

Nymathor the Enchanter, Enchanter 10 – Spells in Spellbook

Acid Splash Wizard 0

School: conjuration / earth elemental (creation) [acid]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** one missile of acid; **Duration:** instantaneous; **Save:** none; **Resistance:** no
Orb deals 1d3 acid damage.

Arcane Mark Wizard 0

School: universal; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Effect:** one personal rune or mark, all of which must fit within 1 sq. ft.; **Duration:** permanent; **Save:** none; **Resistance:** no
Inscribes a personal rune on an object or creature (visible or invisible).

Dancing Lights Wizard 0

School: evocation [light]; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** up to four lights, all within a 10-ft.-radius area; **Duration:** 1 minute (D); **Save:** none; **Resistance:** no
Creates torches or other lights.

Daze Wizard 0

School: enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (a pinch of wool or similar substance); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one humanoid creature of 4 HD or less; **Duration:** 1 round; **Save:** DC 19 Will negates; **Resistance:** yes
A single humanoid creature with 4 HD or less loses its next action.

Detect Magic Wizard 0

School: divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** cone-shaped emanation; **Duration:** concentration, up to 1 min./level (D); **Save:** none; **Resistance:** no
Detects all spells and magic items within 60 ft.

Detect Poison Wizard 0

School: divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature, one object, or a 5-ft. cube; **Duration:** instantaneous; **Save:** none; **Resistance:** no
Detects poison in one creature or small object.

Flare Wizard 0

School: evocation [light]; **Components:** V; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** burst of light; **Duration:** instantaneous; **Save:** DC 17 Fortitude negates; **Resistance:** yes
Dazzles one creature (-1 on attack rolls).

Ghost Sound Wizard 0

School: illusion (figment); **Components:** V, S, M (a bit of wool or a small lump of wax); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** illusory sounds; **Duration:** 1 round/level (D); **Save:** DC 17 Will disbelief; **Resistance:** no
Figment sounds.

Light Wizard 0

School: evocation / wood elemental [light]; **Components:** V, M/DF (a firefly); **Casting Time:** 1 action; **Range:** touch; **Target:** object touched; **Duration:** 10 min./level; **Save:** none; **Resistance:** no
Object shines like a torch.

Mage Hand Wizard 0

School: transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one nonmagical, unattended object weighing up to 5 lbs.; **Duration:** concentration; **Save:** none; **Resistance:** no
5-pound telekinesis.

Mending Wizard 0

School: transmutation / metal elemental; **Components:** V, S; **Casting Time:** 10 minutes; **Range:** 10 ft.; **Target:** one object of up to 1 lb./level; **Duration:** instantaneous; **Save:** Will negates (harmless, object); **Resistance:** yes (harmless, object)
Makes minor repairs on an object.

Message Wizard 0

School: transmutation / air elemental [language-dependent]; **Components:** V, S, F (a piece of copper wire); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one creature/level; **Duration:** 10 min./level; **Save:** none; **Resistance:** no
Whisper conversation at distance.

Open/Close Wizard 0

School: transmutation; **Components:** V, S, F (a brass key); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** object weighing up to 30 lbs. or portal that can be opened or closed; **Duration:** instantaneous; **Save:** DC 17 Will negates (object); **Resistance:** yes (object)
Opens or closes small or light things.

Prestidigitation Wizard 0

School: universal; **Components:** V, S; **Casting Time:** 1 action; **Range:** 10 ft.; **Target:** see text; **Effect:** see text; **Area:** see text; **Duration:** 1 hour; **Save:** see text; **Resistance:** no
Performs minor tricks.

Ray of Frost Wizard 0

School: evocation / water elemental [cold]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** ray; **Duration:** instantaneous; **Save:** none; **Resistance:** yes
Ray deals 1d3 cold damage.

Read Magic Wizard 0

School: divination; **Components:** V, S, F (a clear crystal or mineral prism); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10 min./level
Read scrolls and spellbooks.

Resistance Wizard 0

School: abjuration; **Components:** V, S, M/DF (a miniature cloak); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 minute; **Save:** Will negates (harmless); **Resistance:** yes (harmless)
Subject gains +1 on saving throws.

Air Bubble Wizard 1

School: conjuration / air elemental (creation); **Components:** S, M/DF (a small bladder filled with air); **Casting Time:** 1 action; **Range:** touch; **Target:** one creature or one object no larger than a Large twohanded weapon; **Duration:** 1 minute/level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)
Creates a small pocket of air around your head or an object.

Ant Haul Wizard 1

School: transmutation; **Components:** V, S, M/DF (a small pulley); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 2 hours/level; **Save:** DC 18 Fortitude negates (harmless); **Resistance:** yes (harmless)
Triples carrying capacity of a creature.

Burning Hands Wizard 1

School: evocation / fire elemental [fire]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 15 ft.; **Area:** cone-shaped burst; **Duration:** instantaneous; **Save:** DC 18 Reflex half; **Resistance:** yes
1d4/level fire damage (max 5d4).

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Charm Person	Wizard 1	Inferral Healing	Wizard 1
School: enchantment / wood elemental (charm) [mind-affecting]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: one humanoid creature; Duration: 1 hour/level; Save: DC 20 Will negates; Resistance: yes Makes one person your friend.		School: conjuration (healing) [evil]; Components: V, S, M (1 drop of devil blood or 1 dose of unholy water); Casting Time: 1 round; Range: touch; Target: creature touched; Duration: 1 minute; Save: Will negates (harmless); Resistance: yes (harmless) Grant fast healing 1, cant heal silver/good dam & detects as evil	
Color Spray	Wizard 1	Kreighton's Perusal	Wizard 1
School: illusion (pattern) [mind-affecting]; Components: V, S, M (red, yellow, and blue powder or colored sand); Casting Time: 1 action; Range: 15 ft.; Area: cone-shaped burst; Duration: instantaneous; see text; Save: DC 18 Will negates; Resistance: yes Knocks unconscious, blinds, and/or stuns weak creatures.		School: divination; Components: V, S; Casting Time: 1 action; Range: touch; Target: book touched; Duration: instantaneous; Save: Will negates (harmless, object); Resistance: yes (harmless, object) Gain an incomplete understanding of touched book's contents, equivalent to skimming pages for 1 hour.	
Comprehend Languages	Wizard 1	Liberating Command	Wizard 1
School: divination; Components: V, S, M/DF (pinch of soot and salt); Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level You understand all spoken and written languages.		School: transmutation / wood elemental; Components: V; Casting Time: Immediate; Range: close (25 ft. + 5 ft./2 levels); Target: one creature; Duration: instantaneous; Save: Will negates (harmless); Resistance: yes (harmless) Target can immediately attempt an Escape Artist check with a bonus.	
Disguise Self	Wizard 1	Mage Armor	Wizard 1
School: illusion (glamer); Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level (D) Changes your appearance.		School: conjuration (creation) [force]; Components: V, S, F (a piece of cured leather); Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 hour/level (D); Save: Will negates (harmless); Resistance: no Gives subject +4 armor bonus.	
Enlarge Person	Wizard 1	Magic Missile	Wizard 1
School: transmutation; Components: V, S, M (powdered iron); Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Target: one humanoid creature; Duration: 1 min./level (D); Save: DC 18 Fortitude negates; Resistance: yes Humanoid creature doubles in size.		School: evocation [force]; Components: V, S; Casting Time: 1 action; Range: medium (100 + 10 ft./level); Target: up to five creatures, no two of which can be more than 15 ft. apart; Duration: instantaneous; Save: none; Resistance: yes 1d4+1 damage; +1 missile per two levels above 1st (max 5).	
Expeditious Retreat	Wizard 1	Magic Weapon	Wizard 1
School: transmutation; Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 1 min./level (D) Your base speed increases by 30 ft.		School: transmutation / metal elemental; Components: V, S, DF; Casting Time: 1 action; Range: touch; Target: weapon touched; Duration: 1 min./level; Save: Will negates (harmless, object); Resistance: yes (harmless, object) Weapon gains +1 bonus.	
Feather Fall	Wizard 1	Memorize Page	Wizard 1
School: transmutation / air elemental; Components: V; Casting Time: 1 immediate action; Range: close (25 + 5 ft./2 levels); Target: one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart; Duration: until landing or 1 round/level; Save: Will negates (harmless) or Will negates (object); Resistance: yes (object) Objects or creatures fall slowly.		School: enchantment [mind-affecting]; Components: V, S, F (the page to be memorized); Casting Time: 10 minutes; Range: touch; Target: one living creature; Duration: instantaneous; Save: Will negates (harmless); Resistance: yes (harmless) Target perfectly memorizes one page of information.	
Floating Disk	Wizard 1	Memory Lapse	Wizard 1
School: evocation [force]; Components: V, S, M (a drop of mercury); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: 3-ft.-diameter disk of force; Duration: 1 hour/level; Save: none; Resistance: no Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.		School: enchantment [mind-affecting]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: one living creature; Duration: instantaneous; Save: DC 20 Will negates; Resistance: yes Subject forgets events back to last turn.	
Grease	Wizard 1	Monkey Fish	Wizard 1
School: conjuration / earth elemental (creation); Components: V, S, M (butter); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: one object or 10-ft. square; Duration: 1 min./level (D); Save: see text; Resistance: no Makes 10-ft. square or one object slippery.		School: transmutation; Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 1 minute/level (D) Gain a climb speed and a swim speed of	
Hypnotism	Wizard 1	Mount	Wizard 1
School: enchantment (compulsion) [mind-affecting]; Components: V, S; Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Area: several living creatures, no two of which may be more than 30 ft. apart; Duration: 2d4 rounds (D); Save: DC 20 Will negates; Resistance: yes Fascinates 2d4 HD of creatures.		School: conjuration (summoning); Components: V, S, M (a bit of horse hair); Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Effect: one mount; Duration: 2 hours/level (D); Save: none; Resistance: no Summons riding horse for 2 hours/level.	

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Obscuring Mist Wizard 1

School: conjuration / water elemental (creation); **Components:** V, S; **Casting Time:** 1 action; **Range:** 20 ft.; **Effect:** cloud spreads in 20-ft. radius from you, 20 ft. high; **Duration:** 1 min./level (D); **Save:** none; **Resistance:** no
Fog surrounds you.

Reduce Person Wizard 1

School: transmutation; **Components:** V, S, M (a pinch of powdered iron); **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Target:** one humanoid creature; **Duration:** 1 min./level (D); **Save:** DC 18 Fortitude negates; **Resistance:** yes
Humanoid creature halves in size.

Shocking Grasp Wizard 1

School: evocation / air elemental / metal elemental [electricity]; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature or object touched; **Duration:** instantaneous; **Save:** none; **Resistance:** yes
Touch delivers 1d6/level electricity damage (max 5d6).

Silent Image Wizard 1

School: illusion (figment); **Components:** V, S, F (a bit of fleece); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Effect:** visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S); **Duration:** concentration; **Save:** DC 18 Will disbelief (if interacted with); **Resistance:** no
Creates minor illusion of your design.

Sleep Wizard 1

School: enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (fine sand, rose petals, or a live cricket); **Casting Time:** 1 round; **Range:** medium (100 + 10 ft./level); **Area:** one or more living creatures within a 10-ft.-radius burst; **Duration:** 1 min./level; **Save:** DC 20 Will negates; **Resistance:** yes
Puts 4 HD of creatures into magical slumber.

Summon Monster I Wizard 1

School: conjuration (summoning); **Components:** V, S, F/DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one summoned creature; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no
Summons extraplanar creature to fight for you.

Thunderstomp Wizard 1

School: evocation / earth elemental [earth]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** instantaneous; **Save:** none; **Resistance:** yes
Trip one creature within range.

Touch of the Sea Wizard 1

School: transmutation / water elemental; **Components:** V, S, M (a fish scale); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 minute/level; **Save:** DC 18 Fortitude negates (harmless); **Resistance:** yes (harmless)
Swim speed becomes 30 ft.

True Strike Wizard 1

School: divination / void elemental; **Components:** V, F (small wooden replica of an archery target); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** see text
+20 on your next attack roll.

Unseen Servant Wizard 1

School: conjuration (creation); **Components:** V, S, M (a piece of string and a bit of wood); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** one invisible, mindless, shapeless servant; **Duration:** 1 hour/level; **Save:** none; **Resistance:** no
Invisible force obeys your commands.

Vanish Wizard 1

School: illusion (glamer); **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 round/level (up to 5 rounds) (D); **Save:** DC 18 Will negates (harmless); **Resistance:** yes (harmless)
As invisibility for 1 round/level (5 max).

Ventriloquism Wizard 1

School: illusion (figment); **Components:** V, F (parchment rolled into cone); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** intelligible sound, usually speech; **Duration:** 1 min./level (D); **Save:** DC 18 Will disbelief (if interacted with); **Resistance:** no
Throws voice for 1 min./level.

Vocal Alteration Wizard 1

School: transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one humanoid creature; **Duration:** 1 minute/level; **Save:** DC 18 Fortitude negates; **Resistance:** yes
Disguise target's voice.

Air Step Wizard 2

School: transmutation [air]; **Components:** V, S, M (a goose feather); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level
Tread unsteadily on air, with limitations.

Alter Self Wizard 2

School: transmutation (polymorph); **Components:** V, S, M (a piece of the creature whose form you plan to assume); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 min./level (D)
Assume form of a Small or Medium humanoid.

Blur Wizard 2

School: illusion (glamer); **Components:** V; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 min./level (D); **Save:** Will negates (harmless); **Resistance:** yes (harmless)
Attacks miss subject 20% of the time.

Darkness Wizard 2

School: evocation [darkness]; **Components:** V, M/DF (bat fur and a piece of coal); **Casting Time:** 1 action; **Range:** touch; **Target:** object touched; **Duration:** 1 min./level (D); **Save:** none; **Resistance:** no
20-ft. radius of supernatural shadow.

Darkvision Wizard 2

School: transmutation; **Components:** V, S, M (either a pinch of dried carrot or an agate); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 hour/level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)
See 60 ft. in total darkness.

Daze Monster Wizard 2

School: enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (a pinch of wool or similar substance); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one living creature of 6 HD or less; **Duration:** 1 round; **Save:** DC 21 Will negates; **Resistance:** yes
Living creature of 6 HD or less loses its next action.

Flaming Sphere Wizard 2

School: evocation / fire elemental [fire]; **Components:** V, S, M/DF (tallow, brimstone, and powdered iron); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** 5-ft.-diameter sphere; **Duration:** 1 round/level; **Save:** DC 19 Reflex negates; **Resistance:** yes
Rolling ball of fire deals 3d6 fire damage.

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Fog Cloud	Wizard 2	Scorching Ray	Wizard 2
School: conjuration / water elemental (creation); Components: V, S; Casting Time: 1 action; Range: medium (100 ft. + 10 ft./level); Effect: fog spreads in 20-ft. radius; Duration: 10 min./level; Save: none; Resistance: no Fog obscures vision.		School: evocation / fire elemental [fire]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: one or more rays; Duration: instantaneous; Save: none; Resistance: yes Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).	
Glitterdust	Wizard 2	See Invisibility	Wizard 2
School: conjuration / earth elemental / metal elemental (creation); Components: V, S, M (ground mica); Casting Time: 1 action; Range: medium (100 + 10 ft./level); Area: creatures and objects within 10-ft.-radius spread; Duration: 1 round/level; Save: DC 19 Will negates (blinding only); Resistance: no; see text Blinds creatures, outlines invisible creatures.		School: divination / void elemental; Components: V, S, M (talc and powdered silver); Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level (D) Reveals invisible creatures or objects.	
Hideous Laughter	Wizard 2	Spider Climb	Wizard 2
School: enchantment (compulsion) [mind-affecting]; Components: V, S, M (tiny fruit tarts and a feather); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: one creature; see text; Duration: 1 round/level; Save: DC 21 Will negates; Resistance: yes Subject loses actions for 1 round/level.		School: transmutation; Components: V, S, M (a live spider); Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 10 min./level; Save: Will negates (harmless); Resistance: yes (harmless) Grants ability to walk on walls and ceilings.	
Invisibility	Wizard 2	Stone Call	Wizard 2
School: illusion / void elemental (glamer); Components: V, S, M/DF (an eyelash encased in gum arabic); Casting Time: 1 action; Range: personal or touch; Target: you or a creature or object weighing no more than 100 lbs./level; Duration: 1 min./level (D); Save: Will negates (harmless) or Will negates (harmless, object); Resistance: yes (harmless) or yes (harmless, object) Subject is invisible for 1 min./level or until it attacks.		School: conjuration / earth elemental (creation) [earth]; Components: V, S, DF; Casting Time: 1 action; Range: medium (100 + 10 ft./level); Area: cylinder (40-ft. radius, 20 ft. high); Duration: 1 round/level; Save: none; Resistance: no 2d6 damage to all creatures in area.	
Knock	Wizard 2	Summon Monster II	Wizard 2
School: transmutation; Components: V; Casting Time: 1 action; Range: medium (100 + 10 ft./level); Target: one door, box, or chest with an area of up to 10 sq. ft./level; Duration: instantaneous; see text; Save: none; Resistance: no Opens locked or magically sealed door.		School: conjuration / all elements (summoning); Components: V, S, F/DF; Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Effect: one summoned creature; Duration: 1 round/level (D); Save: none; Resistance: no Summons extraplanar creature to fight for you.	
Levitate	Wizard 2	Web	Wizard 2
School: transmutation / air elemental; Components: V, S, F (a leather loop or golden wire bent into a cup shape); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: you or one willing creature or one object (total weight up to 100 lbs./level); Duration: 1 min./level (D); Save: none; Resistance: no Subject moves up and down at your direction.		School: conjuration / wood elemental (creation); Components: V, S, M (spider web); Casting Time: 1 action; Range: medium (100 + 10 ft./level); Effect: webs in a 20-ft.-radius spread; Duration: 10 min./level (D); Save: DC 19 Reflex negates; see text; Resistance: no Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.	
Make Whole	Wizard 2	Daylight	Wizard 3
School: transmutation / metal elemental; Components: V, S; Casting Time: 10 minutes; Range: 10 ft.; Target: one object of up to 10 cu. ft./level or one construct creature of any size; Duration: instantaneous; Save: Will negates (harmless, object); Resistance: yes (harmless, object) Repairs an object.		School: evocation [light]; Components: V, S; Casting Time: 1 action; Range: touch; Target: object touched; Duration: 10 min./level (D); Save: none; Resistance: no 60-ft. radius of bright light.	
Minor Image	Wizard 2	Deep Slumber	Wizard 3
School: illusion (figment); Components: V, S, F (a bit of fleece); Casting Time: 1 action; Range: long (400 + 40 ft./level); Effect: visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S); Duration: concentration + 2 rounds; Save: DC 19 Will disbelief (if interacted with); Resistance: no As silent image, plus some sound.		School: enchantment (compulsion) [mind-affecting]; Components: V, S, M (fine sand, rose petals, or a live cricket); Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Area: one or more living creatures within a 10-ft.-radius burst; Duration: 1 min./level; Save: DC 22 Will negates; Resistance: yes Puts 10 HD of creatures to sleep.	
Mirror Image	Wizard 2	Dispel Magic	Wizard 3
School: illusion (figment); Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 1 min./level Creates decoy duplicates of you.		School: abjuration / void elemental; Components: V, S; Casting Time: 1 action; Range: medium (100 + 10 ft./level); Target: one spellcaster, creature, or object; Duration: instantaneous; Save: none; Resistance: no Cancels one magical spell or effect.	
		Fireball	Wizard 3
		School: evocation / fire elemental [fire]; Components: V, S, M (a ball of bat guano and sulfur); Casting Time: 1 action; Range: long (400 + 40 ft./level); Area: 20-ft.-radius spread; Duration: instantaneous; Save: DC 20 Reflex half; Resistance: yes 1d6 damage per level, 20-ft. radius.	

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Fly	Wizard 3	Water Breathing	Wizard 3
School: transmutation / air elemental; Components: V, S, F (a wing feather); Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 min./level; Save: Will negates (harmless); Resistance: yes (harmless) Subject flies at speed of 60 ft.		School: transmutation / water elemental; Components: V, S, M/DF (short reed or piece of straw); Casting Time: 1 action; Range: touch; Target: living creatures touched; Duration: 2 hours/level; see text; Save: Will negates (harmless); Resistance: yes (harmless) Subjects can breathe underwater.	
Gaseous Form	Wizard 3	Arcane Eye	Wizard 4
School: transmutation / air elemental; Components: S, M/DF (a bit of gauze and a wisp of smoke); Casting Time: 1 action; Range: touch; Target: willing corporeal creature touched; Duration: 2 min./level (D); Save: none; Resistance: no Subject becomes insubstantial and can fly slowly.		School: divination (scrying); Components: V, S, M (a bit of bat fur); Casting Time: 10 minutes; Range: unlimited; Effect: magical sensor; Duration: 1 min./level (D); Save: none; Resistance: no Invisible floating eye moves 30 ft./round.	
Haste	Wizard 3	Ball Lightning	Wizard 4
School: transmutation; Components: V, S, M (a shaving of licorice root); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: one creature/level, no two of which can be more than 30 ft. apart; Duration: 1 round/level; Save: Fortitude negates (harmless); Resistance: yes (harmless) One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.		School: evocation / air elemental [air, electricity]; Components: V, S, M/DF (a small iron ring); Casting Time: 1 action; Range: medium (100 + 10 ft./level); Effect: two or more 5-ft.-diameter spheres; Duration: 1 round/level; Save: DC 21 Reflex negates; Resistance: yes Flying balls of lightning deal 3d6 electricity damage each.	
Heroism	Wizard 3	Black Tentacles	Wizard 4
School: enchantment (compulsion) [mind-affecting]; Components: V, S; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 10 min./level; Save: Will negates (harmless); Resistance: yes (harmless) Gives +2 bonus on attack rolls, saves, skill checks.		School: conjuration (creation); Components: V, S, M (octopus or squid tentacle); Casting Time: 1 action; Range: medium (100 + 10 ft./level); Area: 20-ft.-radius spread; Duration: 1 round/level (D); Save: none; Resistance: no Tentacles grapple all creatures within a 20-ft. spread.	
Hold Person	Wizard 3	Charm Monster	Wizard 4
School: enchantment (compulsion) [mind-affecting]; Components: V, S, F/DF; Casting Time: 1 action; Range: medium (100 + 10 ft./level); Target: one humanoid creature; Duration: 1 round/level (D); see text; Save: DC 22 Will negates; see text; Resistance: yes Paralyzes one humanoid for 1 round/level.		School: enchantment / wood elemental (charm) [mind-affecting]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: one living creature; Duration: 1 day/level; Save: DC 23 Will negates; Resistance: yes Makes monster believe it is your ally.	
Lightning Bolt	Wizard 3	Confusion	Wizard 4
School: evocation / air elemental / metal elemental [electricity]; Components: V, S, M (fur and a glass rod); Casting Time: 1 action; Range: 120 ft.; Area: 120-ft. line; Duration: instantaneous; Save: DC 20 Reflex half; Resistance: yes Electricity deals 1d6/level damage.		School: enchantment (compulsion) [mind-affecting]; Components: V, S, M/DF (three nutshells); Casting Time: 1 action; Range: medium (100 + 10 ft./level); Target: all creatures in a 15-ft.-radius burst; Duration: 1 round/level; Save: DC 23 Will negates; Resistance: yes Subjects behave oddly for 1 round/level.	
Stinking Cloud	Wizard 3	Control Summoned Creature	Wizard 4
School: conjuration / earth elemental (creation); Components: V, S, M (a rotten egg or cabbage leaves); Casting Time: 1 action; Range: medium (100 + 10 ft./level); Effect: cloud spreads in 20-ft. radius, 20 ft. high; Duration: 1 round/level; Save: DC 20 Fortitude negates; see text; Resistance: no Nauseating vapors, 1 round/level.		School: enchantment (compulsion) [mind-affecting]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: one summoned creature; Duration: 1 round/level; Save: DC 23 Will negates; Resistance: yes Direct a summoned monster as if you had summoned it.	
Suggestion	Wizard 3	Dimension Door	Wizard 4
School: enchantment (compulsion) [language-dependent, mind-affecting]; Components: V, M (a snake's tongue and a honeycomb); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: one living creature; Duration: 1 hour/level or until completed; Save: DC 22 Will negates; Resistance: yes Compels a subject to follow stated course of action.		School: conjuration (teleport); Components: V; Casting Time: 1 action; Range: long (400 + 40 ft./level); Target: you and touched objects or other touched willing creatures; Duration: instantaneous; Save: none and Will negates (object); Resistance: no and yes (object) Teleports you a short distance.	
Summon Monster III	Wizard 3	Elemental Body I	Wizard 4
School: conjuration (summoning); Components: V, S, F/DF; Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Effect: one summoned creature; Duration: 1 round/level (D); Save: none; Resistance: no Summons extraplanar creature to fight for you.		School: transmutation / all elements (polymorph); Components: V, S, M (the element you plan to assume); Casting Time: 1 action; Range: personal; Target: you; Duration: 1 min/level (D); Save: none Turns you into a Small elemental.	
		Geas, Lesser	Wizard 4
		School: enchantment (compulsion) [language-dependent, mind-affecting]; Components: V; Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Target: one living creature with 7 HD or less; Duration: 1 day/level or until discharged (D); Save: DC 23 Will negates; Resistance: yes Commands subject of 7 HD or less.	

Nymathor the Enchanter, Enchanter 10 – Spells in Spellbook

Invisibility, Greater Wizard 4

School: illusion (glamer); **Components:** V, S, M/DF (an eyelash encased in gum arabic); **Casting Time:** 1 action; **Range:** personal or touch; **Target:** you or creature touched; **Duration:** 1 round/level (D); **Save:** Will negates (harmless); **Resistance:** yes (harmless) or yes (harmless, object) As invisibility, but subject can attack and stay invisible.

Monstrous Physique II Wizard 4

School: transmutation (polymorph); **Components:** V, S, M (a piece of the creature whose form you plan to assume); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level (D) Take the form and some of the powers of a Tiny or Large monstrous humanoid.

Scrying Wizard 4

School: divination (scrying); **Components:** V, S, F (a pool of water, a silver mirror worth 1000 gp), M/DF (a pool of water, a silver mirror worth 1000 gp); **Casting Time:** 1 hour; **Range:** see text; **Effect:** magical sensor; **Duration:** 1 min./level; **Save:** DC 21 Will negates; **Resistance:** yes Spies on subject from a distance.

Stone Shape Wizard 4

School: transmutation / earth elemental [earth]; **Components:** V, S, M/DF (soft clay); **Casting Time:** 1 action; **Range:** touch; **Target:** stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level; **Duration:** instantaneous; **Save:** none; **Resistance:** no Sculptures stone into any shape.

Summon Monster IV Wizard 4

School: conjuration / all elements (summoning); **Components:** V, S, F/DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one summoned creature; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no Summons extraplanar creature to fight for you.

Telekinetic Charge Wizard 4

School: evocation [force]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one willing creature; **Duration:** instantaneous; **Save:** Will negates (harmless); **Resistance:** yes (harmless) Launches an ally through the air.

Wall of Ice Wizard 4

School: evocation / water elemental [cold]; **Components:** V, S, M (a piece of quartz or rock crystal); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level; **Duration:** 1 min./level; **Save:** DC 21 Reflex negates; see text; **Resistance:** yes Ice plane creates wall or hemisphere creates dome.

Dominate Person Wizard 5

School: enchantment (compulsion) [mind-affecting]; **Components:** V, S; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Target:** one humanoid; **Duration:** 1 day/level; **Save:** DC 24 Will negates; **Resistance:** yes Controls humanoid telepathically.

Feeblemind Wizard 5

School: enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (a handful of clay, crystal, or glass spheres); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one creature; **Duration:** instantaneous; **Save:** DC 24 Will negates; see text; **Resistance:** yes Subject's Int and Cha drop to 1.

Hold Monster Wizard 5

School: enchantment (compulsion) [mind-affecting]; **Components:** V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one living creature; **Duration:** 1 round/level (D); see text; **Save:** DC 24 Will negates; see text; **Resistance:** yes As hold person, but any creature.

Overland Flight Wizard 5

School: transmutation / air elemental; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 hour/level; **Save:** Will negates (harmless); **Resistance:** yes (harmless) You fly at a speed of 40 ft. and can hustle over long distances.

Summon Monster V Wizard 5

School: conjuration / all elements (summoning); **Components:** V, S, F/DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one summoned creature; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no Summons extraplanar creature to fight for you.

Teleport Wizard 5

School: conjuration / void elemental (teleport); **Components:** V; **Casting Time:** 1 action; **Range:** personal Touch; **Target:** you and touched objects or other touched willing creatures; **Duration:** instantaneous; **Save:** none and Will negates (object); **Resistance:** no and yes (object) Instantly transports you as far as 100 miles per level.

Wall of Force Wizard 5

School: evocation [force]; **Components:** V, S, M (powdered quartz); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** wall whose area is up to one 10-ft. square/level; **Duration:** 1 round /level (D); **Save:** none; **Resistance:** no Wall is immune to damage.