

Chronomancer

The chronomancer, or time wizard, is skilled in the rare magical art of time manipulation. Far more than the simple *haste* spell, these chronomancers have total control over time. The most powerful chronomancers can even sever their ties to mortal life, becoming immortal creatures.

Chronomancers are often found in service of Panthra Kar, the god of time, or one of the other deities of time (Labelas Enoreth of the elven pantheon, for example) but this is not required. Anyone with the skills can delve into the mists of time, if they are willing to accept the consequences.

Chronomancy was originally thought to be another school of arcane magic, since other than the few temporal spells; wizards and chronomancers share many of the same spells, and indeed many of the same restrictions. Wizards and sorcerers have even learned some of the basic temporal spells. However, only a chronomancer can manipulate time in a refined manner. Wizards and sorcerers dabble in temporal magic, chronomancers **live** it.

Unlike other arcane casters, chronomancers are heavily regulated. Almost all chronomancers are trained at a school run by either one of the temples, or the Temporal Defenders. The few chronomancers that have gone rogue and taught their skills to others are often caught and severely prosecuted. Still, some of these rogue's students escape. They use their chronomantic magic sparingly, passing as wizards to avoid arrest.

Hit Dice: d4

Class Skills:

The chronomancer's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Knowledge (Int), Profession (Int), Speak Language (N/A), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha). Also, chronomancers tend to pick up skills that are not in sync with the time they were born in. Thus, a chronomancer may choose three other skills, from any time frame, as class skills.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features:

All of the following are class features of the chronomancer.

Weapon and Armor Proficiency: Chronomancers are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a chronomancer's movements, which can cause her spells with somatic components to fail.

Spells per Day: A chronomancer casts arcane spells which are drawn from the chronomancer and sorcerer/wizard spell list. A chronomancer must choose and prepare her spells ahead of time.

To learn, prepare, or cast a spell, the chronomancer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a chronomancer's spell is 10 + the spell level + the chronomancer's Intelligence modifier.

Table: The Chronomancer															
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Perfect Timer, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	<i>Legend lore</i>	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Temporal Precision	4	4	4	4	4	4	4	4	4	4

Like other spellcasters, a chronomancer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Chronomancer. In addition, she receives bonus spells per day if she has a high Intelligence score.

Like a wizard, a chronomancer may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the chronomancer decides which spells to prepare.

Bonus Languages: A chronomancer may substitute any language for one of the bonus languages available to the character because of her race.

Perfect Timer: A chronomancer can keep a perfect beat or tell you how long it took you to walk a hundred paces. In game terms, this means that a chronomancer will always know how much time is left in any situation where time is important. They can also work as a stopwatch or cooking timer. This also allows them to cast *know time* once per day per point of Intelligence bonus.

Scribe Scroll: At 1st level, a chronomancer gains Scribe Scroll as a bonus feat.

Bonus Feats: At 5th and 15th level, a chronomancer gains a bonus feat. At each such opportunity, she can choose a metamagic feat, or an item creation feat. The chronomancer must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The chronomancer is not limited when choosing these feats.

Legend Lore: The chronomancer has gained an innate ability to momentarily look back into time and learn something. This power works as the *legend lore* spell, once per day.

Temporal Precision: The chronomancer has gained almost perfect control over the time stream. In addition to being able to cast *legend lore* twice per day now, without any chance of failure, the chronomancer can now time her actions out to whenever she wants. This means the chronomancer never rolls for initiative, she merely chooses where in the initiative order to act.

Spellbooks: A chronomancer must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for *read magic*, which all chronomancers can prepare from memory.

A chronomancer begins play with a spellbook containing all 0-level chronomancer spells plus three 1st-level spells of your choice. For each point of Intelligence bonus the chronomancer has, the spellbook holds one additional 1st-level spell of your choice. At each new chronomancer level, she gains two new spells of any spell level or levels that she can cast (based on her new chronomancer level) for her spellbook. At any time, a chronomancer can also add spells found in other chronomancers' spellbooks to her book.

ARCANE SPELLS AND ARMOR

Chronomancers do not know how to wear armor effectively. If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a chronomancer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting. Armor restricts the complicated gestures that a chronomancers must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

If a spell doesn't have a somatic component, an arcane spellcaster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he or she is grappling (although Concentration checks still apply normally). Also, the metamagic feat Still Spell allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

Chronomancer Spell List:

The following is the chronomancer's available spells. Those in regular text are from the Players Handbook. Those in **bold** text are from the Spell Compendium. Those in *italic* text are from the Wander's Chronicles Campaign Sourcebook.

0th Level:

Abjur	Resistance	Shield
Chron	<i>Know Time</i>	Chron <i>Accelerate Metabolism</i>
Conj	Acid Splash	<i>Advanced Image</i>
	Caltrops	<i>Delayed Image</i>
Div	Detect Poison	<i>Detect Age</i>
	Detect Magic	<i>Detect Temporal Disturbance</i>
	Read Magic	<i>Slow Metabolism</i>
Ench	Daze	<i>Timeslip</i>
Evoc	Dancing Lights	Conj Benign Transposition
	Electric Jolt	Blades of Fire
	Flare	Buzzing Bee
	Light	Corrosive Grasp
	Ray of Frost	Deep Breath
	Sonic Snap	Grease
Illus	Ghost Sound	Hail of Stone
	Silent Portal	Mage Armor
Necro	Disrupt Undead	Mount
	Touch of Fatigue	Obscuring Mist
Trans	Amanuensis	Orb of Acid, Lesser
	Launch Bolt	Orb of Cold, Lesser
	Launch Item	Orb of Electricity, Lesser
	Mage Hand	Orb of Fire, Lesser
	Mending	Orb of Sound, Lesser
	Message	Summon Monster I
	Open/Close	Unseen Servant
	Repair Minor Damage	Wall of Smoke
	Stick	Div Appraising Touch
Univ	Arcane Mark	Arrow Mind
	Prestidigitation	Comprehend Languages
		Critical Strike
<u>1st Level:</u>		Detect Secret Doors
Abjur	Alarm	Detect Undead
	Dispel Ward	Golem Strike
	Ectoplasmic Armor	Guided Shot
	Endure Elements	Identify
	Hold Portal	Insightful Feint
	Iron Guts	Instant Locksmith
	Nightshield	Instant Search
	Protection from	Master's Touch
Chaos/Evil/Good/Law		<i>Skill</i>
	Resist Planar Alignment	Sniper's Shot

Spontaneous Search
Targeting Ray
 True Strike
 Ench Charm Person
Distract
Distract Assailant
 Hypnotism
Incite
Inhibit
Shock and Awe
 Sleep
 Evoc **Blood Wind**
 Burning Hands
Guiding Light
Ice Dagger
Light of Lunia
Luminous Gaze
 Magic Missile
Persistent Blade
Ray of Flame
 Shocking Grasp
Sonic Blast
 Tenser's Floating Disc
Thunderhead
 Illus Color Spray
Dead End
 Disguise Self
Net of Shadows
Serene Visage
 Silent Image
 Ventriloquism
 Necro **Backbiter**
 Cause Fear
 Chill Touch
 Ray of Enfeeblement
 Trans **Accelerated Movement**
Babau Slime
Breath Flare
Cheat
Cutting Hand
Ebon Eyes
 Enlarge Person
 Erase
 Expeditious Retreat
Expeditious Retreat, Swift
 Feather Fall

Fist of Stone
Horrible Taste
 Jump
Low-Light Vision
Mage Hand, Greater
 Magic Weapon
Nerveskitter
Portal Beacon
Raging Flame
Ray of Clumsiness
 Reduce Person
Remove Scent
Repair Light Damage
Scatterspray
Slide
Slow Burn
Spell Flower
Weapon Shift
Wings of the Sea
2nd Level:
 Abjur **Aiming at the Target**
Alarm, Greater
 Arcane Lock
Dissonant Chant
Distracting Ray
Earth Lock
Ectoplasmic Feedback
 Obscure Object
Portal Alarm
 Protection from Arrows
 Resist Energy
 Chron *Age Creature*
Life Sounding
Temporal Shield
 Conj **Baleful Transposition**
Cloud of Bewilderment
 Fog Cloud
 Glitterdust
Ice Knife
Malevolent Miasma
 Melf's Acid Arrow
 Summon Monster II
 Web
 Div **Balancing Lorecall**
Chain of Eyes
 Detect Thoughts

	Discern Shapechanger		Reflective Disguise
	Locate Object		Shadow Mask
	Marked Object		Shadow Radiance
	See Invisibility		Shadow Spray
Ench	Daze Monster		Wall of Gloom
	Mechanus Mind	Necro	Blindness/Deafness
	Ray of Stupidity		Command Undead
	Rebuke		Curse of Impending Blades
	Sting Ray		Death Armor
	Tasha's Hideous Laughter		Desiccating Bubble
	Touch of Idiocy		False Life
Evoc	Battering Ram		Ghoul Glyph
	Blast of Force		Ghoul Touch
	Combust		Life Bolt
	Continual Flame		Ray of Sickness
	Darkness		Ray of Weakness
	Electric Loop		Scare
	Ethereal Chamber		Shroud of Undeath
	Fireburst		Spawn Screen
	Flame Dagger		Spectral Hand
	Flaming Sphere		Stolen Breath
	Force Ladder		Wracking Touch
	Frost Breath	Trans	Alter Self
	Gust of Wind		Balor Nimbus
	Light of Mercuria		Bear's Endurance
	Rainbow Beam		Belker Claws
	Scorch		Body of the Sun
	Scorching Ray		Bristle
	Shatter		Bull's Strength
	Slapping Hand		Cat's Grace
	Snowball Swarm		Darkvision
	<i>Sparkblast</i>		Eagle's Splendor
	Veil of Shadow		Earthbind
Illus	Blur		Earthen Grasp
	Cloak Pool		Extend Tentacles
	Dark Way		Fearsome Grapple
	Delusions of Grandeur		Fins to Feet
	Discolor Pool		Fly, Swift
	Disguise Undead		Fox's Cunning
	Invisibility		Fuse Arms
	Leomund's Trap		Ghost Touch Armor
	Magic Mouth		Haste
	Minor Image		Heroics
	Mirror Image		Hurl
	Phantasmal Assailants		Infernal Wound
	Phantom Foe		Ironthunder Horn

	Sonorous Hum		Shadow Phase
	Sound Lance		Shrink Item
	Wall of Light		Snake Swiftness, Mass
	Wind Wall		Spell Vulnerability
Illus	Claws of Darkness		Spiderskin
	Cone of Dimness		Steeldance
	Displacement		Stony Grasp
	Illusory Script		Tremorsense
	Invisibility Sphere		Water Breathing
	Major Image		Weapon of Energy
	Shadow binding		Weapon of Impact
	Shadow Cache		
	Spectral Weapon		4th Level:
	Suspended Silence	Abjur	Dimensional Anchor
Necro	Curse of Impending Blades, Mass		Dispelling Screen
	Disrupt Undead, Greater		Forceward
	Gentle Repose		Globe of Invulnerability, Lesser
	Halt Undead		Portal Alarm, Improved
	Healing Touch		Ray Deflection
	Junglerazer		Ray of Deanimation
	Mind Poison		Remove Curse
	Ray of Exhaustion		Resistance, Greater
	Spider Poison		Resist Energy, Mass
	Vampiric Touch		Stoneskin
Trans	Air Breathing	Conj	Wall of Chaos/Evil/Good/Law
	Amorphous Form		Blast of Flame
	Bite of the Wererat		Dimension Door
	Blink		Ethereal Mount
	Deeper Darkvision		Evard's Black Tentacles
	Demon Dirge		Leomund's Secure Shelter
	Devil Blight		Minor Creation
	Diamondsteel		Orb of Acid
	Dolorous Blow		Orb of Cold
	Dragonskin		Orb of Electricity
	False Gravity		Orb of Fire
	Fly		Orb of Sound
	Gaseous Form		Solid Fog
	Giant's Wrath		Summon Monster IV
	Girallon's Blessing		Translocation Trick
	Hamatula Barbs		Wall of Sand
	Keen Edge		Wall of Water
	Magic Weapon, Greater	Div	Arcane Eye
	Primal Form		Assay Spell Resistance
	Repair Serious Damage		Detect Scrying
	Rust Ray		Know Vulnerabilities
	Secret Page		Legend Lore
			Locate Creature

Scrying
Treasure Scent
 Ench Charm Monster
 Confusion
 Crushing Despair
 Geas, Lesser
Rebuke, Greater
 Evoc **Blistering Radiance**
Defenestrating Sphere
Dragon Breath
Energy Spheres
Explosive Cascade
 Fire Shield
Floating Disk, Greater
Force Chest
Force Claw
Force Missiles
Forcewave
 Ice Storm
 Otiluke's Resilient Sphere
 Shout
Stone Sphere
Sword of Deception
Thunderlance
Vortex of Teeth
 Wall of Fire
 Wall of Ice
Wingbind
 Illus Hallucinatory Terrain
 Illusory Wall
 Invisibility, Greater
 Phantasmal Killer
Sensory Deprivation
 Shadow Conjunction
Shadow Veil
 Necro Animate Dead
 Bestow Curse
Burning Blood
 Contagion
 Enervation
 Fear
 Trans **Attune Form**
Backlash
Bite of the Werewolf
Blinding Breath
Claws of Steel

Corporeal Instability
Darkvision, Mass
Displacer Form
 Enlarge Person, Mass
Entangling Staff
Fire Stride
Flame Whips
Flight of the Dragon
Iron Bones
Metal Melt
 Overland Flight
 Polymorph
Raise from the Deep
 Rary's Mnemonic Enhancer
 Reduce Person, Mass
Repair Critical Damage
Ruin Delver's Fortune
Scramble Portal
Sharptooth
Spell Enhancer
 Stone Shape
Voice of the Dragon
Wings of Air, Greater
5th Level:
 Abjur **Anticold Sphere**
 Break Enchantment
Contingent Energy Resistance
 Dismissal
Dispelling Breath
Duelward
Ironguard, Lesser
Indomitability
 Mordenkainen's Private Sanctum
Planar Tolerance
Reciprocal Gyre
Refusal
Symbol of Spell Loss
Wall of Dispel Magic
Zone of Respite
 Chron *Greater Age Creature*
Slipgate
Temporal Lock
Unguent
 Conj **Acid Sheath**
Arc of Lightning
Call Zelekhut

	Cloudkill		Shadow Evocation
	Dimension Door, Greater		Shadow Form
	Dragon Ally, Lesser		Shadow Hand
	Hidden Lodge		Shadowfade
	Leomund's Secret Chest	Necro	Blight
	Major Creation		Death Throes
	Mordenkainen's Faithful Hound		Graymantle
	Phantasmal Thief		Miasma of Entropy
	Planar Binding, Lesser		Nights Caress
	Summon Monster V		Symbol of Pain
	Teleport		Waves of Fatigue
	Viscid Globe		Wrack
	Vitriolic Sphere	Trans	Animal Growth
	Wall of Stone		Baleful Polymorph
Div	Contact Other Plane		Bite of the Wereboar
	Prying Eyes		Blink, Greater
	Rary's Telepathic Bond		Draconic Might
	True Seeing		Draconic Polymorph
Ench	Dominate Person		Dragonsight
	Feeblemind		Earth Reaver
	Hold Monster		Enlarge Person, Greater
	Mind Fog		Ethereal Breath
	Symbol of Sleep		Fabricate
Evoc	Ball Lightning		Fiendform
	Bigby's Interposing Hand		Fly, Mass
	Cacophonic Burst		Lucent Lance
	Cone of Cold		Nightstalker's Transformation
	Cyclonic Blast		Passwall
	Fire Shield, Mass		Reduce Person, Greater
	Firebrand		Spell Matrix, Lesser
	Fireburst, Greater		Stunning Breath
	<i>Glow Bomb</i>		Surefooted Stride, Mass
	Moonbow		Telekinesis
	Prismatic Ray		Transmute Mud to Rock
	Sending		Transmute Rock to Mud
	Shard Storm		Vulnerability
	Shroud of Flame		Xorn Movement
	Sonic Rumble	Univ	Permanency
	Wall of Force		6th Level:
Illus	Dream	Abjur	Anticipate Teleportation, Greater
	False Vision		Antimagic Field
	Illusory Feast		Aura of Evasion
	Mirage Arcana		Dispel Magic, Greater
	Nightmare		Globe of Invulnerability
	Persistent Image		Guards and Wards
	Seeming		Repulsion

	Resistance, Superior		Opalescent Glare
	Ruby Ray of Reversal		Ray of Entropy
	Seal Portal		Spectral Touch
	Sign of Sealing, Greater		Symbol of Fear
	Transcribe Symbol		Undeath to Death
Chron	<i>Paradox</i>	Trans	Bear's Endurance, Mass
	<i>Timestorm</i>		Bite of the Weretiger
Conj	Acid Fog		Brilliant Blade
	Acid Storm		Bull's Strength, Mass
	Fire Spiders		Cat's Grace, Mass
	Freezing Fog		Cloak of the Sea
	Gemjump		Disintegrate
	Planar Binding		Eagle's Splendor, Mass
	Summon Monster VI		Flesh to Stone
	Tunnel Swallow		Fox's Cunning, Mass
	Wall of Gears		Hardening
Div	Analyze Dweomer		Make Manifest
	Probe Thoughts		Move Earth
	Interplanar Telepathic Bond		Owl's Wisdom, Mass
Ench	Geas/Quest		Stone Body
	Heroism, Greater		Stone to Flesh
	Suggestion, Mass		Subvert Planar Essence
Evoc	Bigby's Forceful Hand		Tenser's Transformation
	Chain Lightning		
	Contingency		7th Level:
	Fires of Purity	Abjur	Antimagic Ray
	Howling Chain		Banishment
	Otiluke's Freezing Sphere		Dispelling Screen, Greater
	Ray of Light		Energy Immunity
Illus	Dream Casting		Ghost Trap
	Illusory Pit		Hide from Dragons
	Mislead		Ironguard
	Permanent Image		Planar Bubble
	Programmed Image		Sequester
	Reflective Disguise, Mass		Spell Turning
	Shadow Walk	Chron	<i>Temporal Seal</i>
	Shadowy Grappler	Conj	Call Kolyarut
	Veil		Dragon Ally
Necro	Aura of Terror		Drawmij's Instant Summons
	Circle of Doom		Mordenkainen's Magnificent
	Contagion, Mass	Mansion	
	Create Undead		Phase Door
	Eyebite		Plane Shift
	Fleshshiver		Stun Ray
	Imperious Glare		Summon Monster VII
	Incorporeal Nova		Teleport, Greater
			Teleport Object

Div	Arcane Sight, Greater Scrying, Greater		Temporal Stasis
Ench	Hiss of Sleep Hold Person, Mass Insanity Power Word, Blind Rebuke, Final Symbol of Stunning Transfix	Univ	Limited Wish
			8th Level:
Evoc	Bigby's Grasping Hand Delayed Blast Fireball Emerald Flame Fist Forcecage Ice Claw Mordenkainen's Sword Prismatic Eye Prismatic Spray Radiant Assault Submerge Ship	Abjur	Dimensional Lock Mind Blank Prismatic Wall Protection from Spells Spell Engine Wall of Greater Dispel Magic
Illus	Invisibility, Mass Project Image Shadow Conjunction, Greater Simulacrum Solipsism	Chron	<i>Timereaver</i>
Necro	Arrow of Bone Avasculate Barghest's Feast Control Undead Energy Ebb Evil Glare Finger of Death Kiss of the Vampire Sword of Darkness Symbol of Weakness Waves of Exhaustion	Conj	Incendiary Cloud Maze Planar Binding, Greater Plane Shift, Greater Summon Monster VIII Trap the Soul
Trans	Ethereal Jaunt Bite of the Werebear Brilliant Aura Elemental Body Energy Transformation Field Glass Strike Reverse Gravity Spell Matrix Statue Stone Shape, Greater Synostodweomer	Div	Discern Location Foresight Hindsight Moment of Prescience Prying Eyes, Greater
		Ench	Antipathy Binding Charm Monster, Mass Demand Maddening Whispers Otto's Irresistible Dance Symbol of Insanity Sympathy Wrathful Castigation
		Evoc	Bigby's Clench Fist Field of Icy Razors <i>Glow Bomb, Greater</i> Lightning Ring Otiluke's Telekinetic Sphere Polar Ray Shout, Greater
		Illus	Invisibility, Superior Scintillating Pattern Screen Shadow Evocation, Greater Shifting Paths
		Necro	Avascular Mass Bestow Curse, Greater Blackfire Clone

	Create Greater Undead	Necro	Astral Projection
	Heart of Stone		Energy Drain
	Horrid Wilting		Soul Bind
	Symbol of Death		Wail of the Banshee
	Veil of Undeath	Trans	Etheralness
Trans	Excavate		Replicate Casting
	Flensing		Shapechange
	Ghost Form		Spell Matrix, Greater
	Iron Body		Transmute Rock to Lava
	Make Manifest, Mass		Undermaster
	Polymorph any Object	Univ	Wish
	Time Stop		
	9th Level:		
Abjur	Absorption		
	Effulgent Epuration		
	Freedom		
	Imprisonment		
	Magic Miasma		
	Mordenkainen's Disjunction		
	Prismatic Sphere		
	Reaving Dispel		
	Unbinding		
Chron	<i>Paradox, Greater</i>		
	<i>Sever Lifeline</i>		
	<i>Time Freeze</i>		
	<i>Temporal Shell</i>		
Conj	Black Blade of Disaster		
	Call Marut		
	Dragon Ally, Greater		
	Gate		
	Obedient Avalanche		
	Refuge		
	Sphere of Ultimate Destruction		
	Summon Elemental Monolith		
	Summon Monster IX		
	Teleportation Circle		
Div	Eye of Power		
Ench	Dominate Monster		
	Hold Monster, Mass		
	Power Word, Kill		
Evoc	Bigby's Crushing Hand		
	Instant Refuge		
	Meteor Swarm		
	Reality Maelstrom		
Illus	Shades		
	Weird		