

KN.	SCROLL	SPELL NAME	SCH. COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
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Max. known: _____

[illegible]

SORCERER SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
1st-LEVEL SPELLS			Spells: ___ + ___ = ___		Cast: □□□□□□□□		Save DC: ___			
☐		Accelerated Movement	Tr.	VSM	Swift	Personal	1 round/lev (D)	-	N	Balance, Climb or Move Silently at normal spd CV.142
☐		Alarm	Ab	VSF	1 act	Close	2 hours/lev (D)	-	N	Wards an area, for 2 hours/lev PHB.197
☐		Animate Rope	Tr.	VS	1 act	Medium	1 round/lev	-	N	Makes a rope move at your command PHB.199
☐		Arrow Mind	Di	VSM	Immed.	Personal	1 min/lev (D)	-	N	Threaten nearby squares, don't provoke AoO CV.143
☐		Backbiter	Ne	VSF	1 act	Close	1 round/lev	Will n.	Y	Wooden-hafted weapon strikes wielder CA.98
☐		Bigby's Helpful Hand [Force]	Ev	VSF	1 act	0 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
☐		Blade of Blood	Ne	VS	Swift	Touch	1 round/lev	-	N	Weapon deals +1d6 dmg, +3d6 if you take dmg PH2.103
☐		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
☐		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
☐		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
☐		Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages PHB.212
☐		Critical Strike	Di	V	Swift	Personal	1 round	-	N	You gain +1d6 damage, doubled threat range CV.145
☐		Deflect, Lesser [Force]	Ab	V	Immed.	Personal	1 round	-	N	Gain bonus to AC for one attack PH2.109
☐		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	Reveals undead within 60 ft PHB.220
☐		Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance PHB.222
☐		Distract Assailant [Mind-Affecting]	En	VSM	Swift	Close	1 round	Will n.	Y	One creature is flat-footed for 1 round CV.146
☐		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
☐		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 feet for 1 round CV.149
☐		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 Strength and natural slam attack CA.107
☐		Golem Strike	Di	V	Swift	Personal	1 round	-	N	You can sneak attack constructs CV.149
☐		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 distance penalties CV.150
☐		Hold Portal	Ab	V	1 act	Medium	1 min/lev (D)	-	N	Holds door shut PHB.241
☐		Hypnotism [Mind-Affecting]	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures PHB.242
☐		Identify	Di	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item PHB.243
☐		Insightful Feint	Di	V	Swift	Personal	1 round	-	N	Gain +10 to your next Bluff check to feint CV.153
☐		Instant Locksmith	Di	VS	Swift	Personal	1 round	-	N	Disable Device/Open Lock are free actions, +2 CV.153
☐		Instant Search	Di	VS	Swift	Personal	1 round	-	N	Make Search checks at +2 as free action CV.153
☐		Jump	Tr.	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks PHB.246
☐		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
☐		Low-Light Vision	Tr.	VM	1 act	Touch	1 hour/lev	Will n.	Y	See twice as far as a human in poor illuminationCA.113
☐		Mage Armor [Force]	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus PHB.249
☐		Magic Missile [Force]	Ev	VS	1 act	Medium	Instantaneous	-	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5) PHB.251
☐		Magic Weapon	Tr.	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus PHB.251
☐		Master's Touch	Di	VF	Swift	Personal	1 min/lev (D)	-	N	You gain proficiency in a weapon or shield CV.154
☐		Mount	Co	VSM	1 round	Close	2 hours/lev	-	N	Summons riding horse for 2 hours/lev PHB.256
☐		Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura PHB.257
☐		Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you PHB.258
☐		Orb of Acid, Lesser [Acid]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev CA.115
☐		Orb of Cold, Lesser [Cold]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev CA.116
☐		Orb of Electricity, Lesser [Electricity]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev CA.116
☐		Orb of Fire, Lesser [Fire]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev CA.116
☐		Orb of Sound, Lesser [Sonic]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d6 +1d6/2 lev CA.116
☐		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
☐		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
☐		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
☐		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
☐		Ray of Enfeeblement	Ne	VS	1 act	Close	1 min/lev	-	Y	Ray deals 1d6 +1/2 lev Str damage PHB.269
☐		Reduce Person	Tr.	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size PHB.269
☐		Repair Light Damage	Tr.	VS	1 act	Touch	Instantaneous	-	N	Repairs 1d8 +1/lev (max +5) dmg to construct CA.120
☐		Rouse [Mind-Affecting]	En	VS	1 act	Close	Instantaneous	-	N	Awakens creatures in area PH2.123
☐		Shield [Force]	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gives +4 AC, blocks magic missiles PHB.278
☐		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.	Y	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
☐		Sniper's Shot	Di	VS	Swift	Personal	1 round	-	N	No ranged limit on next ranged sneak attack CV.157
☐		Stand	Co	VS	Immed.	Close	Instantaneous	Will n.	Y	Subject stands up from prone PH2.125
☐		Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature to fight (1 1st-lev) PHB.285
☐		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
☐		True Strike	Di	VF	1 act	Personal	Special	-	N	+20 on your next attack roll PHB.296
☐		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
☐		Whelm [Mind-Affecting]	En	VS	1 act	Close	Instantaneous	Will n.	Y	Deal 1d6 nonlethal dmg +1d6/2 lev above 1st PH2.128

SORCERER SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
2ND-LEVEL SPELLS			Spells: ____ + ____ = ____		Cast: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		Save DC: ____				
☐		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	
☐		Augment Familiar	Tr	VS	1 act	Close	Conc.+1 rd/lev	For n.	Y	Your familiar becomes more powerful CW.116	
☐		Balancing Lorecall	Di	VSM	1 act	Personal	1 min/lev (D)	-	N	Gain +4 on Balance, can balance everywhere CV.143	
☐		Bear's Endurance	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev PHB.203	
☐		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
☐		Blades of Fire	[Fire]	Co	V	Swift	Touch	1 round	-	N	Your melee weapons deal +1d6 fire damage CA.99
☐		Bladeweave	Il	V	Swift	Personal	1 round/lev (D)	Special	Sp.	Y	Your melee attack dazes your opponent CV.144
☐		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	-	N	Your body emanates fire, dealing 1d4+1 dmg CD.155
☐		Bull's Strength	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev PHB.207	
☐		Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev PHB.208	
☐		Celerity, Lesser	Tr	V	Immed.	Personal	Instantaneous	-	N	Take a move action but be dazed for 1 round PH2.105	
☐		Cloud of Knives	Co	VSM	1 act	Personal	1 round/lev	-	N	Release 1 knife/round, dealing 1d6 dmg +1/3 levPH2.107	
☐		Command Undead	Ne	VSM	1 act	Close	1 day/lev	Will n.	Y	Undead creature obeys your commands PHB.211	
☐		Continual Flame	[Light]	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent, heatless torch PHB.213
☐		Daggerspell Stance	Ab	VF	Swift	Personal	1 round/lev (D)	-	N	You gain attack/damage bonus, SR, DR CV.145	
☐		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	
☐		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
☐		Deflect	[Force]	Ab	V	Immed.	Personal	1 round	-	N	Gain bonus to AC for one attack PH2.109
☐		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	
☐		Dispelling Touch	Ab	VS	1 act	Touch	Instantaneous	-	N	Dispel one magical effect on touched subject PH2.110	
☐		Eagle's Splendor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev PHB.225	
☐		Earthen Grasp	[Earth]	Tr	VSM	1 act	Close	2 rounds/lev	-	Y	Arm made of earth grapples foes CA.104
☐		Electric Vengeance	[Electricity]	Ev	VS	Immed.	5 ft	Instantaneous	-	Y	Deals 2d8+1/lev dmg to foe who strikes you PH2.111
☐		Energy Surge, Lesser	[Special]	Tr	V	Swift	Close	1 round	Will n.	Y	One attack deals 1d6 extra damage PH2.112
☐		False Life	Ne	VSM	1 act	Personal	1 hour/lev	-	Y	Subject gains 1d10+1/lev (max. +10) temp. hp PHB.229	
☐		Familiar Pocket	Un	VSM	1 act	Touch	1 hour/lev (D)	-	N	Create extradimensional safe haven for familiar CA.106	
☐		Fireburst	[Fire]	Ev	VSM	1 act	5 ft	Instantaneous	Ref 1/2	Y	Adjacent subjects take 1d8/lev (max 5d8) dmg CA.107
☐		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
☐		Fly, Swift	Tr	V	Swift	Personal	1 round	-	N	You fly for 1 round CV.149	
☐		Fog Cloud	Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision PHB.232	
☐		Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev PHB.233	
☐		Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench PHB.235	
☐		Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures PHB.236	
☐		Gust of Wind	[Air]	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures PHB.238
☐		Hypnotic Pattern	[Mind-Affecting]	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures PHB.242
☐		Increase Virulence	Tr	VSM	1 min	Touch	1 min/lev	-	N	Poison's DC increased by 2 PH2.115	
☐		Insight of Good Fortune	Di	VSM	1 act	Close	1 min/lev	Will n.	Y	Subject rolls twice, takes best result PH2.115	
☐		Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject invisible for 1 min/lev or until attacks PHB.245	
☐		Kelgore's Grave Mist	[Cold]	Co/Ne	VSM	1 act	Medium	1 round/lev	-	Sp.	1d6 cold dmg/lev, fatigue, partially ignore SR PH2.116
☐		Knock	Tr	V	1 act	Medium	Instantaneous	-	N	Opens locked or magically sealed doors PHB.246	
☐		Leomund's Trap	Il	VSM	1 act	Touch	Permanent (D)	-	N	Makes item seem trapped PHB.247	
☐		Levitate	Tr	VSF	1 act	Close	1 min/lev (D)	-	N	Subject moves up and down at your direction PHB.248	
☐		Listening Lorecall	Di	VS	1 act	Personal	10 min/lev (D)	-	N	Gain +4 on Listen, blindsense and blindsight CV.154	
☐		Locate Object	Di	VSF	1 act	Long	1 min/lev	-	N	Senses direction towards object PHB.249	
☐		Magic Mouth	Il	VSM	1 act	Close	Until discharg.	Will n.	Y	Speaks once when triggered PHB.251	
☐		Master's Touch	Di	V	Immed.	Close	Instantaneous	Will n.	Y	Subject gains immediate +4 on a skill check PH2.119	
☐		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
☐		Mindless Rage	[Mind-Affecting]	En	VSF	1 act	Close	1 round/lev	Will n.	Y	Target compelled to attack you physically CV.155
☐		Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion PHB.254	
☐		Mirror Image	Il	VS	1 act	Personal	1 min/lev (D)	-	N	Creates 1d4+1/3 lev decoys of you (max 8) PHB.254	
☐		Misdirection	Il	VS	1 act	Close	1 hour/lev	Special	N	Misleads divinations for a creature or object PHB.254	
☐		Obscure Object	Ab	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying PHB.258	
☐		Owl's Wisdom	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev PHB.259	
☐		Phantasmal Assailants	[Fear, Mind-Aff.]	Il	VS	1 act	Close	Instantaneous	Special	Y	Nightmare creatures strike target CA.117
☐		Protection from Arrows	Ab	VSF	1 act	Touch	1 hour/lev	Will n.	Y	Subject immune to most ranged attacks PHB.266	
☐		Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp.	Y	Turns fire into blinding light or smoke PHB.267
☐		Repair Moderate Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 2d8 +1/lev (max +10) hp CA.120	
☐		Resist Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy PHB.272	
☐		Rope Trick	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Up to 8 creat. hide in extradimensional space PHB.273	
☐		Scare	[Fear, Mind-Affecting]	Ne	VSM	1 act	Medium	Special	Will part.	Y	Panics creatures of less than 6 HD PHB.274
☐		Scent	Tr	VSM	1 act	Touch	10 min/lev	-	Y	Grants the scent special ability CD.178	
☐		Scorching Ray	[Fire]	Ev	VS	1 act	Close	Instantaneous	-	Y	Ray deals 4d6 damage, +1 ray/4 lev (max 3) PHB.274
☐		See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	-	N	Reveals invisible creatures or objects PHB.273	
☐		Seeking Ray	Ev	VS	1 act	Medium	Instantaneous	-	Y	Ray deals 4d6 electricity damage, +4 to hit PH2.124	
☐		Share Talents	Tr	VSM	1 round	Touch	10 min/lev	Will n.	Y	Subjects gain +2 bonus on skill checks PH2.124	
☐		Shatter	[Sonic]	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures PHB.278
☐		Sonic Weapon	[Sonic]	Tr	V	1 act	Touch	1 min/lev (D)	-	N	Weapon touched deals +1d6 sonic damage CV.157
☐		Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	-	N	Disembodied hand delivers touch attacks PHB.282	
☐		Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings PHB.283	
☐		Stay the Hand	[Mind-Affecting]	En	V	Immed.	Medium	Instantaneous	Will n.	Y	Subject's attitude is helpful for 1 round PH2.126
☐		Stretch Weapon	Tr	V	Swift	0 ft	1 attack	Will n.	Y	Melee weapon gains 5 ft of reach for 1 attack PH2.126	
☐		Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar to fight (1 2nd or 1d3 1st) PHB.286	
☐		Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	-	N	Summons swarm of bats, rats, or spiders PHB.289	
☐		Sure Strike	Di	V	Swift	Personal	1 round	-	N	Gain +1 bonus/3 lev on next attack PH2.126	

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KN. SCROLL

SORCERER SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
3RD-LEVEL SPELLS			Spells: ____ + ____ = ____		Cast: □□□□□□□□		Save DC: ____			
☐		Alter Fortune	Di	VX	Immed.	Close	Instantaneous	-	N	Cause one creature to reroll any die roll PH2.101
☐		Arcane Sight	Di	VS	1 act	Personal	1 min/lev (D)	-	N	Magical auras become visible to you PHB.201
☐		Bands of Steel	Co	VSM	1 act	Medium	1 round/lev	Ref part.	N	Metallic bands immobilize or entangle target CA.98
☐		Bigby's Disrupting Hand <i>[Force]</i>	Ev	VSF	1 act	Medium	1 min (D)	-	Y	Hand disrupts opponent's spellcasting PH2.102
☐		Blink	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	Randomly vanish and reappear for 1 round/lev PHB.206
☐		Clairaudience/Clairvoyance	Di	VSF	10 min	Long	1 min/lev (D)	-	N	Hear or see at a distance for 1 min/lev PHB.209
☐		Corpse Candle	Co	SM	1 act	Close	1 min/lev (D)	-	N	Ghostly hand and candle sheds light CA.101
☐		Crown of Clarity	Di	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	+2 to Listen and Spot, discharge spell for +8 PH2.107
☐		Crown of Might	Tr	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain +2 Str, discharge to gain +8 for 1 round PH2.108
☐		Crown of Protection	Tr	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain +1 to AC and saves, discharge to get +4 PH2.108
☐		Crown of the Grave	Ne	VSMF	1 act	Touch	1 hour/lev (D)	Will n.	Y	Command undead, discharge for +4 turn/reb. PH2.107
☐		Crown of Veils	Il	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain +2 to Disguise and Hide, discharge for +8 PH2.108
☐		Curse of Arrow Attraction	Tr	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject takes -5 on AC vs. ranged attacks PH2.109
☐		Daylight <i>[Light]</i>	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light PHB.216
☐		Deep Slumber <i>[Mind-Affecting]</i>	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Put 10 HD of creatures to sleep PHB.217
☐		Dimension Step	Co	VS	1 act	Close	Instantaneous	For n.	Y	Allies teleport a distance equal to their speed PH2.110
☐		Discern Shapechanger	Di	VSM	1 round	Personal	1 round/lev	-	N	Penetrates disguises, identifies shapechangers CA.103
☐		Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects PHB.223
☐		Displacement	Il	VM	1 act	Touch	1 round/lev (D)	Will n.	Y	Attacks miss subject 50% PHB.223
☐		Energy Aegis	Ab	V	Immed.	Close	1 round	Will n.	Y	Gain resistance 20 vs. one energy for 1 attack PH2.111
☐		Energy Surge <i>[Special]</i>	Tr	V	Swift	Close	1 round	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
☐		Enhance Familiar	Vn	VS	1 act	Touch	1 hour/lev	-	Y	+2 bonus to saves, combat rolls, and AC CA.105
☐		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
☐		Explosive Runes <i>[Force]</i>	Ab	VS	1 act	Touch	Until disc. (D)	Special	Y	Deals 6d6 damage when read PHB.228
☐		Fireball <i>[Fire]</i>	Ev	VSM	1 act	Long	Instantaneous	Ref 1/2	Y	20-ft radius, 1d6 damage per level PHB.231
☐		Flame Arrow <i>[Fire]</i>	Tr	VSM	1 act	Close	10 min/lev	-	N	Up to 50 arrows deal +1d6 fire damage PHB.231
☐		Fly	Tr	VSF	1 act	Touch	1 min/lev	Will n.	Y	Subject flies at speed of 60 ft PHB.232
☐		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
☐		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
☐		Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	One creat./lev is faster, +1 to AC, Ref, attack PHB.239
☐		Heroism <i>[Mind-Affecting]</i>	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 bonus on attacks, saves, and skills PHB.240
☐		Hesitate <i>[Mind-Affecting]</i>	En	VS	Immed.	Close	1 round/lev (D)	Will n.	Y	Force subject to lose actions PH2.114
☐		Hold Person <i>[Mind-Affecting]</i>	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/lev PHB.241
☐		Illusory Script <i>[Mind-Affecting]</i>	Il	VSM	1 min+	Touch	1 day/lev (D)	Will n.	Y	Only intended reader can decipher PHB.243
☐		Inevitable Defeat <i>[Mind-Affecting]</i>	En	VS	1 act	Touch	1 round/lev	Special	Y	Subject takes 3d6 nonlethal damage/round PH2.115
☐		Invisibility Sphere	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Makes everyone within 10 ft invisible PHB.245
☐		Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a normal weapon's threat range PHB.246
☐		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 <i>[Force]</i>	Ev	VSM	1 act	20 ft	2 hours/lev (D)	-	N	Creates shelter for 10 creatures PHB.247
☐		Lightning Bolt <i>[Electricity]</i>	Ev	VSM	1 act	120 ft	Instantaneous	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 <i>[Force]</i>	Co	VSM	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +6 armor bonus CA.114
☐		Magic Circle against Chaos <i>[Lawful]</i>	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control PHB.249
☐		Magic Circle against Evil <i>[Good]</i>	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control PHB.249
☐		Magic Circle against Good <i>[Evil]</i>	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control PHB.250
☐		Magic Circle against Law <i>[Chaotic]</i>	Ab	VSM	1 act	Touch	10 min/lev	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
☐		Melf's Unicorn Arrow	Co	VSF	1 act	Medium	Instantaneous	-	N	1d8+8 dmg and bull rush, +1 arr./3 lev beyond 5PH2.119
☐		NonDetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying PHB.257
☐		Phantom Steed	Co	VS	10 min	0 ft	1 hour/lev (D)	-	N	Magic horse appears for 1 hr/lev PHB.260
☐		Prismatic Mist	Ev	V	1 act	Medium	1 min/lev	Special	N	Multicolored mist has random effects PH2.121
☐		Protection from Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/lev from one energy PHB.266
☐		Rage <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Conc.+1 rd/lev	-	Y	Gives +2 Str, +2 Con, +1 Will, -2 AC PHB.268
☐		Ray of Exhaustion	Ne	VSM	1 act	Close	1 min/lev	For part.	Y	Ray makes subject exhausted PHB.269
☐		Ray of the Python	Ev	VS	1 act	Close	1 min	Ref n.	Y	Creature's movement and attacks are restricted PH2.122
☐		Regroup	Co	VS	1 act	Close	Instantaneous	-	N	Teleport nearby allies to your side PH2.122
☐		Repair Serious Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 3d8 +1/lev (max +15) hp CA.120
☐		Resonating Bolt <i>[Sonic]</i>	Ev	VS	1 act	60 ft	Instantaneous	Ref 1/2	Y	Sonic energy deals 1d4/lev damage (max 10d4) CA.121
☐		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
☐		Secret Page	Tr	VSM	10 min	Touch	Permanent	-	N	Changes one page to hide its real content PHB.275
☐		Sepia Snake Sigil <i>[Force]</i>	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader PHB.276
☐		Shadow Binding	Il	VSM	1 act	Close	1 round/lev	Will n.	Y	Ribbonlike shadows daze and entangle in 10 ft CA.122
☐		Shrink Item	Tr	VS	1 act	Touch	1 day/lev	Will n.	Y	Object shrinks to one-sixteenth size PHB.279
☐		Sign of Sealing	Ab	VSM	1 round	Close	Permanent	Ref 1/2	N	Magical sigil deal 1d4/lev damage if opened CA.122
☐		Sleet Storm <i>[Cold]</i>	Co	VSM	1 act	Long	1 round/lev	-	N	Hampers vision and movement PHB.280
☐		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
☐		Spectral Weapon	Il	VS	Swift	Personal	1 round/lev (D)	Will part.	Y	Use quasi-real weapon to make touch attacks CV.157
☐		Stinking Cloud	Co	VSM	1 act	Medium	1 round/lev	For n.	N	Nauseating vapors, 1 round/lev PHB.284
☐		Stony Grasp <i>[Earth]</i>	Tr	VSM	1 act	Close	1 round/lev	-	Y	Arm made of earth grapples foes CA.124
☐		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
☐		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
☐		Telepathic Bond, Lesser <i>[Mind-Affecting]</i>	Di	VS	1 act	30 ft	10 min/lev	-	N	Link lets you and target communicate CD.183
☐		Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language PHB.294
☐		Vampiric Touch	Ne	VS	1 act	Touch	Special	-	Y	Touch deals 1d6/2 lev, caster gains dmg as hp PHB.298
☐		Vertigo Field	Il	VS	1 act	Medium	1 round/lev	For part.	Y	Creatures have 20% miss chance, nauseated PH2.128
☐		Water Breathing	Tr	VSM	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater PHB.300
☐		Wind Wall <i>[Air]</i>	Ev	VSM	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases PHB.302

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SORCERER SPELLS

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SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

CONTINUED FROM PREVIOUS PAGE

SORCERER SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
4TH-LEVEL SPELLS			Spells: ____ + ____ = ____		Cast: □□□□□□□□		Save DC: ____			
☐		Animate Dead	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies PHB.198
☐		Anticipate Teleportation	Ab	VSF	1 round	Touch	1 hour/lev	-	N	Predict and delay teleporting creatures CA.97
☐		Arcane Eye	Di	VSM	10 min	Unlimit.	1 min/lev (D)	-	N	Invisible floating eye moves 30 ft./round PHB.200
☐		Assay Resistance	Di	VS	Swift	Personal	1 round/lev	-	N	+10 bonus to one level check against SR CA.98
☐		Baleful Blink	Tr	V	1 act	Close	1 round/lev	For n.	N	Subject has 50% of failure on attacks and spells PH2.102
☐		Bestow Curse	Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 on rolls; or 50% losing action PHB.203
☐		Blast of Flame	Co	VSM	1 act	60 ft	Instantaneous	Ref 1/2	N	Cone of fire deals 1d6/lev dmg (max 10d6) CA.99
☐		Bleakness	Ev	VS	1 act	Close	1 round/lev (D)	-	N	1d6 dmg/round to living, bonus to undead PH2.104
☐		Blistering Radiance	Ev	VSM	1 act	Long	1 round/lev	Special	Y	Blind creatures and deals 2d6 damage in 50 ft CA.99
☐		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)	For part.	Y	Target takes 1d8 acid + 1d8 fire damage/round CA.100
☐		Call of Stone	Tr	VS	1 act	Medium	1 round/2 lev	For part.	Y	slowly turn subject to stone PH2.105
☐		Celerity	Tr	V	Immed.	Personal	Instantaneous	-	N	Take a standard action but be dazed for 1 round PH2.105
☐		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
☐		Condemnation	Ab	V	1 act	Close	1 round	Will n.	Y	Lowers outsider's SR and stuns for 1 round PH2.107
☐		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
☐		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
☐		Darkvision, Mass	Tr	VSM	1 act	10 ft	1 hour/lev	Will n.	Y	Creatures in 10-ft can see 60 ft in darkness CA.102
☐		Defenestrating Sphere	En	VSF	1 act	Medium	1 round/lev (D)	For part.	Y	Sphere knocks enemies prone and hurls them CA.103
☐		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
☐		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
☐		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	VF	Swift	Touch	1 round/lev (D)	Will n.	Y	Quarterstaff can grab and constrict foes CV.147
☐		Evard's Black Tentacles	Co	VSM	1 act	Medium	1 round/lev (D)	-	N	Tentacles grapple all within 20 ft PHB.228
☐		Explosive Rune Field	Co	VSM	1 act	Medium	1 round/lev	Ref n.	N	Area is covered with explosive runes PH2.113
☐		Fear	Ne	VSM	1 act	30 ft	Special	Will part.	Y	Subjects within cone flee for 1 round/lev PHB.229
☐		Fire Shield	Ev	VSM	1 act	Personal	1 round/lev (D)	-	N	Attackers take dmg; protected from heat/cold PHB.230
☐		Fire Trap	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/lev damage PHB.231
☐		Fortify Familiar	Un	VS	1 act	Touch	1 hour/lev	-	Y	+2d8 hp, +2 armor, 25% avoid criticals/sneak CA.108
☐		Geas, Lesser	En	V	1 round	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less PHB.235
☐		Globe of Invulnerability, Lesser	Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 3rd-level spell effects PHB.236
☐		Hallucinatory Terrain	Il	VSM	10 min	Long	2 hours/lev (D)	Will dis.	N	Makes one type of terrain appear like another PHB.238
☐		Ice Storm	Ev	VSM	1 act	Long	1 round	-	Y	Hail deals 5d6 damage in cylinder 40 ft across PHB.243
☐		Illusory Wall	Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is illusory PHB.243
☐		Invisibility, Greater	Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks PHB.245
☐		Leomund's Secure Shelter	Co	VSF	10 min	Close	2 hours/lev (D)	-	N	Creates sturdy cottage PHB.247
☐		Locate Creature	Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature PHB.249
☐		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
☐		Mystic Surge	Un	V	1 act	Close	1 round	Will n.	Y	Ally's spell gains +2 DC and +1 caster level PH2.120
☐		Orb of Acid	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, sickens CA.115
☐		Orb of Cold	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, blinds CA.115
☐		Orb of Electricity	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, entangles CA.116
☐		Orb of Fire	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d6/lev, dazes CA.116
☐		Orb of Force	Co	VS	1 act	Medium	Instantaneous	-	N	Ranged touch attack deals 1d6/lev (max 10d6) CA.116
☐		Orb of Sound	Co	VS	1 act	Close	Instantaneous	For part.	N	Ranged touch attack deals 1d4/lev, deafens CA.116
☐		Otiluke's Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	-	N	Dispel magic on creatures and items, +10 check CA.116
☐		Otiluke's Resilient Sphere	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Force globe protects but traps one subject PHB.258
☐		Phantasmal Killer	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
☐		Polymorph	Tr	VSM	1 act	Touch	1 min/lev (D)	-	N	Gives one willing subject a new form PHB.263
☐		Rainbow Pattern	Il	SF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures PHB.268
☐		Reduce Person, Mass	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Reduces several creatures PHB.269
☐		Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse PHB.270
☐		Repair Critical Damage	Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs construct for 4d8 +1/lev (max +20) hp CA.120
☐		Resist Energy, Mass	Ab	VS	1 act	Close	10 min/lev	For n.	Y	Subjects ignore damage from one energy type CA.120
☐		Scrying	Di	VSMF	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance PHB.274
☐		Shadow Conjuration	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th level, 20% real PHB.276
☐		Shout	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage PHB.279
☐		Slashing Dispel	Ab/Ev	VS	1 act	Medium	Instantaneous	-	N	As dispel magic, but creatures take damage PH2.125
☐		Solid Fog	Co	VSM	1 act	Medium	1 min/lev	-	N	Blocks vision, slows movement PHB.281
☐		Stifle Spell	Ab	V	Immed.	Close	Instantaneous	Special	Y	Subject must concentrate or botch spell PH2.126
☐		Stoneskin	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack PHB.284
☐		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
☐		Trollshape	Tr	VS	Swift	Personal	1 round/lev (D)	-	N	You take on the form and abilities of a troll PH2.127
☐		Unluck	Di	VSM	1 act	Close	1 round/lev	Will n.	Y	Target remakes all rolls, taking worse result CA.128
☐		Wall of Fire	Ev	VSM	1 act	Medium	Conc. + 1 r/lev	-	Y	2d4 dmg (10 ft), 1d4 (20), 2d6+1/lev passing PHB.298
☐		Wall of Ice	Ev	VSM	1 act	Medium	1 min/lev	Ref n.	Y	Creates wall with 13 hp+1/lev or hemisphere PHB.299
☐		Whelm, Mass	En	VS	1 act	Close	Instantaneous	Will n.	Y	Deal 1d6 nonlethal dmg/lev to 1 creature/lev PH2.128
☐		Wrack	Ne	VS	1 act	Close	1 round/lev	For n.	Y	Renders creature helpless with pain CD.190

SORCERER SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
5TH-LEVEL SPELLS			Spells: <u> </u> + <u> </u> = <u> </u>		Cast: <u>□□□□□□□□</u>		Save DC: <u> </u>			
☐		Aiming at the Target	Ab	S	Swift	Personal	Up to 20 min	-	N	+10 bonus on Concentration checks CA.96
☐		Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size PHB.198
☐		Arc of Lightning <i>[Electricity]</i>	Co	VSM	1 act	Close	Instantaneous	Ref 1/2	N	Line of electricity between 2 creat. (1d6/lev) CA.97
☐		Baleful Polymorph	Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal PHB.202
☐		Bigby's Interposing Hand <i>[Force]</i>	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover vs. one opponent PHB.204
☐		Blight	Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	1d6 damage/lev to plant creature, or wither PHB.206
☐		Blink, Greater	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You randomly vanish and reappear CA.99
☐		Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments PHB.207
☐		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
☐		Cone of Cold <i>[Cold]</i>	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y	1d6 cold damage/level PHB.212
☐		Contact Other Plane	Di	V	10 min	Personal	Concentration	-	N	Ask questions to extraplanar entity PHB.212
☐		Dancing Blade	Tr	VSF	1 act	Touch	1 round/lev	-	N	A weapon attacks on its own PH2.109
☐		Dimension Shuffle	Co	V	1 act	Close	Instantaneous	Will n.	Y	Teleport multiple creatures short distance PH2.110
☐		Dismissal	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane PHB.222
☐		Dominate Person <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically PHB.224
☐		Dragon Breath <i>[Evil/Good]</i>	Ev	VSM	1 act	Personal	1 round/lev	-	N	You choose a dragon type and mimic its breath CD.164
☐		Dream <i>[Mind-Affecting]</i>	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping PHB.225
☐		Duelward	Ab	VSM	1 act	Personal	1 round/lev (D)	-	N	+4 on Spellcraft, counterspells are immediate CA.103
☐		Electric Vengeance, Greater <i>[Electricity]</i>	Ev	VS	Immed.	5 ft	Instantaneous	For part.	Y	5d8+1/lev dmg to foe who strikes you, dazes PH2.111
☐		Etherealness, Swift	Tr	VS	Swift	Close	1 round	Will n.	Y	Subject momentarily becomes ethereal PH2.113
☐		Fabricate	Tr	VSM	Special	Close	Instantaneous	-	N	Transforms raw materials into finished items PHB.229
☐		False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion PHB.229
☐		Feeblemind <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int and Cha drop to 1 PHB.229
☐		Field of Resistance	Ab	VS	1 act	Medium	1 round/lev (D)	-	N	Zone provides SR 11 + caster level PH2.115
☐		Fire Shield, Mass <i>[Fire/Cold]</i>	Ev	VSM	1 act	Close	1 round/lev (D)	Will n.	N	Attackers take dmg; protected from heat/cold CA.106
☐		Fireburst, Greater <i>[Fire]</i>	Ev	VSM	1 act	5 ft	Instantaneous	Ref 1/2	Y	Subjects in 10 ft take 1d8/lev dmg CA.107
☐		Fly, Mass	Tr	VS	1 act	Close	1 min/lev	Will n.	Y	One creature/lev flies at speed of 60 ft CA.108
☐		Freezing Fog <i>[Cold]</i>	Co	VS	1 act	Medium	1 min/lev	-	N	Fog slows creatures, obscures vision CA.108
☐		Friend to Foe <i>[Mind-Affecting]</i>	Il	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Target creature believes its allies are enemies PH2.114
☐		Hold Monster <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev PHB.241
☐		Incite Riot <i>[Mind-Affecting]</i>	En	V	1 act	Close	1 round	Will n.	Y	Subjects attack nearest creature PH2.115
☐		Leomund's Hidden Lodge	Co	VSF	10 min	Close	24 hours	-	N	Creates sturdy camouflaged cottage CA.113
☐		Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	-	N	Hides expensive chest on Ethereal Plane PHB.247
☐		Luminous Assassin	Co	VSF	1 act	Medium	1 round/lev	-	N	Summons an assassin to attack the target PH2.117
☐		Magic Jar	Ne	VSF	1 act	Medium	1 hour/lev	Will n.	Y	Enables possession of another creature PHB.250
☐		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
☐		Mind Fog <i>[Mind-Affecting]</i>	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/lev	Will dis.	Y	Terrain and structure appear like another PHB.254
☐		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
☐		Nightmare <i>[Mind-Affecting, Evil]</i>	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue PHB.257
☐		Nightstalker's Transformation	Tr	VSM	1 act	Personal	1 round/lev (D)	-	N	Gain +4 Dex, +3 AC, +5 Ref, +3d6 sneak attack CV.155
☐		Overland Flight	Tr	VS	1 act	Personal	1 hour/lev	-	N	Fly at a speed of 40 ft over long distances PHB.259
☐		Passwall	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Creates passage through wood or stone wall PHB.259
☐		Permanency	Vn	VSM	2 rds	Special	Permanent	-	N	Makes certain spells permanent PHB.259
☐		Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr. PHB.260
☐		Planar Binding, Lesser	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Traps extraplanar up to 6 HD to perform a task PHB.261
☐		Prismatic Ray	Ev	VS	1 act	Medium	Instantaneous	Special	Y	Ray of light blinds and deals random effect CA.118
☐		Prying Eyes	Di	VSM	1 min	1 mile	1 hour/lev (D)	-	N	1d4 floating eyes +1/lev scout for you PHB.266
☐		Radiance <i>[Good, Light]</i>	Ev	VS	1 act	60 ft	1 round/lev (D)	-	N	Creates daylight that dazzles undead PH2.122
☐		Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev (D)	-	N	Link lets allies communicate PHB.268
☐		Reciprocal Gyre	Ab	VSM	1 act	Medium	Instantaneous	Special	N	Target takes 1d6 damage/lev of spell CA.119
☐		Refusal	Ab	VSM	1 act	Medium	1 hour/lev	Will n.	Y	Spell-using creatures prevented from entering CA.120
☐		Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of one person/2 lev. PHB.275
☐		Sending	Ev	VSM	10 min	Special	1 round	-	N	Instantly delivers short message anywhere PHB.275
☐		Servant Horde	Co	VSM	1 act	Close	1 hour/lev	-	N	Create 2d6 unseen servants +1/lev (max +15) CA.121
☐		Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real PHB.277
☐		Shadow Form	Il	VSM	1 act	Personal	1 min/lev (D)	-	N	Gain +4 on Hide, Move Silently, Escape Artist CV.156
☐		Sonic Shield	Ev	VS	1 act	Personal	1 round/lev	-	N	+4 to AC, 1d8 dmg, push back attackers PH2.125
☐		Spiritwall <i>[Fear, Mind-Affecting]</i>	Ne	VSM	1 act	Close	1 min/lev (D)	-	N	Wall of spirits deals 1d10 dmg, panic, neg. lev. CA.124
☐		Stone Shape <i>[Earth]</i>	Tr	VSM	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape PHB.284
☐		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
☐		Sword of Deception	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Independent blade of energy deals 1d4 damage CA.126
☐		Symbol of Pain <i>[Evil]</i>	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain PHB.290
☐		Symbol of Sleep <i>[Mind-Affecting]</i>	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts nearby creatures to sleep PHB.291
☐		Telekinesis	Tr	VS	1 act	Long	Special	-/Will n.	Y	Moves object, attacks creat., or hurls object PHB.292
☐		Teleport	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	Instantly transports you up to 100 miles/lev PHB.292
☐		Toxic Weapon	Co	VS	1 act	Touch	1 hour	For n.	N	Coats weapon with poison PH2.126
☐		Transmute Mud to Rock <i>[Earth]</i>	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev PHB.295
☐		Transmute Rock to Mud <i>[Earth]</i>	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev PHB.295
☐		Vitriolic Sphere <i>[Acid]</i>	Co	VSM	1 act	Long	Instantaneous	Special	N	Deals 1d4/lev (max 15d4) acid damage CA.128
☐		Wall of Force <i>[Force]</i>	Ev	VSM	1 act	Close	1 round/lev (D)	-	N	Wall is immune to damage PHB.298
☐		Wall of Stone <i>[Earth]</i>	Co	VSM	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped PHB.299
☐		Waves of Fatigue	Ne	VS	1 act	30 ft	Instantaneous	-	Y	Several targets become fatigued PHB.301

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
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Save DC:

Acid Fog	[Acid]	Co	VSM	1 act	Medium	1 round/lev	-	N	Fog deals acid damage	PHB.196
Analyze Dweomer		Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject	PHB.197
Antimagic Field		Ab	VSM	1 act	10 ft	10 min/lev (D)	-	Sp.	Negates magic within 10 ft	PHB.200
Arrow of Bone	[Death]	Ne	VSM	10 min	Touch	8 hours	For part.	Y	Missile gains +4 hit, deals 3d6+1/lev or death	CA.97
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
Brilliant Blade		Tr	V	1 act	Close	1 min/lev	Will n.	Y	Weapons shed light and ignore armor	CA.100
Bull's Strength, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Str	PHB.207
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 the Sea		Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain blur, freedom of movem., water breath	CV.144
Contingency		Ev	VSMF	10 min+	Personal	1 day/lev (D)	-	N	Sets trigger condition for another spell	PHB.213
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
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
Eagle's Splendor, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Cha	PHB.225
Energy Surge, Greater	[Special]	Tr	V	Swift	Close	1 round	Will n.	Y	One attack deals 3d6 extra damage	PH2.112
Eyebite	[Evil]	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PHB.228
Fiendform	[Evil]	Tr	VSM	1 act	Personal	1 min/lev	-	N	Assume form and abilities of fiendish creature	CA.106
Fires of Purity	[Fire]	Ev	VS	1 act	Touch	1 round/lev	Ref n.	Y	Target bursts into magical flames	CD.165
Flesh to Stone		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue	PHB.232
Fox's Cunning, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Int	PHB.233
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
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
Heroism, Greater	[Mind-Affecting]	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+ 4 to attack, saves, skills, temporary hp	PHB.240
Illusory Pit		Il	VS	1 round	Medium	Conc. + 1 rd./l.	Will part.	Y	Creatures in area are stunned or prone	CA.112
Imbue Familiar with Spell Ability		Un	VS	1 act	Touch	1 hour/lev	Will n.	Y	Transfer spells and casting abilities to familiar	CA.112
Legend Lore		Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB.246
Mislead		Il	S	1 act	Close	Special	-/Will dis.	N	Turns you invisible and creates illusory double	PHB.255
Move Earth	[Earth]	Tr	VSM	Special	Long	Instantaneous	-	N	Dig trenches and build hills	PHB.257
Otiluke's Freezing Sphere	[Cold]	Ev	VSF	1 act	Long	Special	Ref 1/2	Y	Freezes water or deals cold damage	PHB.258
Overwhelm	[Mind-Affecting]	En	VS	1 act	Touch	Instantaneous	Will n.	Y	Nonlethal damage knock out subject	PH2.120
Owl's Wisdom, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Wis	PHB.259
Permanent Image		Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PHB.260
Planar Binding		Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Extraplanar up to 12 HD must perform a task	PHB.261
Probe Thoughts	[Mind-Affecting]	Di	VS	1 min	Close	Concentration	Will n.	Y	Read subject's memory, one question/round	CD.176
Programmed Image		Il	VSF	1 act	Long	Special	Will dis.	N	Creates full illusion triggered by event	PHB.265
Repulsion		Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB.271
Shadow Walk		Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PHB.277
Sign of Sealing, Greater		Ab	VSM	1 round	Close	10 min	Ref 1/2	N	Magical sigil deal 1d6/lev damage if opened	CA.122
Stone to Flesh		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature	PHB.285
Subvert Planar Essence		Tr	VSM	1 act	Medium	1 round/lev	For n.	Y	Reduces target's DR and SR	CD.183
Suggestion, Mass	[Lang.-Dep., Mind-Aff.]	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels one subject/lev to course of action	PHB.285
Summon Monster VI		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th)	PHB.287
Symbol of Fear	[Fear, Mind-Affecting]	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PHB.290
Symbol of Persuasion	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PHB.290
Tenser's Transformation		Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain combat bonuses	PHB.294
Thunder Field		Ev	VS	1 act	Medium	1 round/lev	Special	Y	Creatures in area take 1d8 sonic dmg/round	PH2.126
Transfix	[Mind-Affecting]	En	VSM	1 round	Medium	1 hour/lev	Will n.	Y	Humanoids freeze in place until condition	CA.127
True Seeing		Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB.296
Undeath to Death		Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20d4) undead	PHB.297
Veil		Il	VS	1 act	Long	Conc. + 1 hr/l.	Will n.	Y	Changes appearance of group of creatures	PHB.298
Wall of Iron		Co	VSF	1 act	Medium	Instantaneous	Special	N	30 hp/4 lev, can topple onto foes	PHB.299

KN. SCROLL

KN.	SCROLL	SPELL NAME	SCH.	COMP.	TIME	RANGE	DURATION	SR	EFFECT	
		7TH-LEVEL SPELLS								
		Spells: ___ + ___ = ___								
		Cast: 0000000000								
		Save DC: ___								
		Animalistic Power, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	Multiple subjects gain +2 on Str, Dex, and Con PH2.101
		Arcane Sight, Greater	DI	VS	1 act	Personal	1 min/lev (D)	-	N	Magical auras and effects become visible PHB.201
		As the Frost [Cold]	Tr	VSM	1 act	Personal	1 round/lev	-	N	Transform into a creature of cold PH2.101
		Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures PHB.203
		Bigby's Grasping Hand [Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes, or grapples PHB.204
		Cacophonous Shield [Sonic]	Ev	VS	1 act	10 ft	1 min/lev (D)	For part.	Y	Shield blocks sound, deals damage, deafens CV.144
		Control Undead	Ne	VSM	1 act	Close	1 min/lev	Will n.	Y	Undead don't attack you while under effect PHB.214
		Control Weather	Tr	VS	10 min	2 miles	4d12 hours	-	N	Changes weather in local area PHB.214
		Delayed Blast Fireball [Fire]	Ev	VSM	1 act	Long	Up to 5 rounds	Ref 1/2	Y	1d6 damage/lev, delay up to 5 rounds PHB.217
		Drawmij's Instant Summons	Co	VSM	1 act	Special	Until discharg.	-	N	Prepared object appears in your hand PHB.225
		Emerald Flame Fist [Fire]	Ev	VS	1 act	Touch	1 round/lev	Special	Y	Touch attack deals 3d6+1/lev fire damage CA.105
		Energy Immunity	Ab	VS	1 act	Touch	24 hours	-	Y	Subject immune to damage from one energy CA.105
		Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You become ethereal for 1 round/lev PHB.227
		Finger of Death [Death]	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject PHB.230
		Forcecage [Force]	Ev	VSM	1 act	Close	2 hours/lev (D)	-	N	Cube or cage of force imprisons those inside PHB.233
		Hold Person, Mass [Mind-Affecting]	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes all humanoid within 30 ft PHB.241
		Insanity [Mind-Affecting]	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject suffers continuous confusion PHB.244
		Invisibility, Mass	Il	VSM	1 act	Long	1 min/lev (D)	Will n.	Y	All subjects in range invisible until they attack PHB.245
		Limited Wish	Vn	VSX	1 act	Special	Special	-	Y	Alters reality within spell limits PHB.248
		Luminous Assassin, Greater	Co	VSF	1 act	Medium	1 round/lev	-	N	Summons an assassin to attack the target PH2.117
		Mordenkainen's Magnificent Mansion	Co	VSF	1 act	Close	2 hours/lev (D)	-	N	Door leads to extradimensional mansion PHB.256
		Mordenkainen's Sword [Force]	Ev	VSF	1 act	Close	1 round/lev (D)	-	Y	Floating magic blade strikes opponents PHB.256
		Otiluke's Greater Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	-	N	Dispel magic on creatures and items, +20 check CA.117
		Phase Door	Co	V	1 act	0 ft	1 usage/2 lev	-	N	Invisible passage through wood or stone PHB.261
		Plane Shift	Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane PHB.262
		Power Word Blind [Mind-Affecting]	En	V	1 act	Close	Special	-	Y	Blinds creature with 200 hp or less PHB.263
		Prismatic Spray	Ev	VS	1 act	60 ft	Instantaneous	Special	Y	Rays hit subjects with variety of effects PHB.264
		Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells PHB.265
		Pulse of Hate [Evil]	Ne	VSM	1 act	20 ft	1 round/lev	Will 1/2	Y	Nearby enemies take 2d6 damage/round PH2.122
		Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	-	N	Objects and creatures fall upwards PHB.273
		Scrying, Greater	DI	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer PHB.275
		Sequester	Ab	VSM	1 act	Touch	1 day/lev (D)	-/Will n.	Sp.	Subject is invisible to sight and scrying PHB.276
		Shadow Conjuration, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 6th level, 60% real PHB.276
		Simulacrum	Il	VSXM	12 hrs	0 ft	Instantaneous	-	N	Creates partially real double of a creature PHB.279
		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
		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]	Ev	VSM	1 act	Medium	1 round/lev (D)	-	Y	Blade of energy deals 1d4 damage, 1 neg. lev CA.126
		Symbol of Stunning [Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune stuns nearby creatures PHB.291
		Symbol of Weakness	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune weakens nearby creatures PHB.291
		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
		Vision	DI	VSXM	1 act	Personal	Special	-	N	Learn tales about a person, place, or thing PHB.298
		Waves of Exhaustion	Ne	VS	1 act	60 ft	Instantaneous	-	Y	Several targets become exhausted PHB.301

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
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Save DC: _____



KN. SCROLL

[illegible]