers have a 50% fail chance	DrM.149
	Damning Darkness	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	Darkness deals either 2d6 or 1d6 dmg/round	ECR.210
	Dancing Chains	Tr	VS	1 act	Close	1 min/lev	-	N	Animates one chain per level	BVD.90
	Dancing Web	Ev	VSM	1 act	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 nonlethal/lev, entangles evil 1d6 rd.	BED.96
	Darkvision, Mass	Tr	VSM	1 act	10 ft	1 hour/lev	Will n.	Y	As Darkvision, but affects one/level subjects.	SpC.59
	Defenestrating Sphere	Ev	VSF	1 act	Medium	1 round/lev (D)	For part.	Y	Sphere knocks enemies prone, hurls them up	SpC.62
	Desert Diversion	Co	VS	1 act	Medium	1 min/lev	-	Y	Those attempting planar travel are diverted	SaSt.113
	Detect Scrying	Di	VSM	1 act	40 ft	24 hours	-	N	Alerts you of magical eavesdropping	PHB.219
	Dimension Door	Co	V	1 act	Long	Instantaneous	-/Will n.	Sp	Teleports you short distance	PHB.221
	Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	-	Y	Bars extradimensional movement	PHB.221
	Diminish Breath Weapon	Tr	V	1 act	Close	10 min/lev	Will n.	Y	Reduces breath weapon damage by 1 die/lev	DoF.114
	Disuse Ship	Il	VSM	1 act	Touch	1 hour/lev (D)	Will dis.	N	Disguises a ship.	SW.115
	Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	-	N	Targeted Dispel Magic on creatures/items, +10	SpC.67
	Displacer Form	Tr	VSM	1 act	Personal	1 round/lev (D)	-	N	Change into displacer beast, gain abilities	SpC.67
	Distort Summons	Tr	VS	1 act	Medium	1 hour/lev	-	N	Create area where only evil can be summoned	BVD.92
	Doom Scarabs	Co/Ne	VS	1 act	60 ft	Instantaneous	Will 1/2	Sp	Scarab swarm deals 1d6/2 lev. gives you hp	PH2.110
	Dragon Breath	Ev	VSM	1 act	Personal	1 round/lev	-	N	You mimic the breath of a dragon	SpC.73
	Dream Lock, Mass	En	VS	1 act	Close	1 min/lev (D)	Will n.	Y	Confuse dream with reality, dazed or shaken	SoS.126
	Dweomer of Transference	Ev	VS	1 min	Close	1 round/lev	Will n.	Y	Converts spellcasting into psionic PP	EPsi.220
	Early Twilight	Ev	VM	1 round	Long	10 min/lev (D)	-	N	Reduce light in 80-ft radius cylinder	HoB.126
	Ebon Ray of Doom	Ne	VS	1 act	Close	1 round/lev	For part.	Y	Black energy prevents magical healing	LEoF.31
	Enduring Flight	Tr	V	1 round	Personal	Special	-	N	Carry medium loads at full fly speed	RoW.175
	Energy Spheres	Ev	VSM	1 act	Close	1 round/lev	Ref 1/2	Y	Five colored spheres attack with energy dmg	SpC.80
	Enervation	Ne	VS	1 act	Close	Instantaneous	-	Y	Subject gains 1d4 negative levels	PHB.226
	Enlarge Person, Mass	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Enlarges several creatures	PHB.227
	Entangling Staff	Tr	VSF	Swift	Touch	1 round/lev (D)	For n.	Y	Quarterstaff can grapple and constrict foes.	SpC.83
	Ethereal Mount	Co	VS	10 min	0 ft	1 hour/lev (D)	-	N	Conjure swift mounts on the Ethereal Plane	SpC.85
	Evard's Black Tentacles	Co	VSM	1 act	Medium	1 round/lev (D)	-	N	Tentacles grapple all within 20 ft	PHB.228
	Explosive Cascade	Ev	VSM	1 act	Close	Instantaneous	Ref 1/2	Y	Bouncing flame ball deals 1d6/level fire damage	SpC.85
	Explosive Rune Field	Co	VSM	1 act	Medium	1 round/lev	Ref n.	N	Area is covered with explosive runes	PH2.113
	Fang Trap	Ab	VSM	1 act	Touch	Until disch.	For n.	Y	Inscription harms those who pass it	SK.155
	Fear	Ne	VSM	1 act	30 ft	Special	Will part.	Y	Subjects within cone flee for 1 round/lev	PHB.229
	Finger of Agony	Ne	VS	1 act	Close	3 rounds	For part.	Y	Deals 3d6 dmg/round, nauseates or sickens	CM.104
	Fire Shield	Ev	VSM	1 act	Personal	1 round/lev (D)	-	N	Attackers take dmg. protected from heat/cold	PHB.230
	Fire Stride	Tr	VS	1 act	Personal	10 min/lev	-	N	Teleport from one fire to another.	SpC.93
	Fire Trap	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/lev damage	PHB.230

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# WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

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## CONTINUED FROM PREVIOUS PAGE

☐	Firestride Exhalation	[Fire]	Co/ Ev	VS	1 act	30 ft	Instantaneous	Ref 1/2	Y	Deal 8d6 dmg in 30-ft cone, teleport in area	DM.67
☐	Flame Whips		Tr	VS	1 act	Personal	1 round/lev (D)	-	N	Your forelimbs deal 6d6 fire damage.	SpC.95
☐	Flight of the Dragon		Tr	VM	1 act	Personal	10 min/lev (D)	-	N	You grow dragon wings.	SpC.95
☐	Floating Disk, Greater	[Force]	Ev	VSM	1 act	Close	1 hour/lev	-	N	As Floating Disk, but you can ride it.	SpC.96
☐	Force Chest	[Force]	Ev	VSM	1 act	0 ft	24 hrs/lev (D)	-	N	2-ft-cube chest made of force.	SpC.97
☐	Force Claw	[Force]	Ev	VSM	1 act	Medium	1 round/lev (D)	-	Y	Claw of force guards an area, making AoO	SpC.97
☐	Force Missiles	[Force]	Ev	VS	1 act	Medium	Instantaneous	-	Y	Missiles of force deal 2d6 dmg and explode	SpC.98
☐	Force Orb	[Force]	Ev	VS	1 act	Medium	Instantaneous	Special	Y	Ranged touch, 1d6/lev (max 10d6) damage	VE.49
☐	Forceward	[Force]	Ab	VS	1 round	15 ft	1 min/lev	Will n.	Y	Sphere protects vs. force, blocks incorporeal	SpC.98
☐	Forcewave	[Force]	Ev	VSF	Swift	10 ft	Instantaneous	-	Y	Bull rushes all creatures within 10 ft.	SpC.98
☐	Friendly Fire		Ab	V	Immed.	Personal	Special	-	N	Redirect ranged attack	EE.27
☐	Fuse Sand	[Earth]	Tr	VSM	1 act	Close	Instantaneous	Special	N	Hardens sand and may trap creatures	SaSt.116
☐	Geas, Lesser	[Language-Dep., Mind-Affecting]	En	V	1 round	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less	PHB.235
☐	Glacial Ward	[Cold]	Ab	VSM	1 act	Touch	1 min/lev (D)	-	N	Subject gains SR 18 against fire spells and effects	FB.96
☐	Globe of Invulnerability, Lesser		Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 3rd-level spell effects	PHB.236
☐	Grim Revenge (UNDEAD)	[Evil]	Ne	VS	1 act	Medium	Instantaneous	For n.	Y	Tears hand from target, 6d6 dmg, hand attacks	BVD.97
☐	Halaster's Fetch I		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature to fight (1 1st-lev)	CoSW.153
☐	Halaster's Image Swap		Co	V	1 act	Medium	Instantaneous	Will n.	Sp.	Swap locations with a projected image	CoSW.154
☐	Hallucinatory Terrain		Il	VSM	10 min	Long	2 hours/lev (D)	Will dis.	N	Makes one type of terrain appear like another	PHB.238
☐	Heart of Earth	[Earth]	Tr	VS	1 act	Personal	1 hour/lev (D)	-	N	Gain hp, +8 vs. bull rush, trip, one stonewall	CM.106
☐	Hell's Power (DEVIL)	[Evil]	Co	VSM	1 act	Personal	10 min/lev	-	N	Caster gains +2 AC and +1 to existing DR	BVD.97
☐	Horrid Sickness		Ne	VS	1 act	Close	1 round/lev (D)	For part.	Y	Subjects are nauseated or sickened	CM.108
☐	Ice Shield (COLDFIRE)		Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains damage reduction 15/-	FB.99
☐	Ice Ship		Co	VSM	1 act	Close	1 hour/lev (D)	-	N	Creates ice runner or ice galleon	FB.99
☐	Ice Storm	[Cold]	Ev	VSM	1 act	Long	1 round	-	Y	Hail deals 5d6 damage in cylinder 40 ft across	PHB.243
☐	Ice Web (COLDFIRE)	[Cold]	Co	VS	1 act	Medium	10 min/lev (D)	Ref n.	N	Coldfire webs entangle and deal 1d6 dmg/rd	FB.100
☐	Illusory Wall		Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is illusory	PHB.243
☐	Ilyykur's Mantle		Ab	VSM	1 act	Personal	1 round/lev (D)	-	N	Aura protects you against hostile magic	VE.50
☐	Incendiary Surge	[Fire]	Ev	VS	1 act	Close	Instantaneous	Ref 1/2	Y	Cone of fire deals 1d6/lev dmg, then 1d8/lev	CM.108
☐	Investiture of the Amnizu	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target deals 1d4 Int damage with a touch	FC2.101
☐	Investiture of the Erinyes	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target can force foes to move closer	FC2.102
☐	Investiture of the Harvester Devil	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target deals lingering wounds with melee att.	FC2.103
☐	Investiture of the Steel Devil	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains bonus to attacks and AC	FC2.106
☐	Invisibility, Greater		Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks	PHB.245
☐	Iron Bones		Tr	VSF	1 act	Touch	10 min/lev	Will n.	Y	Undead gain +6 natural armor bonus	SpC.125
☐	Jhanifer's Deliquescence	[Water, Cold]	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms 2 10-ft cubes/lev of ice to water	CoSW.155
☐	Know Vulnerabilities		Di	VS	1 act	Close	Instantaneous	Will n.	Y	Determine target's vulnerabilities/resistances	SpC.129
☐	Laogzed's Breath		Co	VSM	1 act	Close	Instantaneous	For n.	N	Nauseating vapors, 10 rounds	SK.156
☐	Leomund's Secure Shelter		Co	VSMF	10 min	Close	2 hours/lev (D)	-	N	Creates sturdy cottage	PHB.247
☐	Leomund's Spacious Carriage		Co	VSM	10 min	Close	1 hour/lev (D)	-	N	Summons carriage and horses to pull it	Cts.66
☐	Lightning Fog	[Electricity]	Co	VS	1 act	Medium	1 round/lev	Ref 1/2	N	Create fog that deals lightning damage	ShS.47
☐	Liquid Pain		Ne	VSF	1 day	Touch	Permanent	For n.	Y	Extracts one dose of liquid pain from victim	BVD.98
☐	Locate Creature		Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature	PHB.249
☐	Lower Spell Resistance		Tr	VS	1 round	Close	1 min/lev	For n.	N	Subject's spell resistance is reduced	Dra.114
☐	Mark of the Enlightened Soul	[Good]	Tr	VS	Swift	Personal	3 rounds	-	N	Spells gain good descriptor, more dmg to evil	DM.70
☐	Melf's Slumber Arrows	[Mind-Affecting]	En	VSM	1 act	Touch	1 round/lev	Will part.	Y	Arrows cause target to fall asleep for 1 hour	CM.110
☐	Metal Melt	[Fire]	Tr	VSM	1 act	Close	1 hour/lev	Will n.	Y	Melts metal object without heat.	SpC.140
☐	Mindfrost	[Cold]	Ne	VSM	1 act	Close	Instantaneous	For 1/2	Y	Deals 5d6 cold damage, 1d4 Int damage	FB.102
☐	Minor Creation		Co	VSM	1 min	0 ft	1 hour/lev (D)	-	N	Creates one cloth or wood object	PHB.253
☐	Mirror Image, Greater		Il	VS	Immed.	Personal	1 min/lev (D)	-	N	As mirror image, 1 additional image/round	PH2.120
☐	Mirror Sending		Ev	VSF	Special	Special	Instantaneous	-	Y	Caster sends his image to a mirror, can speak	BVD.99
☐	Mystic Surge		Vn	V	1 act	Close	1 round	Will n.	Y	Ally's spell gains +2 DC and +1 caster level	PH2.120
☐	Necrotic Domination	[Evil]	Ne	VSF	1 round	Close	1 day/lev	Will n.	Y	Completely control encysted subject	LM.68
☐	Nezram's Emerald Energy Shield		Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Grants sonic- and mind-related immunities	LEOF.32
☐	Nightmare Terrain		Il	VS	1 act	Close	1 round/lev	Will dis.	N	Illusory terrain hinders foes and hides you	CM.111
☐	Orb of Acid	[Acid]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, sickness	SpC.150
☐	Orb of Cold	[Cold]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, blinds	SpC.151
☐	Orb of Electricity	[Electricity]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, entangles	SpC.151
☐	Orb of Fire	[Fire]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, dazes	SpC.151
☐	Orb of Force	[Force]	Co	VS	1 act	Medium	Instantaneous	-	N	Globe of force deals 1d6/level dmg (max 10d6)	SpC.151
☐	Orb of Sound	[Sonic]	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d4/lev, deafens	SpC.151
☐	Otiluke's Resilient Sphere	[Force]	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Force globe protects but traps one subject	PHB.258
☐	Otiluke's Suppressing Field		Ab	VS	1 round	20 ft.	10 min/lev (D)	-	N	Suppresses spells of a designated school	CM.112
☐	Parboil	[Fire]	Ev	VSM	1 act	20 ft	Instantaneous	For part.	Y	Heated air deals fire and Int damage	SaSt.118
☐	Passage of the Shifting Sands	[Air]	Tr/Ev	VS	1 act	Personal	1 min/lev (D)	-	N	Become sand cloud, gain one gust of wind	DM.70
☐	Perfect Summons	[Good]	Tr	VS	1 act	Medium	1 hour/lev	-	N	Creates area where only good can be summ.	BED.103
☐	Perinarch		Tr	VSD	1 act	Close	1 round/lev	Special	N	Gain control over Limbo's morphic essence	SpC.153
☐	Phantasmal Killer	[Fear, Mind-Affecting]	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subject or deals 3d6 damage	PHB.260
☐	Phantom Battle		Il	VS	1 act	Medium	1 round/lev	Will n.	Y	Illusion of battle flanks and denies AoO	PH2.120
☐	Plague Carrier		Ne	VS	1 act	Touch	Special	For n.	Y	Infects subject with chosen disease	RoF.190
☐	Polymorph		Tr	VSM	1 act	Touch	1 min/lev (D)	-	N	Gives one willing subject a new form	PHB.263
☐	Portal Alarm, Improved		Ab	VSF	1 act	Close	8 hrs/lev (D)	-	N	Alert when a creature passes through portal	SpC.160
☐	Portal View		Di	VSF	10 min	Close	1 min/lev	-	N	Turns target portal transparent	Und.60
☐	Power Word Distract	[Mind-Affecting]	En	V	1 act	Close	Instantaneous	-	Y	Makes 1 creat. of 150 hp or less flat-footed	RoDr.115
☐	Psychic Poison	[Evil]	Ab	VSM	10 min	Close	1 hour/lev	-	N	Poisons those casting particular spells	BVD.101
☐	Radiant Fog (ABSTINENCE)	[Good]	Co	VS	1 act	Medium	1 min/lev	For part.	Y	As solid fog, but dazzles creatures within	BED.104
☐	Radiant Fog (ABSTINENCE)	[Electr., Good]	Ev	VS	1 act	Personal	1 round/lev (D)	-	N	Creatures attacking you take electricity dmg	BED.104
☐	Rainbow Pattern	[Mind-Affecting]	Il	SMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures	PHB.268
☐	Raise From the Deep	[Water]	Tr	V	1 min	Long	1 hour/lev	For n.	Y	Creature or sunken ship made buoyant.	SpC.165
☐	Raptor Cloud		Co	VSM	1 act	0 ft	1 round/lev (D)	Ref 1/2	Y	Avian shadows grant bonuses and deal damage	CoS.128
☐	Rary's Mnemonic Enhancer		Tr	VSMF	10 min	Personal	Instantaneous	-	N	Prepares extra spells or retains one just cast	PHB.268
☐	Ray Deflection		Ab	VSF	1 act	Personal	1 min/lev	-	N	Ray attacks are reflected away.	SpC.166
☐	Ray of Denigration		Ab	VS	1 act	Close	Instantaneous	-	N	Ray deals 1d6 damage/level to constructs.	SpC.166

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## WIZARD SPELLS

KN.PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rebirth of Iron	Tr	VS	1 round	Touch	Instantaneous	For n.	Y	Restores metal item destroyed by rust	CM.114
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rebuke, Greater <i>[Fear, Mind-Affecting]</i>	En	VSF	1 act	Close	1 round/lev	Will n.	Y	Subject cowers for 1d4 rounds.	SpC.170
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rebuking Breath (BREATH)	Ne	S	Swift	Personal	1 round	-	N	Your breath weapon rebukes undead.	SpC.170
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Reduce Person, Mass	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Reduces several creatures	PHB.269
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB.270
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Repair Critical Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 4d8 +1/lev (max +20) hp	SpC.173
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Resist Energy, Mass	Ab	VS	1 act	Close	10 min/lev	For n.	Y	Subjects ignore damage from one energy type	SpC.174
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Resistance, Greater	Ab	VSM	1 act	Touch	24 hours	Will n.	Y	Subject gains +3 on saving throws.	SpC.174
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Revelation	Di	VSM	1 act	Medium	1 round	-	N	Reveals everything within 20-ft radius	DoF.117
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ruin Delver's Fortune	Tr	V	Immed.	Personal	1d4 rounds	-	N	Cast on another's turn, choose benefits	SpC.178
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rusted Blade	Tr	VS	1 act	Touch	1 round/lev (D)	Special	Y	Touched weapon delivers filth fever	CM.116
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sandform	Tr	VSM	1 act	Personal	1 min/lev (D)	-	N	You become an ooze-like being of sand	SaSt.119
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scramble Portal <i>[Chaotic]</i>	Tr	VSM	1 act	Close	1 round/lev	-	N	Randomize the destination of a magic portal	SpC.181
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scrying	Di	VSMF	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB.274
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Searing Exposure <i>[Fire, Light]</i>	Ev	VSM	1 act	Medium	Instantaneous	For part.	Y	Target suffers hours of exposure in a moment	SaSt.120
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Seed of Undeath	Ne	VSM	1 round	Touch	1 day/lev (D)	For n.	Y	Subject that dies rises as a zombie	CM.116
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sensory Deprivation <i>[Mind-Affecting]</i>	Il	VSM	1 act	Medium	1 round/lev	Will dis.	Y	All of subject's senses are blocked.	SpC.182
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Serpent Arrow	Tr	VSM	1 act	Close	Special	-	N	Transforms missiles into tiny vipers	CoR.34
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shadow Conjuration	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th level, 20% real	PHB.276
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shadow Well	Il	VS	1 act	Close	1 round/lev	Will n.	Y	Target enters gloomy plane and is frightened	SpC.186
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sharptooth	Tr	VS	1 act	Personal	1 round/lev	-	N	One natural weapon deals damage as if larger	SpC.187
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shout <i>[Sonic]</i>	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage	PHB.279
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sinsabur's Baleful Bolt	Ne	VS	1 act	Medium	Instantaneous	Ref 1/2	Y	Bolt deals 1d3 +1/4 lev (max +3) Str and Con	UE.52
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Siren's Call <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 round/lev (D)	Will n.	Y	Compel 1 creature/2 lev to submerge	SW.121
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Slashing Dispel	Ab/Ev	VS	1 act	Medium	Instantaneous	-	N	As dispel magic, but creatures take damage	PH2.125
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Solid Fog	Co	VSM	1 act	Medium	1 min/lev	-	N	Blocks vision, slows movement	PHB.281
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sparkles	Co	VSM	1 act	Long	1 min/lev	-	N	Sparkling motes outline invisible creatures	ShS.49
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Spell Enhancer	Tr	V	Swift	Personal	1 round	-	N	Cast another spell in same round at +2 lev	SpC.198
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Spell Snare	Ab	SM	1 min	Touch	10 min/lev	-	N	Absorbs a spell or ability of up to 3rd lev	MoE.102
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Steelsting <i>[Force]</i>	Ev	V	1 act	Medium	Instantaneous	Ref 1/2	Y	Creates maelstrom of flying daggers of force	DoF.119
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stiffen	Ne	VS	1 act	Touch	1 round/lev (D)	For part.	Y	Penalties to Dex, speed, maneuverability	EE.28
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stifle Spell	Ab	V	Immed.	Close	Instantaneous	Special	Y	Subject must concentrate or botch spell	PH2.126
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stone Shape <i>[Earth]</i>	Tr	VSM	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PHB.284
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stone Sphere <i>[Earth]</i>	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	3-ft stone sphere rolls over your enemies	SpC.209
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stone Storm	Ev	VSM	1 act	Long	1 round	-	N	Deals 3d6 bludgeoning and 3d6 slashing dmg	SoS.129
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stoneskin	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PHB.284
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB.285
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Summon Pest Swarm	Co	VSM	1 round	Long	1 round/lev (D)	-	N	Summon swarm of urban animals and vermin	Cts.67
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Summon Undead IV <i>[Evil]</i>	Co	VSF	1 round	Close	1 round/lev	-	N	Summons undead to fight for you.	SpC.215
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Superior Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Subject can see in total darkness	UE.53
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Suspension	Tr	VSM	1 act	Touch	Special	-	N	Touched object remains in place for days	ShS.51
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sword of Deception <i>[Force]</i>	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Independent blade of energy deals 1d4 damage	SpC.217
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Thunderlance <i>[Force]</i>	Ev	VSM	1 act	0 ft	1 round/lev (D)	-	N	Lance deals 3d6 damage, plus dispel force eff.	SpC.220
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Touch of the Blackened Soul <i>[Evil]</i>	Tr	VS	Swift	Personal	3 rounds	-	N	Spells gain evil descriptor, more dmg to good	DM.73
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Touch of Years	Ne	VS	1 act	Touch	1 day/lev	For n.	Y	Target loses 3 Str, Dex, Con, then blind/deaf	CM.120
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Touchstone Lightning <i>[Electricity]</i>	Tr	VS	1 act	Medium	Instantaneous	-	Y	Fuel damaging rays with planar touchstone	PHB.106
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trance of the Verdant Domain <i>[M-Aff.]</i>	En	VS	1 act	30 ft	Instantaneous	Will n.	Y	Fascinate and make vulnerable a foe for 3 rds	DM.74
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Translocation Trick	Co	V	1 act	Medium	10 min/lev	Will n.	Y	You and target switch places and appearance	SpC.222
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Treasure Scent	Di	VS	1 act	Personal	1 hour/lev	-	N	You detect valuable metals and gems.	SpC.223
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trollshape	Tr	VS	Swift	Personal	1 round/lev (D)	-	N	You take on the form and abilities of a troll	PH2.127
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Undeniable Gravity, Legion's	Tr	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creatures lose flying ability	MHB.40
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Unseen Servant, Mass	Co	VSM	1 act	Close	1 hour/lev	-	N	One Invisible force/lev obeys your command	RoD.168
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Vecna's Malevolent Whisper <i>[Death, M-A]</i>	En	V	1 act	Close	Instantaneous	-	Y	Creature with 10 hp or lower reduced to -9 hp	CM.122
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Venom Bolt <i>[Acid]</i>	Ev	VSM	1 act	100 ft	Instantaneous	Special	Y	Beam of energy deals 2d8 acid damage	SK.158
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Voice of the Dragon	Tr	VS	1 act	Personal	10 min/lev (D)	-	N	+10 Bluff, Diplomacy, Intimidate, suggestion	SpC.232
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Vortex of Teeth <i>[Force]</i>	Ev	VSM	1 act	Medium	1 round/lev (D)	-	Y	3d8 dmg/round to all creatures in the area	SpC.232
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Chaos <i>[Chaotic]</i>	Ab	VSM	1 act	Close	10 min/lev	Special	Y	Wall blocks creatures of opposite alignment.	SpC.233
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Coldfire (COLDFIRE) <i>[Cold]</i>	Ev	VS	1 act	Medium	Conc. +1 r/lev	-	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	FB.106
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Deadly Chains	Co	VSM	1 act	Medium	1 min/lev	Ref 1/2	N	Creates wall of chains, deals 3d6 within 5 ft	BVD.108
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Evil <i>[Evil]</i>	Ab	VSM	1 act	Close	10 min/lev	Special	Y	Wall blocks creatures of opposite alignment.	SpC.233
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Fire <i>[Fire]</i>	Ev	VSM	1 act	Medium	Conc. +1 r/lev	-	Y	2d4 dmg (10 ft), 1d4 (20), 2d6+1/lev passing	PHB.298
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Good <i>[Good]</i>	Ab	VSM	1 act	Close	10 min/lev	Special	Y	Wall blocks creatures of opposite alignment.	SpC.233
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Ice <i>[Cold]</i>	Ev	VSM	1 act	Medium	1 min/lev	Ref n.	Y	Creates wall with 13 hp+1/lev or hemisphere	PHB.299
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Law <i>[Lawful]</i>	Ab	VSM	1 act	Close	10 min/lev	Special	Y	Wall blocks creatures of opposite alignment.	SpC.234
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Pain <i>[Evil]</i>	Ne	VSF	1 act	Close	1 round/lev (D)	Will n.	Y	Wall causes pain to creatures passing through	ShS.51
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Salt <i>[Earth]</i>	Co	VSM	1 act	Medium	Instantaneous	Special	N	Wall of salt that can be shaped	SaSt.127
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Sand <i>[Earth]</i>	Co	VSM	1 act	Medium	Conc. +1 rd/lev	-	N	Swirling sand blocks ranged att., slows move	SpC.235
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wall of Water <i>[Water]</i>	Co	VSM	1 act	Medium	10 min/lev	Ref n.	N	Creates shapeable transparent wall of water.	SpC.235
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Warp Truename (TRUENAME)	Tr	VS	1 act	Close	1 round/lev	Special	Y	Gives a foe grotesque and useless form	ToM.261
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Watchful Ancestors	Co	VSM	1 act	Personal	1 min/lev	-	N	Spiritual manifestations grants bonuses	MoE.103
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Whelm, Mass <i>[Mind-Affecting]</i>	En	VS	1 act	Close	Instantaneous	Will n.	Y	Deal 1d6 nonlethal dmg/lev to 1 creature/lev	PH2.128
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wingbind <i>[Force]</i>	Ev	VS	1 act	Medium	1 round/lev (D)	Ref n.	Y	Net of force entangles target	SpC.240
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wings of Air, Greater	Tr	V	1 act	Touch	1 min/lev	-	N	Target's flight maneuverability improves	SpC.240
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wither	Ne	VSM	1 act	Medium	Instantaneous	For part.	Y	Deals 1d6/lev dessication damage, dehydrates	SaSt.128



# WIZARD SPELLS

KN.PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

## 5TH-LEVEL SPELLS

Spells: \_\_\_\_ + \_\_\_\_ = \_\_\_\_

Save DC: \_\_\_\_

<input type="checkbox"/>	Acid Rain	[Acid]	Co	VSM	1 act	Long	1 rd +1 rd/lev	-	N	20-ft radius cylinder deals 7d6 acid damage	HoB.124
<input type="checkbox"/>	Acid Sheath	[Acid]	Co	VSMF	1 act	Personal	1 round/lev (D)	-	N	Sheath of acid damages those who attack you	SpC.7
<input type="checkbox"/>	Airy Water	[Air, Water]	Tr	SM	1 act	0 ft	10 min/lev (D)	-	N	Turn water into breathable substance	SW.113
<input type="checkbox"/>	Animal Growth		Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size	PHB.198
<input type="checkbox"/>	Animate Legion	[Evil]	Ne	VSM	1 act	Close	1 round/lev	-	N	Creates skeletons or zombies	HoB.124
<input type="checkbox"/>	Anticold Sphere	[Cold]	Ab	VS	1 act	10 ft	10 min/lev (D)	-	Y	Sphere provides immunity to cold	SpC.13
<input type="checkbox"/>	Antifire Sphere		Ab	VS	1 act	Touch	10 min/lev	-	N	Creatures in sphere gain immunity to fire	SpC.110
<input type="checkbox"/>	Arc of Lightning	[Electricity]	Co	VSM	1 act	Close	Instantaneous	Ref 1/2	N	Line of electricity between 2 creat. (1d6/lev)	SpC.15
<input type="checkbox"/>	Baleful Polymorph		Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PHB.202
<input type="checkbox"/>	Ball Lightning	[Electricity]	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Energy ball deals 1d6/level electricity damage.	SpC.23
<input type="checkbox"/>	Bapish Dragonmark (DRAGONMARK)		Ab	VSM	1 act	Close	1 day/lev	Will n.	Y	Target temporarily loses dragonmark	DrM.148
<input type="checkbox"/>	Beltyn's Burning Blood		Ne	VSM	1 act	Medium	1 round/lev (D)	For part.	Y	Creature's blood deals 1d8 acid +1d8 fire dmg	UE.48
<input type="checkbox"/>	Bigby's Interposing Hand	[Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover vs. one opponent	PHB.204
<input type="checkbox"/>	Bite of the Wereboar		Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain the Str and attacks of a wereboar	SpC.28
<input type="checkbox"/>	Blackwater Tentacle	[Evil, Water]	Co	VSM	1 act	Close	1 round/lev (D)	For part.	N	Create blackwater tentacle that attacks	SW.114
<input type="checkbox"/>	Blight		Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	1d6 damage/lev to plant creature, or wither	PHB.206
<input type="checkbox"/>	Blink, Greater		Tr	VS	1 act	Personal	1 round/lev	-	N	You randomly vanish and reappear	SpC.32
<input type="checkbox"/>	Blink, Improved		Tr	VS	1 act	Personal	1 round/lev (D)	-	N	Vanish and reappear for 1 round/lev	UE.50
<input type="checkbox"/>	Boreal Wind	[Cold]	Ev	VS	1 act	Long	1 rd + 1r/2 lev	For n.	Y	Gust of cold deals 1d4/lev and knock back	FB.89
<input type="checkbox"/>	Break Enchantment		Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments	PHB.207
<input type="checkbox"/>	Breath Weapon Subst. (BREATH)	[Special]	Tr	S	Swift	Personal	1 round	-	N	Your breath weapon deals different damage	SpC.39
<input type="checkbox"/>	Cacophonous Burst	[Sonic]	Ev	VS	1 act	Long	Instantaneous	Ref 1/2	Y	Noise deals 1d6/lev sonic dmg to all in area	SpC.41
<input type="checkbox"/>	Cacophonous Shield	[Sonic]	Ev	VS	1 act	10 ft	1 min/lev (D)	For part.	Y	Shield blocks sound, deals damage, deafens	SpC.41
<input type="checkbox"/>	Call Dretch Horde (SOUL)	[Evil]	Co	VS	1 min	Close	1 year	-	N	Summons 2d4 dretches	BVD.86
<input type="checkbox"/>	Call Faithful Servants (ABST.CEL.)	[Good]	Co	VS	1 min	Close	Instantaneous	-	N	Summons 1d4 archons, eladrins, or guardians	BED.93
<input type="checkbox"/>	Call Lemure Horde (SOUL)	[Evil]	Co	VS	1 min	Close	1 year	-	N	Summons 3d4 lemures	BVD.86
<input type="checkbox"/>	Call Nightmare (SOUL)	[Evil]	Co	VS	1 min	Medium	1 week	-	N	Summons a nightmare	BVD.87
<input type="checkbox"/>	Call Zelekhut	[Lawful]	Co	VXS	10 min	Close	Instantaneous	-	N	A zelekhut performs one duty for you.	SpC.42
<input type="checkbox"/>	Channeled Lifetheft		Ne	VS	Special	Close	Instantaneous	-	Y	Fatigue, exhaust, and deal damage to target	CM.98
<input type="checkbox"/>	Channeled Sound Blast	[Sonic]	Ev	VS	Special	Special	Instantaneous	For 1/2	Y	Deal sonic damage in cone	CM.99
<input type="checkbox"/>	Charm Person, Mass	[Mind-Affecting]	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes all within 30 ft your friends	RoD.164
<input type="checkbox"/>	Choking Sands		Ne	VSM	1 act	Touch	Instantaneous	For n.	Y	Creature begins to suffocate on sand	SpC.112
<input type="checkbox"/>	Circlet of Enervation		Ne	VSF	1 act	Close	1 round/lev (D)	For part.	Y	Subject takes damage and gains 1 negative level	ShS.44
<input type="checkbox"/>	Cloudkill		Co	VS	1 act	Medium	1 min/lev	For part.	N	Up to 3 HD die, 4-6 HD save or die, 6+ dmg	PHB.210
<input type="checkbox"/>	Coat of Arms	[Force]	Ev	VS	1 act	0 ft	1 min/lev (D)	-	Sp.	Summon yourself with blades of force	CM.99
<input type="checkbox"/>	Cone of Cold	[Cold]	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y	1d6 cold damage/level	PHB.212
<input type="checkbox"/>	Construct Essence		Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Grants living construct construct qualities	RoE.183
<input type="checkbox"/>	Contact Other Plane		Di	V	10 min	Personal	Concentration	-	N	Ask questions to extraplanar entity	PHB.212
<input type="checkbox"/>	Contingent Energy Resistance		Ab	VSM	1 min	Personal	1 hour/lev (D)	-	N	Energy damage triggers a Resist Energy spell.	SpC.52
<input type="checkbox"/>	Create Chosen One		Tr	VSM	1 hour	Touch	Instantaneous	Will n.	Y	Turns a normal human into a chosen one	Mon.28
<input type="checkbox"/>	Create Darkenbeast	[Evil]	Tr	VSM	1 hour	Close	Instantaneous	-/Will n.	Y	Turns an animal up to 2 HD into darkenbeast	Mon.31
<input type="checkbox"/>	Crypt Warden's Grasp	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Bestow mummy rot with your touch	CM.100
<input type="checkbox"/>	Cyclonic Blast	[Air]	Ev	VSF	1 act	120 ft	Instantaneous	Ref 1/2	Y	Deals 1d6 damage/level, knocks down creatures	SpC.57
<input type="checkbox"/>	Daltim's Fiery Tentacles	[Fire]	Co	VSM	1 act	Medium	1 round/lev (D)	Special	N	Fiery tentacles grapple all within 20 ft	ShS.45
<input type="checkbox"/>	Dancing Blade		Tr	VSF	1 act	Touch	1 round/lev	-	N	A weapon attacks on its own	PH2.109
<input type="checkbox"/>	Death Throes	[Force]	Ne	VS	1 act	Personal	1 hour/lev	-	N	Your body explodes when you die.	SpC.60
<input type="checkbox"/>	Dimension Door, Greater		Co	V	1 act	Touch	1 round/2 lev	Will n.	Sp.	Short-range, multiple-use Dimension Door.	SpC.64
<input type="checkbox"/>	Dimension Jumper		Co	V	Swift	Personal	1 round/lev	-	N	Teleport up to 30 feet 1/round	CM.102
<input type="checkbox"/>	Dimension Shuffle		Co	V	1 act	Close	Instantaneous	Will n.	Y	Teleport multiple creatures short distance	PH2.110
<input type="checkbox"/>	Dismissal		Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB.222
<input type="checkbox"/>	Dispel Water		Ab	VS	1 act	Medium	Instantaneous	Special	Sp.	Cancels water spells, dismisses water creatures	SpC.67
<input type="checkbox"/>	Dispelling Breath (BREATH)		Ab	S	Swift	Personal	1 round	-	N	Your breath weapon dispels magic	SpC.67
<input type="checkbox"/>	Dominate Person	[Mind-Affecting]	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PHB.224
<input type="checkbox"/>	Draconic Might		Tr	VS	1 act	Touch	1 min/lev (D)	For n.	Y	Gain +5 Str, Con, Cha, +4 natural AC, immun.	SpC.72
<input type="checkbox"/>	Draconic Polymorph		Tr	V	1 act	Personal	1 min/lev (D)	-	N	You change into a dragon's form	DrM.149
<input type="checkbox"/>	Dragon Ally, Lesser		Co	VX	10 min	Close	Instantaneous	-	N	Exchange services with a 15 HD dragon	SpC.72
<input type="checkbox"/>	Dragonmark Demesne (DRAGONM.)	[Force]	Ev	VS	1 act	0 ft	2 hrs/lev (D)	-	N	Creates hemispherical shelter for you + 25 creat.	DrM.149
<input type="checkbox"/>	Dragonmarked Weapon, Greater (DRAG.)		Tr	VS	1 act	Touch	1 min/lev	Will n.	N	Weapon deals +2d6 dmg to dragonmarked	DrM.151
<input type="checkbox"/>	Dragonsight		Tr	VSF	1 act	Personal	1 hour/lev (D)	-	N	Gain low-light vis., darkvision, blindsense	SpC.73
<input type="checkbox"/>	Dream	[Mind-Affecting]	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping	PHB.225
<input type="checkbox"/>	Dridershape (DROW)		Tr	VS	Swift	Personal	1 round/lev (D)	-	-	You take on the form and abilities of a drider	DrU.61
<input type="checkbox"/>	Duelward		Ab	VSM	1 act	Personal	1 round/lev (D)	-	N	+4 on Spellcraft, counterspells are immediate	SpC.74
<input type="checkbox"/>	Earth Reaver	[Fire]	Tr	VS	1 act	Medium	Instantaneous	Ref part.	Y	Eruption deals 7d6 damage to all in area.	SpC.75
<input type="checkbox"/>	Electric Vengeance, Greater	[Electricity]	Ev	VS	Immed.	5 ft	Instantaneous	For part.	Y	5d8+1/lev dmg to foe who strikes you, dazes	PH2.111
<input type="checkbox"/>	Emerald Burst	[Good]	Ev	VSM	1 act	Close	Instantaneous	For n.	Y	20-ft radius burst dazes neutral, stuns evil	BED.98
<input type="checkbox"/>	Enlarge, Person, Greater		Tr	VSM	1 round	Touch	1 hour/lev (D)	For n.	Y	Subject remains enlarged for 1 hour/level.	SpC.82
<input type="checkbox"/>	Ethereal Breath (BREATH)		Tr	S	Swift	Personal	1 round	-	N	Your breath weapon manifests on the Ethereal	SpC.84
<input type="checkbox"/>	Etherealness, Swift		Tr	VS	Swift	Close	1 round	Will n.	Y	Subject momentarily becomes ethereal	PH2.113
<input type="checkbox"/>	Evacuation Rune		Co	VSM	1 act	Touch	24 hours	-	N	Create rune you can teleport to as swift action	CS.98
<input type="checkbox"/>	Extract Gift	[Chaotic]	Ne	VSMX	1 hour	Close	Permanent	Special	Y	Essence from demon grants enhancements	FCI.92
<input type="checkbox"/>	Fabricate		Tr	VSM	Special	Close	Instantaneous	-	N	Transforms raw materials into finished items	PHB.229
<input type="checkbox"/>	False Vision		Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion	PHB.229
<input type="checkbox"/>	Feeblemind	[Mind-Affecting]	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int and Cha drop to 1	PHB.229
<input type="checkbox"/>	Fever Dream	[Mind-Affecting]	Il	VS	1 act	Close	5 r. + 1 r. (D)	Special	Y	Illusory vision fatigues or exhausts target	CM.104
<input type="checkbox"/>	Field of Resistance		Ab	VS	1 act	Medium	1 round/lev (D)	-	N	Zone provides SR 11 + caster level	PH2.113
<input type="checkbox"/>	Fiendform	[Evil]	Tr	VSM	1 act	Personal	1 min/lev	-	N	Assume form and abilities of fiendish creature	SpC.90
<input type="checkbox"/>	Fire and Brimstone	[Fire]	Co	VSM	1 act	Close	Instantaneous	For part.	N	Subject takes fire damage, might be sickened	CM.104
<input type="checkbox"/>	Fire Shield, Mass	[Cold/Fire]	Ev	VSM	1 round	Close	1 round/lev (D)	Will n.	Y	Attackers take dmg; protected from heat/cold	SpC.92
<input type="checkbox"/>	Firebrand	[Fire]	Ev	VSM	1 act	Medium	Instantaneous	Ref 1/2	Y	One 5 ft burst/lev deals 1d6 fire/lev, burns 1 rd	SpC.93
<input type="checkbox"/>	Fireburst, Greater	[Fire]	Ev	VSM	1 act	15 ft	Instantaneous	Ref 1/2	Y	Subjects in 15 ft take 1d10/lev fire damage	SpC.94
<input type="checkbox"/>	Flaying Tendrils	[Evil]	Tr	VS	1 act	Personal	1 round/lev	-	N	You grow mind flayer tentacles	CM.104
<input type="checkbox"/>	Flaywind Burst	[Air, Earth]	Ev	VSM	1 round	60 ft	Instantaneous	Special	N	Cone deals 1d6 dmg/lev, knocks down	SpC.115
<input type="checkbox"/>	Flesh to Ice		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turns subject into statue of ice	FB.94

CONTINUES ON NEXT PAGE



## KN PREP. SCROLL

**SPELL NAME**

## SCH. COMP. CAST TIME

## RANGE

### DURATION

SAVE

## SR

## EFFECT

	Flesh to Salt	Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Turns creature into a statue of salt	SaSt.117
	Flowsight	Di	VSM	1 act	Touch	1 round/lev (D)	Will n.	Y	Scry creatures in contact with water	SW.117
	Fly, Mass	Tr	VS	1 act	Close	1 min/lev	Will n.	Y	One creature/level flies at speed of 60 ft.	SpC.96
	Form of the Desert Hunter	Tr	VS	Swift	Personal	1 round/lev (D)	-	N	Take the form of a dragonne	DM.67
	Form of the Threefold Beast	Tr	VS	Swift	Personal	1 round/lev (D)	-	N	You take the form of a Chimera	CM.105
	Friend to Foe	Il	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Target creature believes its allies are enemies	PH2.114
	Gelid Blood	Ne	VSM	1 act	Close	1 round/lev	For part.	Y	Subject takes penalties	FB.96
	Glimpse of Eternity	En	VSM	1 act	Close	1 round/3 lev	Will part.	Y	Inflicts 1d6 nonlethal damage/lev, confusion	FoE.151
	Graymantle	Ne	VSM	1 act	Medium	1 round/lev	For n.	Y	Inhibit creature's ability to heal and regenerate	SpC.107
	Grasnake	Tr	VSF	1 act	Personal	1 round/lev (D)	-	N	10-ft tentacle grows from stomach and attacks	SpC.108
	Halaster's Fetch II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar to fight (1 2nd or 1d3 1st)	CoSW.153
	Haunt Shift	Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Turn undead into haunting presences	LM.66
	Heart of Fire	Tr	VS	1 act	Personal	1 hour/lev (D)	-	N	+10 ft speed, resistance to fire 10, fire shield	CM.107
	Hidden Lodge	Co	VSF	10 min	Close	24 hours	-	N	Creates sturdy camouflaged cottage	SpC.113
	Hold Monster	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev	PHB.24
	Ice Shape	Tr	VSM	1 act	Touch	Instantaneous	-	N	Sculpts ice into any shape	FB.99
	Ice to Flesh	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores frozen creature	FB.100
	Illusory Feast	Il	VSM	1 act	Long	1 round/lev	Will n.	Y	Subjects become dazed by illusory food.	SpC.120
	Imprison Possessor	Ab	VS	1 act	Close	Permanent (D)	Will n.	Y	Subject that can posses is trapped in body	BVD.98
	Incite Riot	En	V	1 act	Close	1 round	Will n.	Y	Subjects attack nearest creature	PH2.115
	Indomitability	Ab	VS	1 act	Touch	1 min/lev	-	N	Subject can't be reduced below 1 hp.	SpC.121
	Insidious Suggestion	En	VS	1 act	Close	Special	Will n.	Y	Suggestion repeats in creature's mind	RoE.187
	Investiture of the Narzugon	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains paralyzing gaze attack	FC2.104
	Investiture of the Orthon	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target disrupts movement, deals sonic damage	FC2.104
	Involuntary Shapeshifting	Tr	VS	1 act	Close	1 rd/2 lev (D)	For n.	Y	Target creature must change shape	RoE.188
	Ironguard, Lesser	Ab	VSM	1 act	Touch	1 round/lev	Will n.	Y	Subject becomes immune to nonmagical metal	SpC.125
	Jumpgout	Ev	V	1 act	Medium	2 rounds	Ref 1/2	Y	Pillar of flame deals 1d6/lev dmg (max 15d6)	CoSW.155
	Leomund's Billet	Co	VSM	1 act	Close	2 hours/lev	-	N	Creates sturdy barracks	HoB.127
	Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	-	N	Hides expensive chest on Ethereal Plane	PHB.247
	Lightning Leap	Tr	V	1 act	Special	Instantaneous	Special	Sp.	Transform into bolt of lightning	CM.109
	Lord of the Sky	Ev/Tr	VS	1 act	Personal	1 min/lev	-	N	Gain flight, a lightning bolt, slow flying creat.	DM.69
	Lucent Lance	Tr	VSF	1 act	Close	Instantaneous	-	Y	Light forms lance, deals various damage	SpC.134
	Luminous Assassin	Co	VSF	1 act	Medium	1 round/lev	-	N	Summons an assassin to attack the target	PH2.117
	Magic Jar	Ne	VSM	1 act	Medium	1 hour/lev	Will n.	Y	Enables possession of another creature	PHB.250
	Magic Weapon, Greater Legion's	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Allies' weapons become +2 or greater	MoE.98
	Mailed Might of the Magelords	Co	VSM	1 act	Touch	1 min/lev	Will n.	Y	+8 AC, DR 5/magic, immune to 2nd-lev force	LEoF.32
	Major Creation	Co	VSM	10 min	Close	Special	-	N	Creates a cloth, wood, stone or metal object	PHB.252
	Mana Flux	Ab	VS	1 act	Medium	1 round/lev	-	N	Magic in area has 20% failure chance	PH2.119
	Miasma of Entropy	Ne	VS	1 act	30 ft	Instantaneous	Special	Y	Rot all natural material in 30-ft cone burst	SpC.141
	Mind Fog	En	VS	1 act	Medium	Special	Will n.	Y	Subjects in fog get +10 Wis and Will checks	PHB.253
	Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/ly	Will dis.	N	Terrain and structure appear like another	PHB.254
	Moonbow	Ev	VSM	1 act	Medium	Up to 3 rounds	-	Y	3 motes deal 1d6/2 lev electricity dmg each	SpC.144
	Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	Special	-	N	Phantom dog can guard and attack	PHB.255
	Mordenkainen's Private Sanctum	Ab	VSM	10 min	Close	24 hours (D)	-	N	Prevents anyone from viewing/scrying	PHB.256
	Necrotic Burst	Ne	VSF	1 act	Medium	Instantaneous	For part.	N	Encysted subject killed, cyst roams	LM.67
	Necrotic Skull Bomb	Ne	VSM	Swift	Close	Instantaneous	For n.	Y	Releases negative energy for 1d4 negative lev	CoR.32
	Nezram's Sapp. Screen of Shield	Ab	VSF	1 act						

CONTINUES ON NEXT PAGE

# WIZARD SPELLS

KN.PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

## CONTINUED FROM PREVIOUS PAGE

	Shadowfade	Il	VS	1 act	Close	1 min/lev	Will n.	Y	Opens a portal to the Plane of Shadow.	SpC.186
	Shape Metal	Tr	VSM	1 act	Touch	Instantaneous	For n.	Y	Sculpts metal into any form	RoF.191
	Shard Blessing Aura	Ab	VS	1 act	Personal	1 round/lev	-	N	Aura of light acts as a lesser globe of invuln.	CoV.57
	Shard Storm	[Force]	Ev	VSM	Medium	1 round/lev	Ref 1/2	Y	Blast deals 3d6 damage to creatures in area.	SpC.187
	Shrieking Blast	[Sonic]	Ev	VSM	Medium	Instantaneous	For part.	Y	40-ft radius burst deafens, deals 8d6 damage	HoB.127
	Shroud of Flame	[Fire]	Ev	VSM	Medium	1 round/lev	-	Y	Subject bursts into flames, 2d6 dmg/round	SpC.189
	Skin of the Steel Dragon	Ab	VSM	Immed.	Personal	1 round/3 lev	-	N	Grants spell resistance 10 +caster lev	CoV.58
	Sleep Mote	[Mind-Affecting]	En	VSD	Medium	1 round/lev	Will part.	Y	Dust devil of magic sand puts foes to sleep	SaSt.121
	Sonic Rumble	[Sonic]	Ev	VSF	30 ft	Up to 1 rnd/lev	Ref 1/2	Y	Cone of sound deals damage.	SpC.195
	Sonic Shield	[Sonic]	Ev	VS	1 act	Personal	-	N	+4 to AC, 1d8 dmg, push back attackers	PH2.125
	Soul Shackles (LOCATION)	[Evil]	Ne	VSF	Close	Instantaneous	-	Y	Imprisons soul in talisman, can question it	BVD.104
	Spell Haven (DRAGONMARK)	Tr	VSF	1 act	Personal	Until disch. (D)	-	N	Stores one spell in your dragonmark	DrM.153
	Spell Matrix, Lesser	Tr	VSF	1 act	Personal	10 min/lev (D)	-	N	Store a 3rd-lev or lower spell to be cast later	SpC.199
	Spell Theft	Ab	VS	1 act	Close	Instantaneous	-	N	Dispel spells on target and gain their benefits	CS.104
	Spider Form, Greater	Tr	VS	Swift	Personal	1 round/lev (D)	-	-	Become a Large fiendish monstrous spider	DrU.63
	Spiritwall	[Fear, Mind-Affecting]	Ne	VSM	Medium	1 min/lev (D)	Will n.	N	Wall of spirits deals 1d10 dmg, panic, neg. lev.	SpC.203
	Spurn the Supernatural (TRUENAME)	Ab	VS	1 act	Close	1 round/lev	For n.	Y	Suppresses foe's supernatural abilities	ToM.258
	Stop Heart (DRUG)	[Evil]	Ne	S	Touch	Instantaneous	For n.	Y	Subject drops to -8 hp immediately	BVD.106
	Storm Touch	[Electricity]	Ev	VS	Touch	Instantaneous	For part.	Y	Touch deals 9d6 electricity damage and stuns	MoE.103
	Streamers	Ev	VSM	1 act	Medium	1 round/lev	-	Y	Ranged touch attack deals 5d10, +1 str./3 lev	ShS.50
	Stunning Breath (BREATH)	Tr	S	Swift	Personal	Instantaneous	-	N	Your breath weapon also stuns for 1 round	SpC.211
	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd)	PHB.286
	Summon Undead V	[Evil]	Co	VSF	Close	1 round/lev	-	N	Summons undead to fight for you.	SpC.215
	Suppress Legacy	Ne	VS	1 round	Close	1 round/lev	Will n.	Y	Target loses legacy abilities of 1 item	WoL.18
	Surefooted Stride, Mass	Tr	VS	1 act	Close	1 min/lev	-	N	As Surefooted Stride but multiply subjects.	SpC.216
	Symbol of Pain	[Evil]	Ne	VSM	10 min	0 ft	For n.	Y	Triggered rune wracks creatures with pain	PHB.290
	Symbol of Sleep	[Mind-Affecting]	En	VSM	10 min	0 ft	Will n.	Y	Triggered rune puts nearby creatures to sleep	PHB.291
	Symbol of Spell Loss	Ab	VS	10 min	0 ft	Special	Will n.	N	Triggered rune absorbs spells yet to be cast.	SpC.218
	Telekinesis	Tr	VS	1 act	Long	Special	-/Will n.	Y	Moves object, attacks creat., or hurls object	PHB.292
	Telepathy Block	Ab	VS	1 act	Close	1 round/lev (D)	-	N	Blocks all telepathic communication in 80 ft	BED.109
	Teleport	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	Instantly transports you up to 100 miles/lev	PHB.292
	Thalassemia	Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	Turns blood to seawater, 1d6/lev damage	SW.123
	Touch of Adamantine	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains the adamantine properties	BED.110
	Touch of Chaos	[Chaotic, Evil]	Tr	VSM	1 act	Touch	For n.	Y	Target transforms into quivering flesh	EE.29
	Touch of Vecna	[Evil, Fear]	Ne	VS	1 act	Touch	For part.	Y	Deal negative energy damage and paralysis	CM.120
	Toxic Weapon	Co	VS	1 act	Touch	1 hour	For n.	N	Coats weapon with poison	PH2.126
	Trait Removal	Tr	VSM	1 hour	Touch	1 hour/lev	For n.	Y	Temporarily remove an ability from target	SK.158
	Transformation of the Deep	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	Y	Grant sea bonuses to 1 creature/3 lev	SW.123
	Transmute Mud to Rock	[Earth]	Tr	VSM	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB.295
	Transmute Rock to Mud	[Earth]	Tr	VSM	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB.295
	Transmute Sand to Glass	[Earth]	Tr	VSM	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	SaSt.124
	Transmute Sand to Stone	[Earth]	Tr	VSM	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	SaSt.124
	Transmute Stone to Sand	[Earth]	Tr	VSM	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	SaSt.125
	Truename Binding, Lesser (TRUENAME)	Co	VSX	10 min	Close	Instantaneous	Will n.	Sp.	Enslaves extraplanar creature up to CR 6	ToM.259
	Unearthly Heat	Tr	VS	1 act	Touch	1 round/lev	For n.	Y	Target subjected to unearthly heat	SaSt.125
	Unfettered Heroism	Tr	V	Immed.	Personal	1 round/lev	-	N	Spend more than 1 action point/round	RoE.191
	Unicorn Blood	[Good]	Tr	VS	Personal	10 min/lev (D)	-	N	Immunity to poison, charm, bestow temp. hp	CM.121
	Vanishing Weapon	Ab	VS	1 act	Touch	1 min/lev	-	N	Weapon's touch dispels summoned creatures	BED.111
	Viscid Glob	Co	VSM	1 act	Medium	1 hour/lev	Ref n.	Y	Hurls 5-ft diameter glob of glue to target	SpC.231
	Vitriolic Sphere	[Acid]	Co	VSM	Long	Instantaneous	Ref part.	N	Deals 6d6 acid dmg, possible dmg for 2 rds	SpC.231
	Vulnerability	Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Reduces an opponent's damage reduction.	SpC.232
	Wall of Dispel Magic	Ab	VS	1 act	Close	1 min/lev	-	N	Creatures passing through are subject to dispel	SpC.233
	Wall of Force	[Force]	Ev	VSM	Close	1 round/lev (D)	-	N	Wall is immune to damage	PHB.298
	Wall of Limbs	Ev	VS	1 round	Medium	1 round/lev (D)	Ref n.	Y	Whirling limbs deal 5d6 damage and grab	SpC.234
	Wall of Magma	[Earth, Fire]	Co	VSM	Medium	1 min/lev	Special	Y	Deals 2d6 or 1d6. Passing is 5d6 +1/lev	SaSt.126
	Wall of Ooze	Co	VSM	1 act	Medium	Conc. +1 rd/lev	For part.	N	Barrier paralyzes and deals 2d6 dmg on touch	BVD.109
	Wall of Stone	[Earth]	Co	VSM	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB.299
	Watchware	Ab	VSM	1 round	Touch	Permanent	-	N	Creates awareness connection with object	UE.53
	Waves of Fatigue	Ne	VS	1 act	30 ft	Instantaneous	-	Y	Several targets become fatigued	PHB.301
	Wrack	[Evil]	Ne	VS	Close	Special	For n.	Y	Renders creature helpless with pain.	SpC.243
	Xorn Movement	Tr	VSF	1 act	Touch	1 round/lev	Will n.	Y	Touched creature swims through earth	SpC.244
	Zone of Peace	Tr	VSF	1 min	Close	10 min/lev (D)	Will n.	Y	Weapons in 10 ft/lev are impossible to draw	Cts.68
	Zone of Respite	Ab	VSM	2 rds	20 ft	1 min/lev	-	Y	Prevents teleportation and similar effects	SpC.244

## KN.PREP. SCROLL

**SPELL NAME**

## SCH. COMP. CAST TIME

## RANGE

### DURATION

SAVE

## SR

## EFFECT

Spells:            +            =

Save DC:

		Acid Fog	[Acid]	Co	VSM	1 act	Medium	1 round/lev	-	N	Fog deals acid damage	PHB.196
		Acid Storm	[Acid]	Co	VSM	1 act	Medium	Instantaneous	Ref 1/2	N	Deals 1d6/lev acid damage in 20-ft radius	SpC.7
		Alert Beshilith	[Evil]	Co	VSM	1 act	Close	Instantaneous	-	N	Summons beshilith to deal with a demon	BVD.84
		Analyze Dweomer		Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject	PHB.197
		Anticipate Teleportation, Greater		Ab	VSF	10 min	Touch	24 hours	-	N	Predict and delay 3 rds teleportating creatures	SpC.13
		Antimagic Field		Ab	VSM	1 act	10 ft	10 min/lev (D)	-	Sp.	Negates magic within 10 ft	PHB.200
		Ashen Union		Ne	VSM	1 act	Medium	Instantaneous	Special	Y	Drains moisture from a creature	SqSt.110
		Aura of Evasion		Ab	VSM	1 act	10 ft	1 min/lev	-	N	All within 10 ft gain evasion vs. breath weap.	SpC.18
		Aura of Terror	[Fear, Mind-Affecting]	Ne	V	1 act	30 ft	1 min/lev	Will n.	Y	You gain or improve an aura of fear	SpC.18
		Bear's Endurance, Mass		Tr	VS	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Con	PHB.203
		Bigby's Forceful Hand	[Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand pushes creatures away	PHB.204
		Bite of the Weretiger		Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain the Str and attacks of a weretiger	SpC.28
		Blackwater Taint	[Evil, Water]	Ne	VSM	1 act	Medium	1 round/lev (D)	For part.	Y	Desecrate water, deal 1d6/2 lev and neg. lev	SV.113
		Brilliant Blade		Tr	VS	1 act	Close	1 min/lev	Will n.	Y	Weapon or projectiles shed light, ignore armor	SpC.40
		Bull's Strength, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Str	PHB.20
		Call of the Twilight Defender		Co	V	1 round	Close	1 round/lev	-	N	Summon a twilight guardian to fight for you	DM.65
		Cat's Grace, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Dex	PHB.208
		Chain Lightning	[Electricity]	Ev	VSF	1 act	Long	Instantaneous	Ref 1/2	Y	1d6 dmg/lev, secondary bolts half damage	PHB.208
		Chasing Perfection		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to all abilities	PH2.106
		Circle of Death	[Death]	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD of creatures per level	PHB.209
		Cloak of Hate	[Mind-Affecting]	En	VSM	1 act	Close	1 day/lev	Will n.	Y	Target takes -10 penalty on Diplomacy	HoH.128
		Cloak of the Sea		Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain blur, freedom of movem., water breath	SpC.48
		Construct Essence, Mass Lesser		Tr	VS	1 act	Close	1 min/lev	Will n.	Y	Grants living constructs construct qualities	FoE.150
		Contagion, Mass	[Evil]	Ne	VS	1 act	Medium	Instantaneous	For n.	Y	As Contagion, but 20-ft. radius.	SpC.51
		Contingency		Ev	VSMF	10 min+	Personal	1 day/lev (D)	-	N	Sets trigger condition for another spell	PHB.213
		Control Elemental	[Mind-Affecting]	En	VS	1 act	Close	1 min/lev	Will n.	Y	Gain control of an elemental creature	MoE.95
		Control Water	[Water]	Tr	VSM	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PHB.214
		Create Undead	[Evil]	Ne	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies, mohrgs	PHB.215
		Crushing Sphere	[Force]	Ev	VSM	1 act	Medium	1 round/lev (D)	Ref n.	Y	Force globe deals 3d6 nonlethal dmr/round	LEoF.31
		Desiccate, Mass		Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Deals 1d6/2 lev damage and dehydrates	SqSt.114
		Disintegrate		Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Makes one creature or object vanish	PHB.222
		Dispel Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects, +20 on check	PHB.223
		Dragoncall (DRAGON)	[Mind-Affecting]	En	V	10 min	1 mi/lev	1 day/lev	Will n.	Y	Dragon compels creature to come to him	DoF.115
		Dragonmark Symbol (DRAGONMARK)		Ab	VSM	10 min	0 ft	10 min/lev (D)	For n.	N	Nauseates creatures with different dragonmark	DrM.150
		Dragonmark Whip, Greater (DRAGONM.)		Tr	S	Swift	Personal	1 round/lev (D)	-	Y	Whip deals 1d8 +1/lev dmg or channels spells	DrM.151
		Dragonshape, Lesser		Tr	VS	Swift	Personal	1 round/lev (D)	-	N	Take the form of a Large red dragon	DM.66
		Dream Casting	[Mind-Affecting]	Il	VS	1 hour	Unlimit.	24 hours/level	-	Y	Alter subject's dreams to produce desired effect	SpC.73
		Eagle's Splendor, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Cha	PHB.225
		Ectoplasmic Enhancement	[Evil]	Ne	VS	1 round	Close	24 hours	-	N	Incorporeal undead gains several bonuses	BVD.93
		Endless Slumber	[Mind-Affecting]	En	VSM	1 round	Close	Permanent	Will n.	Y	Subject falls asleep and is not easily roused	CM.103
		Energy Surge, Greater	[Spell]	Tr	V	Swift	Close	1 round	Will n.	Y	One attack deals 3d6 extra damage	PH2.112
		Entomb	[Cold]	Ev	VSM	1 act	Medium	Special	For n.	Y	Captures subjects in block os ice, suffocating	FB.93
		Extract Water Elemental	[Water]	Tr	VS	1 act	Close	Instantaneous	For 1/2	Y	Pulls water from victim, forms water elemental	SpC.86
		Eye of Stone		Di	VS	1 act	Personal	1 round/lev (D)	-	N	Magical sensor can move through stone	RoS.162
		Eyebite	[Evil]	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PHB.228
		Eyes of the Oracle		Di	VSM	1 act	Personal	1 round/lev	-	N	+2 to AC and Reflex saves, ready extra action	DM.66
		False Sending		Il	VSM	10 min	Special	1 round	Will n.	Y	As sending, but the caster imitates another	BVD.95
		Familiar Refuge		Co	V	Swift	Unlimited	Instantaneous	-	N	Safely teleport self to familiar or familiar to self	CM.104
		Fiendish Quickening (FIEND)		Tr	VS	1 round	Personal	1 round/lev	-	N	Caster's ability to teleport is quickened	BVD.95
		Fire Spiders	[Fire]	Co	VSM	1 act	Close	1 round/lev	Ref 1/2	Y	Swarm of fine elementals deals dmg in area	SpC.92
		Fires of Purity	[Fire]	Ev	VSD	1 act	Touch	1 round/lev	Special	Y	Target bursts into magical flames	SpC.94
		Flesh to Stone		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue	PHB.232
		Fleshbound		Ab	VSM	1 act	Close	Instantaneous	Will n.	Y	Possessing spirit takes damage if attacked	SoS.127
		Fleshshiver		Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Target is stunned, takes damage, nauseated	SpC.95
		Fox's Cunning, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Int	PHB.233
		Freezing Fog	[Cold]	Co	VS	1 act	Medium	1 min/lev	Ref part.	N	Fog slows creatures, obscures vision	SpC.99
		Freezing Glance	[Cold]	En	VS	1 act	Close	1 round/lev	Will n.	Y	Gaze freezes subjects in place	FB.95
		Geas/Quest	[Lang.-Dep., Mind-Affecting]	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PHB.234
		Gemjump		Co	VSF	1 round	Unlimit.	Until triggered	-	N	Teleport to the location of a prepared gem	SpC.101
		Ghorus Toth's Magnetism		Tr	VSM	1 act	Medium	1 min/lev (D)	-	Y	Charge the target with magnetic effect	UE.49
		Ghoul Gauntlet	[Death, Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Convert victim to a ghoul under your control.	SpC.104
		Glimpse of the Prophecy		Di	VS	1 act	Personal	1 hour/lev	-	N	Gain bonuses to AC,saves, or prophetic favor	MoE.96
		Globe of Invulnerability		Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 4th-level spell effects	PHB.236
		Guards and Wards		Ab	VSMF	30 min	Special	2 hours/lev	Special	Sp.	Array of magic effects protects area	PHB.237
		Halaster's Fetch III		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st)	CoSW.153
		Halaster's Shaking Hand	[Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover vs. 1 opponent, grapples	CoSW.154
		Hardening		Tr	VSM	1 act	Touch	Permanent	-	Y	Increases objects hardness by 1 point/2 levels.	SpC.109
		Haze of Smoldering Stone	[Fire]	Ev	VS	1 act	60 ft	Instantaneous	Ref 1/2	Y	4d6 bludgeoning + 8d6 fire dmg in 60-ft cone	DM.68
		Heartfreeze	[Cold]	Ne	VSM	1 act	Close	Instantaneous	For part.	Y	Subject exhausted, dies in 1d3+2 rounds	FB.97
		Heroism, Greater	[Mind-Affecting]	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+ 4 to attack, saves, skills, temporary hp	PHB.240
		Hidden Truename (TRUENAME)		Ab	VS	1 min	Close	24 hours	Will n.	Y	Subject's personal truename is hard to find	ToM.256
		Howling Chain	[Force]	Ev	VSF	1 act	Medium	1 round/lev	Special	Y	Chain of force trips and attacks opponents.	SpC.116
		Ice Rift	[Cold]	Ev	VSM	1 act	Long	1 round	Special	N	Intense quake shakes 40-ft spread of ice	FB.99
		Illusory Pit		Il	VS	1 round	Medium	Conc. +1 rd/lev	Will dis.	N	Creatures in area are knocked prone	SpC.120
		Imbue Familiar with Spell Ability		Un	VS	1 act	Touch	1 hour/lev	Will n.	Y	Transfer spells and casting abilities to familiar	SpC.120
		Imperious Glare	[Fear, Mind-Affecting]	Ne	S	1 act	Close	1 round/lev	Will n.	Y	You cause subjects to cower in fear.	SpC.120
		Impotent Possessor		Ab	VS	1 act	Close	Permanent (D)	Will n.	Y	Subject that can possess is rendered powerless	BVD.98
		Incorporeal Nova	[Death]	Ne	VS	1 act	Medium	Instantaneous	Will n.	Y	Destroy incorporeal undead.	SpC.121
		Interplanar Telepathic Bond		Di	VSM	1 act	Close	10 min/lev (D)	-	N	Link lets allies communicate across planes.	SpC.125
		Investiture of the Barbed Devil	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target deals extra damage when grappling	FC2.101
		Investiture of the Malebranche	[Evil]	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains powerful charge ability	FC2.104
		Karmic Retribution		Ab	V	Swift	20 ft.	1 round/lev	Will part.	Y	Creatures damaging you are stunned for 1 rd	CM.109
		Kyristan's Malevolent Tentacle		Co	VSM	1 act	Medium	1 round/lev (D)	Special	Y	Tentacles grapple all within 20 ft, give neg. lev	ShS.47

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# WIZARD SPELLS

KN.PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

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EFFECT

## CONTINUED FROM PREVIOUS PAGE

<input type="checkbox"/>	Legend Lore	Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB.246
<input type="checkbox"/>	Lingering Flames	Ev	VSM	1 act	Medium	3 rounds	Ref 1/2	Y	Fire deals 1d6 dmg/lev for 3 rounds	CM.110
<input type="checkbox"/>	Make Manifest	Tr	VS	1 act	Close	1 round/lev	Will n.	Y	Creature on a coexistent plane appears	SpC.137
<input type="checkbox"/>	Mental Pinnacle	Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain the mental powers of a psion	EPsi.220
<input type="checkbox"/>	Mineralize Warrior	Tr	VSMX	1 hour	Touch	Instantaneous	-	N	Grants the mineral warrior template	Und.59
<input type="checkbox"/>	Mislead	Il	S	1 act	Close	Special	-/Will dis.	N	Turns you invisible and creates illusory double	PHB.255
<input type="checkbox"/>	Mordenkainen's Lucubration	Tr	VS	1 act	Personal	Instantaneous	-	N	Recalls spell of 5th level or lower	PHB.256
<input type="checkbox"/>	Mordenkainen's Trusted Bloodhound	Co	VSM	1 act	Close	Special	-	N	Ferocious hound tracks and attacks foes	CM.111
<input type="checkbox"/>	Move Earth	Tr	VSM	Special	Long	Instantaneous	-	N	Dig trenches and build hills	PHB.257
<input type="checkbox"/>	Move Snow and Ice	Tr	VSM	Special	Long	Instantaneous	-	N	Digs trenches and builds hills in ice and snow	FB.102
<input type="checkbox"/>	Mudslide	Co	VSM	1 act	Medium	Instantaneous	Ref 1/2	N	Landslide buries creatures within 40-ft	SW.119
<input type="checkbox"/>	Mummify	Ne	VSM	1 act	Touch	Instantaneous	For part.	Y	Touched creature dies and is mummified	SaSt.118
<input type="checkbox"/>	Necrotic Eruption	Ne	VSF	1 act	Medium	Instantaneous	For part.	N	Encysted subject killed, nearby creat. damaged	LM.69
<input type="checkbox"/>	Ooze Puppet	Tr	VS	1 act	Medium	24 hours/level	For n.	Y	You telekinetically control an ooze.	SpC.150
<input type="checkbox"/>	Oozepuppet	Tr	VS	1 act	Medium	1 hour/lev	Fort n.	Y	You can telekinetically control target ooze	FC1.95
<input type="checkbox"/>	Opalescent Glare	Ne	VSD	1 act	Personal	Instantaneous	-	N	Kill creatures with a look, or make them afraid	SpC.150
<input type="checkbox"/>	Otiluke's Freezing Sphere	Ev	VSF	1 act	Long	Special	Ref 1/2	Y	Freezes water or deals cold damage	PHB.258
<input type="checkbox"/>	Overwhelm	Ev	VS	1 act	Touch	Instantaneous	Will n.	Y	Nonlethal damage knock out subject	PH2.120
<input type="checkbox"/>	Overwhelming Revelations	En	VSM	1 act	Close	Instantaneous	Will part.	Y	Creatures take a -2d6 penalty to Wisdom	MoE.100
<input type="checkbox"/>	Owl's Wisdom, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Wis	PHB.259
<input type="checkbox"/>	Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PHB.260
<input type="checkbox"/>	Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Extraplanar up to 12 HD must perform a task	PHB.261
<input type="checkbox"/>	Power Word Nauseate	En	V	1 act	Close	Special	-	Y	Makes 1 creat. with 150 hp or less nauseated	RoDr.116
<input type="checkbox"/>	Prismatic Aura	Ab	VS	1 act	Personal	1 round/lev (D)	-	N	Shield of colors conceals and damages foes	CM.113
<input type="checkbox"/>	Probe Thoughts	Di	VS	1 min	Close	Up to 1 rnd/lev	Will n.	Y	Read subjects memories, one question/round.	SpC.162
<input type="checkbox"/>	Programmed Image	Il	VSF	1 act	Long	Special	Will dis.	N	Creates full illusion triggered by event	PHB.265
<input type="checkbox"/>	Quickshift (CELESTIAL)	Tr	VS	1 round	Personal	1 round/lev	-	N	Caster can teleport as a free action	BED.104
<input type="checkbox"/>	Rary's Arcane Conversion	Un	VS	1 round	Personal	Instantaneous	-	N	Replace prepared spell with another	CM.114
<input type="checkbox"/>	Ray of Entropy	Ne	VS	1 act	Close	1 min/lev	-	Y	Subject takes -4 Str, Dex, and Con	SpC.167
<input type="checkbox"/>	Ray of Light	Ev	VS	1 act	Close	Instantaneous	-	Y	Ray blinds subject.	SpC.167
<input type="checkbox"/>	Reflective Disguise, Mass	Il	VS	1 act	Close	12 hours (D)	Will n.	Y	Viewers see subj. as their own species/gender	SpC.171
<input type="checkbox"/>	Remorseless Charm	En	VSM	1 act	Close	Special	Will n.	Y	Suppress the target's alignment	CoR.34
<input type="checkbox"/>	Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB.271
<input type="checkbox"/>	Resistance, Superior	Ab	VSM	1 act	Touch	24 hours	Will n.	Y	Subject gains +6 on saving throws.	SpC.174
<input type="checkbox"/>	Revive Undead	Ne	VSM	1 min	Touch	Instantaneous	-	N	Restores undead to destroyed undead	SpC.175
<input type="checkbox"/>	Ruby Ray of Reversal	Ab	VSF	1 act	Medium	Instantaneous	-	N	Ray negates magical or mundane hazards.	SpC.177
<input type="checkbox"/>	Sandblast	Ev	VSM	1 act	60 ft	Instantaneous	For part.	Y	Cone of sand deals 6d8 dmg, blows away foes	LEoF.33
<input type="checkbox"/>	Scalding Mud	Tr	VSM	1 act	Medium	Permanent	Special	N	Transmutes rock or earth into boiling muck	SaSt.120
<input type="checkbox"/>	Scry Location	Di	VSMF	1 hour	Special	1 min/lev	-	N	Spy on a distant location	CS.102
<input type="checkbox"/>	Seal Portal	Ab	VSM	1 act	Close	Permanent (D)	-	N	Seal an interplanar portal or gate.	SpC.181
<input type="checkbox"/>	Shadow Canopy	Ev	VSM	1 round	Medium	2 hours/lev	Will n./-	Sp.	Creates a dome of shadow	LoD.188
<input type="checkbox"/>	Shadow Walk	Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PHB.277
<input type="checkbox"/>	Shadowy Grappler	Il	VSM	1 act	Medium	1 round/lev (D)	Will part.	Y	Illusory force grapples subject.	SpC.186
<input type="checkbox"/>	Shalanth's Delicate Disk	Co	VSM	1 act	Touch	Until discharg.	Special	Sp.	Disk stores spell up to 5th level	LEoF.33
<input type="checkbox"/>	Shuffle	Co	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subjects can teleport short distances as a move	ShS.49
<input type="checkbox"/>	Sign of Sealing, Greater	Ab	VSM	1 round	Close	Permanent	Ref 1/2	N	Magical sigil deal 1d6/lev damage if opened	SpC.190
<input type="checkbox"/>	Smoky Confinement	Tr	VSF	1 act	Touch	Instantaneous	For n.	Y	Subject is imprisoned within a Tiny receptacle	CM.117
<input type="checkbox"/>	Snap Astral Traveler	Ab	VS	1 act	Medium	1 round/lev	Will n.	Y	Captures and holds one astral creature	BVD.104
<input type="checkbox"/>	Spectral Dragon	Ne	VS	1 act	Close	1 round/lev	Special	Y	Dragon shadow attacks at your command	DoF.118
<input type="checkbox"/>	Spectral Touch	Ne	VS	1 act	Touch	1 round/lev (D)	For n.	Y	Your touch bestows one negative level/round.	SpC.197
<input type="checkbox"/>	Spore Cloak	Co	VSM	1 act	Personal	1 min/lev	-	N	You are shrouded in a cloud of mold spores	RoF.191
<input type="checkbox"/>	Starmantle	Ab	VSM	1 act	Touch	1 min/lev (D)	-	Y	Cloak destroys on touch nonmagical weapons	BED.108
<input type="checkbox"/>	Steal Summoning	Co	VS	Immed.	Close	Conc + 1 rd.	-	N	Take control of another caster's summon	CM.118
<input type="checkbox"/>	Stone Body	Tr	VSM	1 act	Personal	1 min/lev (D)	-	N	Your body becomes living stone.	SpC.207
<input type="checkbox"/>	Stone Metamorphosis	Tr	VSM	1 act	Touch	Instantaneous	-	N	Changes type of stone	Und.61
<input type="checkbox"/>	Stone to Flesh	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature	PHB.285
<input type="checkbox"/>	Storm of Fire and Ice	Ev	VS	1 act	Long	1 round	Ref 1/2	Y	Conceals, slows, deals cold and fire dmg	CM.118
<input type="checkbox"/>	Subvert Planar Essence	Tr	VSM	1 act	Medium	1 round/lev	For n.	Y	Reduces target's DR and SR	SpC.211
<input type="checkbox"/>	Suggestion, Mass	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels one subject/lev to course of action	PHB.285
<input type="checkbox"/>	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (16th, 1d3 5th or 1d4+1 4th)	PHB.287
<input type="checkbox"/>	Suppress Flame (COLDFIRE)	Tr	VS	1 round	Medium	1 hour/lev	-	N	Reduces damage and illumination from fire	FB.105
<input type="checkbox"/>	Symbol of Fear	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PHB.290
<input type="checkbox"/>	Symbol of Persuasion	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PHB.290
<input type="checkbox"/>	Symbol of Thirst	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune overwhelms with thirst	SaSt.123
<input type="checkbox"/>	Tactical Teleportation	Co	VS	1 act	Close	Instantaneous	Special	Sp.	Teleport one creature/3 levels a short distance	CM.118
<input type="checkbox"/>	Tenser's Transformation	Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain combat bonuses	PHB.294
<input type="checkbox"/>	Thunder Field	Ev	VS	1 act	Medium	1 round/lev	Special	Y	Creatures in area take 1d8 sonic dmg/round	PH2.126
<input type="checkbox"/>	Transcribe Symbol	Ab	VSF	1 act	Touch	10 min	-	N	Safely moves an untriggered magical symbol	SpC.221
<input type="checkbox"/>	Troband's Baleful Teleport	Co	V	1 act	Close	Instantaneous	Will n.	Y	Transports targeted creat. up to 100 miles/lev	CoSW.157
<input type="checkbox"/>	Troband's Glassee	Tr	VSM	1 act	Close	Permanent	For n.	Y	Gives the target object the transparency of glass	CoSW.157
<input type="checkbox"/>	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB.296
<input type="checkbox"/>	Tunnel Swallow	Co	VSM	1 act	Medium	Instantaneous	Ref part.	N	Tunnel's convulsions deal 1d6 damage/lev	SpC.225
<input type="checkbox"/>	Undeath to Death	Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20d4) undead	PHB.297
<input type="checkbox"/>	Veil	Il	VS	1 act	Long	Conc. + 1 hr/l.	Will n.	Y	Changes appearance of group of creatures	PHB.298
<input type="checkbox"/>	Wages of Sin (ABSTINENCE)	En	V	1 act	Medium	1 round/lev	Will n.	Y	Evil creatures attack one another	BED.111
<input type="checkbox"/>	Wall of Gears	Co	VSM	1 act	Medium	1 min/lev	Special	N	Moving gears deal 1d6/2 lev within 10 ft	SpC.233
<input type="checkbox"/>	Wall of Iron	Co	VSF	1 act	Medium	Instantaneous	Special	N	30 hp/4 lev, can topple onto foes	PHB.299
<input type="checkbox"/>	Waves of Cold (COLDFIRE)	Ne	VS	1 act	60 ft	1 round/lev	Will n.	Y	Fire creatures shaken, cold lose immunity	FB.106

## KN.PREP. SCROLL

**SPELL NAME**

SCH. COMP. CAST TIME

## RANGE

### DURATION

SAVE

SR

EFFECT

Spells:        +        =

Save DC:

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## SCH. COMP. CAST TIME

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## EFFECT

	Scaiding Touch	[Fire]	Ev VS	1 act	Touch	Instantaneous	For part.	Y	Touch deals 13d6 fire damage and dazes	MoE.100
	Scrying, Greater		Dl VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer	PHB.275
	Seed of Undeath, Greater		Ne VSM	1 round	Close	1 day/lev (D)	For n.	Y	As seed of undeath, but affects an area	CM.116
	Sequester		Ab VSM	1 act	Touch	1 day/lev (D)	-/Will n.	Sp.	Subject is invisible to sight and scrying	PHB.276
	Shadow Conjunction, Greater		Il VS	1 act	Special	Special	Will dis.	Y	Mimics conjunction up to 6th level, 60% real	PHB.276
	Shadow Trap	[Shadow]	Co VSM	10 min	Touch	1 hour/lev	Ref ½	Y	Bind greater shadow to an object	CoR.34
	Simulacrum		Il VSMX	12 hrs	O ft	Instantaneous	-	N	Creates partially real double of a creature	PHB.279
	Solipsism	[Mind-Affecting]	Il V	1 act	Medium	1 round/lev (D)	Will n.	Y	Subject believes it alone exists.	SpC.194
	Soul Link	[Mind-Affecting]	Ne VSM	1 act	Touch	1 hour/lev	Will n.	Y	Grants target a boon	FCI.96
	Spell Matrix		Tr VSF	1 act	Personal	10 min/lev (D)	=	N	Store 2 spells of 3rd lev or lower for later use	SpC.199
	Spell Snare, Greater		Ab SM	1 min	Touch	10 min/lev	=	N	Absorbs a spell or ability of up to 6th lev	MoE.102
	Spell Turning		Ab VSM	1 act	Personal	10 min/lev	=	N	Reflects 1d4+6 spell levels back at caster	PHB.282
	Statue		Tr VSM	1 round	Touch	1 hour/lev (D)	Will n.	Y	Subject can become a statue at will	PHB.284
	Stone Shape, Greater	[Earth]	Tr VSM	1 act	Touch	Instantaneous	=	N	Sculpts 10 cu.ft.+10 cu.ft./lev of stone	SpC.208
	Stone Trap		Tr VSM	1 act	Close	Special	=	N	Invisible, flying stone block falls on condition	ShS.49
	Stored Lightning Bolt	[Electricity]	Ev VSM	1 act	120 ft	Special	Ref ½	Y	Deals 1d6/lev damage after selected delay	SoS.129
	Stun Ray	[Electricity]	Co VSM	1 act	Close	1d4+1 rounds	For part.	Y	Subject stunned 1d4+1 rounds.	SpC.211
	Submerge Ship	[Water]	Ev VSF	10 min	Touch	1 hour/lev	=	N	Control ship while it travels underwater	SpC.211
	Summon Aspect of Bahamut		Co VSD	1 round	Close	1 rd +1 rd/lev	=	N	Summon an aspect of Bahamut	RoDr.118
	Summon Monster VII		Co VSF	1 round	Close	1 round/lev (D)	=	N	Calls extraplanar (1 7th, 1d3 6th or 1d4+1 5th)	PHB.287
	Sword of Darkness	[Evil]	Ne VSM	1 act	Medium	1 round/lev (D)	=	Y	Blade of energy bestows 1 or more neg. levels	SpC.217
	Symbol of Stunning	[Mind-Affecting]	En VSM	10 min	O ft	Special	Will n.	Y	Triggered rune stuns nearby creatures	PHB.291
	Symbol of Weakness		Ne VSM	10 min	O ft	Special	For n.	Y	Triggered rune weakens nearby creatures	PHB.291
	Symphonic Nightmare	[Mind-Affecting]	En VSF	1 act	Touch	24 hrs/lev	Will n.	Y	Discordant noise haunts subject's sleep.	SpC.218
	Synodweomer		Tr VS	Swift	Personal	1 round	Will n.	N	Channel positive energy to cure 1d8/spell lev	SpC.218
	Teleport Object		Co V	1 act	Touch	Instantaneous	Will n.	Y	As teleport, but affects a touched object	PHB.293
	Teleport, Greater		Co V	1 act	Touch	Instantaneous	-/Will n.	Sp.	As teleport, no range limit and always precise	PHB.293
	Tomb of Light	[Good]	Tr VSM	1 round	Touch	Concentration	For part.	Y	Entraps and harms evil outsiders	BED.110
	Transfix	[Mind-Affecting]	En VSM	1 round	Medium	1 hour/lev	Will n.	Y	Humanoids freeze in place till condition is met	SpC.222
	TrueName Binding (TRUENAME)		Co VXS	10 min	Close	Instantaneous	Will n.	Sp.	Enslaves extraplanar creature up to CR 10	ToM.259
	Unicorn Heart	[Good]	Tr VS	1 act	Personal	10 min/lev (D)	=	N	Speed 60, +4 on some checks, dim. door	CM.121
	Vision		Dl VSMX	1 act	Personal	Special	Special	N	Learn tales about a person, place, or thing	PHB.298
	Vitrify	[Earth]	Tr VSM	1 act	Medium	Permanent	Special	N	Melts sand into glass	SqSt.125
	Wall of Eyes	[Evil]	Co VSM	1 act	Medium	Instantaneous	Will n.	N	Barrier paralyzes and consumes on touch	BVD.108
	Waterspout		Co VSD	1 round	Long	1 round/lev	Ref n.	N	Causes water to rise up in a whirling column	SW.124
	Waves of Exhaustion		Ne VS	1 act	60 ft	Instantaneous	=	Y	Several targets become exhausted	PHB.301
	Whirl of Fangs	[Force]	Ev VS	1 act	Close	1 min/lev (D)	Ref ½	Y	You create a curtain of jaws made of force	SK.158
	Whirlwind of Teeth	[Evil]	Ev VSM	1 act	Medium	1 round/lev	Ref ½	Y	Movinf 5-ft cylinder deals 1d8/2 lev each rd.	BVD.110

## KN PREP. SCROLL

**SPELL NAME**

SCH. COMP. CAST TIME

## RANGE

### DURATION

SAVE

SR

EFFECT

Spells:            +            =

Save DC:

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## EFFECT

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## KN.PREP. SCROLL

**SPELL NAME**

## SCH. COMP. CAST TIME

## RANGE

### DURATION

SAVE

## SR

## EFFECT

Spells:            +            =

Save DC:

	Absorption	Ab	VS	1 act	Personal	10 min/lev	-	N	You absorb spell energy to power your spells	SpC.6
	Abyssal Army	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons demons to fight for you.	SpC.7
	Abyssal Rift	Co	VSM	1 act	Long	3 rounds	Special	Y	Opens a rift in the ground	FC1.91
	Astral Projection	Ne	VSM	30 min	Touch	Special	-	Y	Projects you and companions onto Astral Pl.	PHB.201
	Awaken Construct	Tr	VSX	8 hours	Touch	Instantaneous	Will n.	Y	Construct gains humanlike sentience.	SpC.21
	Bigby's Crushing Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes/crushes foes	PHB.203
	Binding Chain of Fate	Ev	VSM	1 act	Close	1 round/lev	Will n.	Y	Force whips into a loop around creature	CoSW.152
	Black Blade of Disaster	Co	VS	1 act	Close	Up to 1 rnd/lev	-	Y	Floating magic weapon disintegrates subjects.	SpC.29
	Blinding Glory	Co	VSM	1 hour	Close	1 hour/lev	-	N	100-ft/lev radius light blinds evil creatures	BED.92
	Breath Weapon Admix. (BREATH)	Tr	S	Swift	Personal	1 round	-	N	Add 2nd kind of energy to your breath weapon	SpC.39
	Burst of Glacial Wrath	Ev/Tr	VS	1 act	30 ft	Instantaneous	For 1/2	Y	Freeze nearby creatures into blocks of ice	DM.64
	Call Marut	Co	VSX	10 min	Close	Instantaneous	-	N	A marut performs one duty for you.	SpC.42
	Construct Essence, Greater	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Grants living construct all construct qualities	RoE.183
	Crushing Fist of Spite (DIS.)	Ev	VSM	1 act	Medium	1 round/lev	Special	Y	Fist deals 1d6 damage/lev each round	BVD.89
	Deadly Sunstroke	Ev	VS	1 act	Long	Instantaneous	For part.	Y	Deal 1d6 fire dmg/lev and fatigues	CM.101
	Detonate	Ev	VSM	1 act	Medium	Instantaneous	For part.	Y	slays subject, deals 1d6/lev dmg in 20-ft radius	PH2.109
	Dimension Jumper, Greater	Co	V	Swift	Personal	1 round/lev	-	N	Teleport up to 60 feet 1/round	CM.102
	Dominate Monster	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls monster telepathically	PHB.224
	Dragon Ally, Greater	Co	VX	10 min	Close	Instantaneous	-	N	Exchange services with a 22 HD dragon	SpC.72
	Dragonshape	Tr	VS	Swift	Personal	1 round/lev (D)	-	N	Take on form and abilities of Huge red dragon	PH2.111
	Effulgent Eputation	Ab	VS	1 act	Close	1 round/lev	Will n.	Y	1 sphere/lev negates hostile magic	SpC.78
	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels	PHB.226
	Enervating Breath (BREATH)	Ne	S	Swift	Personal	1 round	Special	N	Your breath weapon also bestows 2d4 neg. lev.	SpC.82
	Ensul's Soultheft	Ne	VSM	1 round	Touch	1 round/lev (D)	Will n.	Y	Touch attacks steal lifeforce, heal caster	CoSW.152
	Etherealness	Tr	VS	1 act	Touch	1 minn/lev (D)	-	Y	Travel to Ethereal Plane with companions	PHB.228
	Eye of Power	Di	VSM	10 min	Unlimit.	1 min/lev (D)	-	N	As Arcane Eye, can cast spells up to 3rd lev	SpC.87
	Foresight	Di	VSM	1 act	Touch	10 min/lev	Special	Sp.	'Sixth sense' warns of impending danger	PHB.233
	Freedom	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Releases creature from imprisonment	PHB.233
	Frostfell	Tr	VSM	1 round	Medium	1 hour/lev	For part.	Sp.	Turns all subject in area into ice	FB.95
	Gate	Co	VSX	1 act	Medium	Special	-	N	Connects two planes to travel or summon	PHB.234
	Genesis	Co	VSX	1 week	180 ft	Instantaneous	-	N	You create a demiplane on the Ethereal Plane	ELHB.117
	Genius Loci	Co	VSM	1 hour	0 ft.	Permanent	-	N	Create a guardian spirit for a specific location	CM.105
	Halaster's Fetch VI	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th)	CoSW.154
	Halaster's Scrying Cage	Ab	VSM	10 min	Close	Permanent	-	N	Modifies the functioning of all divinations	EUM.219
	Halaster's Teleport Cage	Ab	VSM	10 min	Close	Permanent	-	N	Modifies the functioning of all conjurations	EUM.219
	Heavenly Host	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons archons to fight for you.	SpC.113
	Hellish Horde	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons devils to fight for you.	SpC.113
	Hindsight	Di	VS	1 hour	60 ft	Instantaneous	-	N	You see into the past.	SpC.114
	Hold Monster, Mass	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes creatures within 30 ft	PHB.241
	Ice Assassin	IL	VSX	8 hrs	Touch	Instantaneous	-	N	Creates murderous duplicate of creature	FB.97
	Iceberg	Ev	VS	1 act	Long	Instantaneous	Special	Y	Block of ice deals 20d6 and buries subjects	FB.101
	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Entombs creature beneath the earth	PHB.244
	Instant Refuge	Ev	VSX	10 min	Personal	Until triggered	-	N	Transport to a safe location of your choice.	SpC.124
	Investiture of the Hellfire Engine	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains iron body and 8d10 breath weap.	FC2.103
	Investiture of the Pit Fiend	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Target gains claw, inflict disease, or terror	FC2.105
	Invoke Magic	Ev	VSM	Swift	Personal	1 round	-	N	Momentarily negate antimagic effects	LoM.212
	Khelben's Dweomerdoom	Ab	VSF	Swift	Close	Instantaneous	-	N	Counterspell opponent's spell before it is cast	CoSW.155
	Laeral's Crowning Touch	Ne	VSFX	1 act	Touch	1 year + 1 day	Will n.	Y	Targets gets negative levels when he casts	CoSW.155
	Lash of Force	Ev	VS	1 act	Special	1 round/lev	Special	Y	Strike for 5d6 dmg. can become a 15d6 line	CM.109
	Magic Miasma	Ab	VSM	1 act	Medium	1 round/lev	Special	N	Solid fog reduces caster level by -4.	SpC.137
	Maw of Chaos	Ab	VSM	1 act	Medium	1 round/lev	Will part.	Y	Dazes, deals damage, impedes concentration	SpC.140
	Meteor Swarm	Ev	VS	1 act	Long	Instantaneous	Special	Y	4 spheres deal 6d6 fire damage	PHB.253
	Mindrape	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Caster learns everything subject knows	BVD.99
	Mordenkainen's Disjunction	Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchants magic items	PHB.255
	Mycontil's Last Resort	Ev	VSM	1 act	Personal	Instantaneous	Ref 1/2	Y	Sacrifice spells to unleash devastating explosion	ShS.48
	Necrotic Termination	Ne	VSFX	1 act	Medium	Instantaneous	For part.	N	Permanently eliminates encysted subject	LM.69
	Node Genesis	Co	VSX	10 days	Touch	Instantaneous	-	N	Creates a Class 1 earth node	Und.59
	Obedient Avalanche	Co	VS	1 act	Medium	Instantaneous	Special	N	Snowy avalanche crushes and buries your foes.	SpC.148
	Perinarch, Planar	Tr	VSD	1 act	Close	1 round/lev	Special	N	Gain control over morphic plane area	SpC.154
	Plague of Undead	Ne	VSM	1 act	Close	Instantaneous	-	N	Animates horde of undead.	SpC.158
	Planar Navigation	Co	VSFD	1 min	Touch	Instantaneous	Will n.	Y	Send a whole ship to another plane.	SV.119
	Power Word Kill	En	V	1 act	Close	Instantaneous	-	Y	Kills one creature with up to 100 hp	PHB.263
	Precipitate Complete Breach	Co	VSX	10 min	0 ft	Special	-	Y	Rip wide the boundaries between 2 planes	PHB.104
	Prismatic Deluge	Ev	VS	1 act	Medium	Instantaneous	Special	Y	Call down a prismatic effect over a wide area	CM.114
	Prismatic Sphere	Ab	V	1 act	10 ft	10 min/lev (D)	Special	Sp.	Sphere's colors have array of effects	PHB.264
	Programmed Amnesia	En	VSM	10 min	Close	Permanent	Will n.	Y	Destroy, alter or replace memories	SpC.162
	Reality Maelstrom	Ev	VSM	1 act	Medium	1 round	Special	Y	Sends creatures and objects to another plane	SpC.168
	Reaving Dispel	Ab	VS	1 act	Medium	Instantaneous	Special	N	On a dispel, steal spell power and effect	SpC.169
	Refuge	Co	VSM	1 act	Touch	Until discharg.	-	N	Alters item to transport its possessor to you	PHB.269
	Replicate Casting	Tr	VS	1 round	Special	Special	Special	Sp.	Duplicate observed spell or spell-like ability.	SpC.173
	Revitalize Legacy, Greater	Tr	VSF	1 act	Touch	1 hour/lev	-	N	Get extra use of chosen greater legacy ability	WoL.17
	Ring of Fire	Co	VSM	1 round	Medium	1 round/2 lev	Ref part.	N	Create a spreading area of lava	EE.28
	Shades	IL	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 8th level, 80% real	PHB.276
	Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	-	N	Change into any creature once/round	PHB.277
	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent resurrection	PHB.281
	Spell Matrix, Greater	Tr	VSF	1 act	Personal	10 min/lev (D)	-	N	Store 3 spells of 3rd lev or lower for later use	SpC.199
	Sphere of Ultimate Destruction	Co	VSM	1 act	Medium	1 round/lev (D)	For part.	Y	Black sphere does 2d6/lev dmg, disintegrates	SpC.200
	Srinshee's Spell Shift	Ab	VSM	1 act	Personal	1 round/lev (D)	-	N	Manipulate another's spell, or stuns the caster	LEoF.34
	Stasis Clone	Ne	VSF	10 min	0 ft	Instantaneous	-	N	Clone in stasis if subject is alive	LoD.189
	Summon Elemental Monolith	Co	VSM	1 round	Medium	Up to 1 rnd/lev	-	N	Calls powerful elemental creature to fight	SpC.214
	Summon Golem	Co	VSF	1 round	Close	1 min/lev	-	N	Summon clay, flesh, iron, or stone golem	PH2.126
	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 9th, 1d3 8th or 1d4+1 7th)	PHB.288
	Teleportation Circle	Co	VM	10 min	0 ft	10 min/lev (D)	-	Y	Circle teleports creatures inside to place	PHB.293

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## WIZARD SPELLS

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