

# Wizard and Sorcerer Spells

**3.5**

SPELLS PER DAY										
BONUS SPELLS										
LEVEL	0	1	2	3	4	5	6	7	8	9
SPELL SAVE DC										

<b>SCHOOL</b>	ABJUR	CONJ	DIV	ENCH	EVOC	ILLUS	NECRO	TRANS
<b>PROHIBITED</b>	ABJUR	CONJ	DIV	ENCH	EVOC	ILLUS	NECRO	TRANS
<b>RANGES</b>	CLOSE <div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> 25 ft + 5 ft / 2 LVLS	MEDIUM <div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> 100 ft + 10 ft / LVL	LONG <div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> 400 ft + 40 ft / LVL					

## LEVEL 0

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Acid Splash	Acid Missile 1d3 damage	Conj	V,S	1 a	Close	Acid missile	Instantaneous	-	-	196
<input type="checkbox"/> Arcane Mark	Inscribes a personal rune	Univ	V,S	1 a	Touch	Rune or mark	Permanent	-	-	201
<input type="checkbox"/> Dancing Lights	Figment torches or other lights	Evoc	V,S	1 a	Medium	10-ft radius	1 min (D)	-	-	216
<input type="checkbox"/> Daze	Humanoid loses next action	Ench	V,S,M	1 a	Close	1 humanoid to 4 HD	1 rnd	Will negs	Yes	217
<input type="checkbox"/> Detect Magic	Detects spells and magic items	Div	V,S	1 a	60-ft	Cone	Conc, 1 min/lvl (D)	-	-	219
<input type="checkbox"/> Detect Poison	Detects poison in creature or item	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	219
<input type="checkbox"/> Disrupt Undead	Deals 1d6 damage to one undead	Necro	V,S	1 a	Close	Ray	Instantaneous	-	Yes	223
<input type="checkbox"/> Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	232
<input type="checkbox"/> Ghost Sound	Figment sounds	Illus	V,S,M	1 a	Close	Noise of 4humans/lvl	1 rnd/lvl (D)	Will dsblf	-	235
<input type="checkbox"/> Light	Item shines like a torch 20-ft glow	Evoc	V,M/DF	1 a	Touch	One item	10 min/lvl (D)	-	-	248
<input type="checkbox"/> Mage Hand	Telekinesis of 5-lb item	Trans	V,S	1 a	Close	Nonmagical Item	Concentrate	-	-	249
<input type="checkbox"/> Mending	Makes minor repairs of item	Trans	V,S	1 a	10-ft	Item, 1 lb	Instantaneous	Will negs	Yes	253
<input type="checkbox"/> Message	Whispered conversation at distance	Trans	V,S,F	1 a	Medium	One creature/lvl	10 min/lvl	-	-	253
<input type="checkbox"/> Open/Close	Opens/closes small or light things	Trans	V,S,F	1 a	Close	Item to 30 lbs	Instantaneous	Will negs	Yes	258
<input type="checkbox"/> Prestidigitation	Performs minor tricks	Univ	V,S	1 a	10-ft	1 lb, 1 cu. Ft	1 hr	-	-	264
<input type="checkbox"/> Ray of Frost	1d3 cold damage	Evoc	V,S	1 a	Close	Ray	Instantaneous	-	Yes	269
<input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Div	V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	269
<input type="checkbox"/> Resistance	Target gains +1 on saves	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min	Will negs	Yes	272
<input type="checkbox"/> Touch of Fatigue	Target becomes fatigued	Necro	V,S,M	1 a	Touch	One creature	1 rnd/lvl	Fort negs	Yes	294

## LEVEL 1

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Alarm	Wards an area for 2 hr/lvl	Abjur	V,S,F/DF	1 a	Close	20-ft radius	2 hr/lvl (D)	-	-	197
<input type="checkbox"/> Animate Rope	Rope moves at your command	Trans	V,S	1 a	Medium	1 ropelike item	1 rnd/lvl	-	-	199
<input type="checkbox"/> Burning Hands	1d4 fire dmg/lvl (5d4)	Evoc	V,S	1 a	15-ft	Cone	Instantaneous	Ref half	Yes	207
<input type="checkbox"/> Cause Fear	Creature frightened or shaken 1 rnd	Necro	V,S	1 a	Close	One living creature	1d4 rnds	Will part	Yes	208
<input type="checkbox"/> Charm Person	Makes one person your friend	Ench	V,S	1 a	Close	1 person	1 hr/lvl	Will negs	Yes	209
<input type="checkbox"/> Chill Touch	1 touch/lvl deals 1d6 dmg, -1 Str	Necro	V,S	1 a	Touch	One creature/lvl	Instantaneous	Fort part	Yes	209
<input type="checkbox"/> Color Spray	Knocks unconscious etc. 1d6 creats	Illus	V,S,M	1 a	15-ft	Cone	Instantaneous	Will negs	Yes	210
<input type="checkbox"/> Comprehend Languages	Understands all languages	Div	V,S,M/DF	1 a	Self	250 words/min	10 min/lvl	-	-	212
<input type="checkbox"/> Detect Secret Doors	Reveals hidden doors within 60-ft	Div	V,S	1 a	60-ft	Cone	Conc, 1min/lvl (D)	-	-	220
<input type="checkbox"/> Detect Undead	Reveals undead within 60-ft	Div	V,S,M/DF	1 a	60-ft	Cone	Conc, 1min/lvl (D)	-	-	220
<input type="checkbox"/> Disguise Self	Change appearance, +10 Disguise	Illus	V,S	1 a	Self	Caster	10 min/lvl	-	-	222
<input type="checkbox"/> Endure Elements	Protected in extreme temperatures	Abjur	V,S	1 a	Touch	One creature	24 hours	Will negs	Yes	226
<input type="checkbox"/> Enlarge Person	+2 Str, -2 Dex, -1 Att, -1 AC	Trans	V,S,M	Round	Close	One humanoid	1 min/lvl (D)	Fort negs	Yes	226
<input type="checkbox"/> Erase	Mundane or magical writing vanishes	Trans	V,S	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	227
<input type="checkbox"/> Expeditious Retreat	Increase speed by 30-ft/rnd	Trans	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	228
<input type="checkbox"/> Feather Fall	Items or creatures fall slowly	Trans	V	Free	Close	Creature/lvl in 20-ft	Land or 1 rnd/lvl	Will negs	Yes	229
<input type="checkbox"/> Grease	Makes 10-ft square or item slippery	Conj	V,S,M	1 a	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-	237
<input type="checkbox"/> Hold Portal	Holds door shut	Abjur	V	1 a	Medium	Door to 20 sq ft/lvl	1 min/lvl (D)	-	-	241
<input type="checkbox"/> Hypnotism	Fascinates 2d4 HD of creatures in 30-ft	Ench	V,S	Round	Close	Living creatures	2d4 rnds (D)	Will negs	Yes	242
<input type="checkbox"/> Identify	Determines all features of magic item	Div	V,S,M/DF	1 hr	Touch	One item	Instantaneous	-	-	243
<input type="checkbox"/> Jump	+10 jump checks, +20/5th, +30/9th	Trans	V,S,M	1 a	Touch	One creature	1 min/lvl (D)	Will negs	Yes	246
<input type="checkbox"/> Mage Armor	Give target +4 AC	Conj	V,S,F	1 a	Touch	One creature	1 hr/lvl (D)	Will negs	-	249
<input type="checkbox"/> Magic Missile	1d4+1 dmg, +1 missile lvls 3,5,7,9	Evoc	V,S	1 a	Medium	Max 15-ft apart	Instantaneous	-	Yes	251
<input type="checkbox"/> Magic Weapon	Weapon gets +1 att/dmg	Trans	V,S,F,DF	1 a	Touch	Weapon	1 min/lvl	Will negs	Yes	251
<input type="checkbox"/> Mount	Summons riding horse or pony	Conj	V,S,M	Round	Close	One mount	2 hr/lvl (D)	-	-	256
<input type="checkbox"/> Nystul's Magic Aura	Grants false magical aura	Illus	V,S,F	1 a	Touch	Item to 5 lb/lvl	1 day/lvl (D)	-	-	257
<input type="checkbox"/> Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	20-ft	20-ft radius	1 min/lvl	-	-	258
<input type="checkbox"/> Protection from Chaos	+2 AC and saves vs chaotic creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
<input type="checkbox"/> Protection from Evil	+2 AC and saves vs evil creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
<input type="checkbox"/> Protection from Good	+2 AC and saves vs good creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
<input type="checkbox"/> Protection from Law	+2 AC and saves vs lawful creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
<input type="checkbox"/> Ray of Enfeeblement	Reduces Str by 1d6+1/2lvls (+5)	Necro	V,S	1 a	Close	Ray	1 min/lvl	-	Yes	269
<input type="checkbox"/> Reduce Person	-2 Str, +2 Dex, +1 Att, +1 AC	Trans	V,S,M	Round	Close	One humanoid	1 min/lvl	Fort negs	Yes	269
<input type="checkbox"/> Shield	Negates magic missiles, +4 AC	Abjur	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	278
<input type="checkbox"/> Shocking Grasp	1d6 dmg/lvl electricity (5d6)	Evoc	V,S	1 a	Touch	One creature or item	Instantaneous	-	Yes	279
<input type="checkbox"/> Silent Image	Creates minor illusion of item	Illus	V,S,F	1 a	Long	4 10-ft cubes+1 10-ft cube/lvl	Concentrate	Will dsblf	-	279
<input type="checkbox"/> Sleep	Puts 4 HD of creatures into slumber	Ench	V,S,M	Round	Medium	Living in 10-ft radius	1 min/lvl	Will negs	Yes	280
<input type="checkbox"/> Summon Monster I	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	One creature	1 rnd/lvl (D)	-	-	285
<input type="checkbox"/> Tenser's Floating Disk	Carries 100 lbs/lvl	Evoc	V,S,M	1 a	Close	3-ft diameter disc	1 hr/lvl	-	-	294
<input type="checkbox"/> True Strike	Adds +20 to your next attack	Div	V,F	1a	Self	Caster	1 rnd	-	-	296
<input type="checkbox"/> Unseen Servant	Str 2, 15-ft move	Conj	V,S,M	1 a	Close	Invisible servant	1 hr/lvl	-	-	297
<input type="checkbox"/> Ventriloquism	Throw voice	Illus	V,F	1 a	Close	Usually speech	1 min/lvl (D)	Will dsblf	-	298

## LEVEL 2

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Arcane Lock	Magically locks a portal or chest	Abjur	V,S,M	1 a	Touch	Size 30 sq ft/lvl	Permanent	-	-	200
<input type="checkbox"/> Alter Self	Changes appearance	Trans	V,S	1 a	Self	Caster, +10 disguise	10 min/lvl (D)	-	-	197
<input type="checkbox"/> Bear's Endurance	+4 Con	Trans	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	203
<input type="checkbox"/> Blindness/Deafness	Makes target blind or deaf	Necro	V,S	1 a	Medium	One living creature	Permanent (D)	Fort negs	Yes	206
<input type="checkbox"/> Blur	Attacks miss target 20% of time	Illus	V	1 a	Touch	Concealment	1 min/lvl (D)	Will negs	Yes	206
<input type="checkbox"/> Bull's Strength	+4 Str	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	207
<input type="checkbox"/> Cat's Grace	+4 Dex	Trans	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	208
<input type="checkbox"/> Command Undead	Control undead creatures	Necro	V,S,M	1 a	Close	One undead creature	1 day/lvl	Will negs	Yes	211
<input type="checkbox"/> Continual Flame	Permanent and heatless torch	Evoc	V,S,M	1 a	Touch	Magical flame	Permanent	-	-	213
<input type="checkbox"/> Darkness	Supernatural darkness	Evoc	V,M/DF	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	216
<input type="checkbox"/> Darkvision	See 60-ft in total darkness	Trans	V,S,M	1 a	Touch	One creature	1 hr/lvl	Will negs	Yes	216
<input type="checkbox"/> Daze Monster	Creature loses next action	Ench	V,S,M	1 a	Medium	One creature to 6 HD	1 rnd	Will negs	Yes	217
<input type="checkbox"/> Detect Thoughts	Detect surface thoughts	Div	V,S,F/DF	1 a	60-ft	Cone	Conc, 1 min/lvl (D)	Will negs	-	220
<input type="checkbox"/> Eagle's Splendor	+4 Cha	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/> False Life	1d10 + 1/lvl temporary HPs	Necro	V,S,M	1 a	Self	Caster	1 hr/lvl	-	-	229
<input type="checkbox"/> Flaming Sphere	Burning globe, 2d6 dmg, 30-ft move	Evoc	V,S,M/DF	1 a	Medium	5-ft sphere	1 rnd/lvl	Ref negs	Yes	232
<input type="checkbox"/> Fog Cloud	Fog limits vision to 5-ft	Conj	V,S	1 a	Medium	20-ft radius	10 min/lvl	-	-	232
<input type="checkbox"/> Fox's Cunning	+4 Int	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	233
<input type="checkbox"/> Ghoul Touch	Paralyzes one target	Necro	V,S,M	1 a	Touch	Stench 10-ft radius	1d6+2 rnds	Fort negs	Yes	235
<input type="checkbox"/> Glitterdust	Blinds creatures, outlines invisible	Conj	V,S,M	1 a	Medium	Creatures in 10-ft	1 rnd/lvl	Will negs	-	236
<input type="checkbox"/> Gust of Wind	Blows away or knocks down creats	Evoc	V,S	1 a	60-ft	Blast of air	1 min or till used	Fort negs	Yes	238
<input type="checkbox"/> Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creatures	Illus	V or S,M	1 a	Medium	10-ft radius	Conc +2 rnds	Will negs	Yes	242
<input type="checkbox"/> Invisibility	Invisible until attacks	Illus	V,S,M/DF	1 a	Prsl,touch	Touch	1 min/lvl (D)	Will negs	Yes	245
<input type="checkbox"/> Knock	Open locked or magic sealed doors	Trans	V	1 a	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-	246
<input type="checkbox"/> Leomund's Trap	Makes items seem trapped	Illus	V,S,M	1 a	Touch	One item	Permanent (D)	-	-	247
<input type="checkbox"/> Levitate	Target moves up/down	Trans	V,S,F	1 a	Prsl,close	100 lb/lvl, 20-ft/rnd	10 min/lvl (D)	-	-	248
<input type="checkbox"/> Locate Object	Senses direction of item	Div	V,S,F/DF	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	248
<input type="checkbox"/> Magic Mouth	Speaks once when triggered	Illus	V,S,M	1 a	Close	Creature or item	Till used	Will negs	Yes	251
<input type="checkbox"/> Melf's Acid Arrow	2d4 dmg for 1 rnd+1 rnd/3 lvls	Conj	V,S,M,F	1 a	Long	One acid arrow	1 rnd + 1 rnd/3 lvls	-	-	253
<input type="checkbox"/> Minor Image	Minor illusion with some sound	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will dsblf	-	254
<input type="checkbox"/> Mirror Image	1d4 + 1/3 lvls caster images (8)	Illus	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	254
<input type="checkbox"/> Misdirection	Misdirect information from divinations	Illus	V,S	1 a	Close	Item, 10-ft cube	1 hr/lvl	Will negs	-	254
<input type="checkbox"/> Obscure Object	Masks item to scrying and divination	Abjur	V,S,M/DF	1 a	Touch	Item to 100 lb/lvl	8 hours	Will negs	Yes	258
<input type="checkbox"/> Owl's Wisdom	+4 Wis	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	259
<input type="checkbox"/> Protection from Arrows	Ranged damage reduction 10/magic absorbs 10/lvl (100)	Abjur	V,S,F	1 a	Touch	One creature	1 hr/lvl or till used	Will negs	Yes	266
<input type="checkbox"/> Pyrotechnics	Fire into blinding light or smoke	Trans	V,S,M	1 a	Long	Up to 20-ft cube	1d4+1 rnds	Special	Sp	267
<input type="checkbox"/> Resist Energy	Ignores 10 energy dmg/rnd	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Fort negs	Yes	272
<input type="checkbox"/> Rope Trick	Extradimensional space for 8 creatures	Trans	V,S,M	1 a	Touch	Rope	1 hr/lvl (D)	-	-	273
<input type="checkbox"/> Scare	Panics creatures up to 5 HD	Necro	V,S,M	1 a	Medium	One living creature/3lvls in 30-ft	1 rnd/lvl	Will part	Yes	274
<input type="checkbox"/> Scorching Ray	4d6 Fire Ray, +1 Ray at lvls 7, 11	Evoc	V,S	1 a	Close	Fire Rays	Instantaneous	-	Yes	274
<input type="checkbox"/> See Invisibility	See invisible creatures or items	Div	V,S,M	1 a	Self	Caster	10 min/lvl (D)	-	-	275
<input type="checkbox"/> Shatter	Sonic vibration damages items	Evoc	V,S,M/DF	1 a	Close	5-ft radius, 1 lb/lvl	Instantaneous	Special	Yes	278
<input type="checkbox"/> Spectral Hand	+2 on touch attack	Necro	V,S	1 a	Medium	One spectral hand	1 min/lvl (D)	-	-	282
<input type="checkbox"/> Spider Climb	Walk on walls/ceiling as a spider	Trans	V,S,M	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	283
<input type="checkbox"/> Summon Monster II	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	2:1 1:1d3	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/> Summon Swarm	Swarm of small creatures	Conj	V,S,M/DF	Round	Close	See MM for effect	Conc + 2 rnds	-	-	289
<input type="checkbox"/> Tasha's Hideous Laughter	Target loses actions and falls prone	Ench	V,S,M	1 a	Close	One creature	1 rnd/lvl	Will negs	Yes	292
<input type="checkbox"/> Touch of Idiocy	1d6 dmg to Int, Wis, Cha	Ench	V,S	1 a	Touch	One living creature	10 min/lvl	-	Yes	294
<input type="checkbox"/> Web	Sticky webs trap creatures	Conj	V,S,M	1 a	Medium	20-ft radius	10 min/lvl (D)	Ref negs	-	301
<input type="checkbox"/> Whispering Wind	Sends a spoken message	Trans	V,S	1 a	1 mile/lvl	10-ft radius	1 hr/lvl or till used	-	-	301

## LEVEL 3

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Arcane Sight	See magic auras within 120-ft	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	201
<input type="checkbox"/> Blink	Randomly vanish and reappear	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	206
<input type="checkbox"/> Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	Div	V,S,F/DF	10 min	Long	Magical sensor	1 min/lvl (D)	-	-	209
<input type="checkbox"/> Daylight	60-ft radius of bright light	Evoc	V,S	1 a	Touch	Item 60-ft radius	10 min/lvl (D)	-	-	216
<input type="checkbox"/> Deep Slumber	Put 10 HD of creatures into slumber	Ench	V,S,M	Round	Close	10-ft radius	1 min/lvl	Will negs	Yes	217
<input type="checkbox"/> Dispel Magic	Cancels magical effects (+10)	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	223
<input type="checkbox"/> Displacement	Attacks miss target 50% of time	Illus	V,M	1 a	Touch	One creature	1 rnd/lvl (D)	Will negs	Yes	223
<input type="checkbox"/> Explosive Runes	Deals 6d6 damage when read	Abjur	V,S	1 a	Touch	10lb item	Till used (D)	Special	Yes	228
<input type="checkbox"/> Fireball	1d6 dmg/lvl fire burst (10d6)	Evoc	V,S,M	1 a	Long	20-ft radius	Instantaneous	Ref half	Yes	231
<input type="checkbox"/> Flame Arrow	Projectiles +1d6 fire damage	Trans	V,S,M	1 a	Close	+1d6 fire damage	10 min/lvl	-	-	231
<input type="checkbox"/> Fly	Target flies at 60-ft/rnd	Trans	V,S,F/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	232
<input type="checkbox"/> Gaseous Form	Become insubstantial, 10 dmg reduct	Trans	S,M/DF	1 a	Touch	Touch	2 min/lvl (D)	-	-	234
<input type="checkbox"/> Gentle Repose	Preserves one corpse	Necro	V,S,M/DF	1 a	Touch	One dead creature	1 day/lvl	Will negs	Yes	235
<input type="checkbox"/> Halt Undead	Immobilizes undead for 1 rnd/lvl	Necro	V,S,M	1 a	Medium	1-3 undead in 30-ft	1 rnd/lvl	Will negs	Yes	238
<input type="checkbox"/> Haste	Extra att, +1 AC, +1 ref save, +30-ft m	Trans	V,S,M	1 a	Close	One creature/lvl	1 rnd/lvl	Fort negs	Yes	239
<input type="checkbox"/> Heroism	+2 Attack, Save and skill checks	Ench	V,S	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	240
<input type="checkbox"/> Hold Person	Target becomes paralyzed	Ench	V,S,F/DF	1 a	Medium	One humanoid	1 rnd/lvl (D)	Will negs	Yes	241
<input type="checkbox"/> Illusory Script	Only designated can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level (D)	Will negs	Yes	243
<input type="checkbox"/> Invisibility Sphere	Invisibility to all within 10-ft	Illus	V,S,M	1 a	Prsl,touch	10-ft radius	1 min/lvl (D)	Will negs	Yes	245
<input type="checkbox"/> Keen Edge	Doubles weapon's threat range	Trans	V,S	1 a	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes	246
<input type="checkbox"/> Leomund's Tiny Hut	Creates shelter for 10 creatures	Evoc	V,S,M	1 a	20-ft	20-ft radius	2 hr/lvl (D)	-	-	247
<input type="checkbox"/> Lightning Bolt	Electricity deals 1d6 dmg/lvl (10)	Evoc	V,S,M	1 a	120-ft	120-ft line	Instantaneous	Ref half	Yes	248
<input type="checkbox"/> Magic Circle against Chaos	Non-lawful creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249

<input type="checkbox"/>	Magic Circle against Evil	Non-good creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249
<input type="checkbox"/>	Magic Circle against Good	Non-evil creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	250
<input type="checkbox"/>	Magic Circle against Law	Non-chaotic creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	250
<input type="checkbox"/>	Magic Weapon, Greater	Weapon gets +1/4 lvl att/dmg (5)	Trans	V,S,F,M/DF	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will negs	Yes	251
<input type="checkbox"/>	Major Image	Illusion with sound, smell, heat	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Concentrate +3 rnd	Will dsblf	-	252
<input type="checkbox"/>	Nondetection	Masks target to scrying and divination	Abjur	V,S,M	1 a	Touch	Creature or item	1 hr/lvl	Will negs	Yes	257
<input type="checkbox"/>	Phantom Steed	Horselike creature, AC18, HP 7+1/lvl	Conj	V,S	10 min	0-ft	One creature	1 hr/lvl (D)	-	-	260
<input type="checkbox"/>	Protection from Energy	Absorbs 12 energy dmg/lvl (120)	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl or till used	Fort negs	Yes	266
<input type="checkbox"/>	Rage	+2 Str, Con, +1 Will, -2 AC	Ench	V,S	1 a	Medium	One living creature/3lvls	Conc +1 rnd/lvl (D)	-	Yes	268
<input type="checkbox"/>	Ray of Exhaustion	Target becomes exhausted	Necro	V,S,M	1 a	Close	Ray	1 min/lvl	Fort part	Yes	269
<input type="checkbox"/>	Secret Page	Changes page to hide real content	Trans	V,S,M	10 min	Touch	Up to 3 sq ft	Permanent	-	-	275
<input type="checkbox"/>	Sepia Snake Sigil	Immobilizes reader for 1d4+1day/lvl	Conj	V,S,M	10 min	Touch	Book or written work	Till used	Ref negs	-	276
<input type="checkbox"/>	Shrink Item	Item shrinks to 1/16th normal size	Trans	V,S	1 a	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will negs	Yes	279
<input type="checkbox"/>	Sleet Storm	Hampers vision and movement	Conj	V,S,M/DF	1 a	Long	40-ft radius	1 rnd/lvl	-	-	280
<input type="checkbox"/>	Slow	Make only single move or standard action	Trans	V,S,M	1 a	Close	One creature/lvl in 30-ft	1 rnd/lvl	Will negs	Yes	280
<input type="checkbox"/>	Stinking Cloud	Living creatures become nauseated	Conj	V,S,M	1 a	Medium	20-ft radius	1 rnd/lvl	Fort negs	Yes	284
<input type="checkbox"/>	Suggestion	Influences targets actions	Ench	V,M	1 a	Close	One living creature	1 hr/lvl	Will negs	Yes	285
<input type="checkbox"/>	Summon Monster III	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Tongues	Speak and understand any language	Div	V,M/DF	1 a	Touch	One creature	10 min/lvl	Will negs	-	294
<input type="checkbox"/>	Vampiric Touch	Deals 1d6/2 lvls (10), caster gains hps	Necro	V,S	1 a	Touch	One living creature	Inst / 1 hr	-	Yes	298
<input type="checkbox"/>	Water Breathing	Targets can breath underwater	Trans	V,S,M/DF	1 a	Touch	Living creatures	2 rnd/lvl	Will negs	Yes	300
<input type="checkbox"/>	Wind Wall	Deflects arrows, small creatures, gases	Evoc	V,S,M/DF	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	302

#### LEVEL 4

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
<input type="checkbox"/>	Animate Dead	Creates skeletons and zombies	Necro	V,S,M	1 a	Touch	Max 2HD/lvl	Instantaneous	-	-	198
<input type="checkbox"/>	Arcane Eye	Floating eye, moves 30ft/rnd	Div	V,S,M	10 min	Unlimited	Magical sensor	1 min/lvl (D)	-	-	200
<input type="checkbox"/>	Bestow Curse	-6 abi / -4 att, saves, checks etc.	Necro	V,S	1 a	Touch	One creature	Permanent	Will negs	Yes	203
<input type="checkbox"/>	Charm Monster	Monster believes you are allied	Ench	V,S	1 a	Close	One living creature	1 day/lvl	Will negs	Yes	209
<input type="checkbox"/>	Confusion	Targets become confused, 1 rnd/lvl	Ench	V,S,M/DF	1 a	Medium	Creatures in 15-ft	1 rnd/lvl	Will negs	Yes	212
<input type="checkbox"/>	Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	213
<input type="checkbox"/>	Crushing Despair	-2 Att, save, abilities, skills, damage	Ench	V,S,M	1 a	30-ft	Cone	1 min/lvl	Will negs	Yes	215
<input type="checkbox"/>	Detect Scrying	Alerts of magical eavesdropping	Div	V,S,M	1 a	40-ft	40-ft radius	24 hours	-	-	219
<input type="checkbox"/>	Dimension Door	Teleports you and up to max load	Conj	V	1 a	Long	Caster and touched	Instantaneous	Will negs	Yes	221
<input type="checkbox"/>	Dimensional Anchor	Stops extradimensional movement	Abjur	V,S	1 a	Medium	Ray	1 min/lvl	-	Yes	221
<input type="checkbox"/>	Enervation	Target gains 1d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	-	Yes	226
<input type="checkbox"/>	Enlarge Person, Mass	+2 Str, -2 Dex, -1 Att, -1 AC	Trans	V,S,M	Round	Close	Humanoid/lvl in 30-ft	1 min/lvl (D)	Fort negs	Yes	227
<input type="checkbox"/>	Evard's Black Tentacles	Grapple Att lvl+8, Str 19, 1d6+4 dmg	Conj	V,S,M	1 a	Medium	20-ft radius	1 rnd/lvl (D)	-	-	228
<input type="checkbox"/>	Fear	Targets panic for 1 rnd/lvl	Necro	V,S,M	1 a	30-ft	Cone	1 rnd/lvl	Will part	Yes	229
<input type="checkbox"/>	Fire Shield	Creatures attacking take 1d6+1/lvl	Evoc	V,S,M/DF	1 a	Self	Caster	1 rnd/lvl (D)	-	-	230
<input type="checkbox"/>	Fire Trap	Opened item deals 1d4+1/lvl	Abjur	V,S,M	10 min	Touch	One item	Till used	Ref half	Yes	231
<input type="checkbox"/>	Geas, Lesser	Command up to 7HD creature	Ench	V	1 a	Close	One living creature	1 day/lvl or till used (D)	Will negs	Yes	235
<input type="checkbox"/>	Globe of Invulnerability, Lesser	Stops 1-3 level spell effects	Abjur	V,S,M	1 a	10-ft	10-ft radius sphere	1 rnd/lvl (D)	-	-	236
<input type="checkbox"/>	Hallucinatory Terrain	Changes natural terrain's appearance	Illus	V,S,M	10 min	Long	One 30-ft cube/lvl	2 hr/lvl (D)	Will dsblf	-	238
<input type="checkbox"/>	Ice Storm	Hail does 3d6 bludgeon, 2d6 cold	Evoc	V,S,M/DF	1 a	Long	20-ft radius	1 round	-	Yes	243
<input type="checkbox"/>	Illusory Wall	Wall, floor or ceiling looks real	Illus	V,S	1 a	Close	1 x 10 x 10-ft	Permanent	Will dsblf	-	243
<input type="checkbox"/>	Invisibility, Greater	Invisible (even if attacks)	Illus	V,S,M/DF	1 a	Prsl,touch	One creature	1 rnd/lvl (D)	Will negs	Yes	245
<input type="checkbox"/>	Leomund's Secure Shelter	Creates a sturdy cottage	Conj	V,S,M,F	10 min	Close	20-ft sq structure	2 hr/lvl (D)	-	-	247
<input type="checkbox"/>	Locate Creature	Senses direction of familiar creature	Div	V,S,M	1 a	Long	400-ft+40-ft/lvl rad	10 min/lvl	-	-	248
<input type="checkbox"/>	Minor Creation	Creates one cloth or wood item	Conj	V,S,M	1 min	0-ft	Item, 1 cu ft/lvl	1 hr/lvl (D)	-	-	253
<input type="checkbox"/>	Otiluke's Resilient Sphere	Sphere protects but traps target	Evoc	V,S,M	1 a	Close	1-ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Yes	258
<input type="checkbox"/>	Phantasmal Killer	Illusion kills else does 3d6 dmg	Illus	V,S	1 a	Medium	One living creature	Instantaneous	Will dsblf, Fort part	Yes	260
<input type="checkbox"/>	Polymorph	Transform willing target to new form	Trans	V,S,M	1 a	Touch	One living creature	1 min/lvl (D)	-	-	263
<input type="checkbox"/>	Rainbow Pattern	Prevent 24 HD creatures attacking	Illus	V or S,M,F	1 a	Medium	20-ft radius	Conc +1 rnd/lvl (D)	Will negs	Yes	268
<input type="checkbox"/>	Rary's Mnemonic Enhancer	Store 1-3 1-3 lvl spells or retain cast	Trans	V,S,M,F	10 min	Self	Caster	Instantaneous	-	-	268
<input type="checkbox"/>	Reduce Person, Mass	-2 Str, +2 Dex, +1 Att, +1 AC	Trans	V,S,M	Round	Close	Humanoid/lvl in 30-ft	1 min/lvl	Fort negs	Yes	269
<input type="checkbox"/>	Remove Curse	Frees item or person from curse	Abjur	V,S	1 a	Touch	Creature or item	Instantaneous	Will negs	Yes	270
<input type="checkbox"/>	Scrying	Spies on target from a distance	Div	V,S,M/DF,F	1 hr	Special	Magical sensor	1 min/lvl	Will negs	Yes	274
<input type="checkbox"/>	Shadow Conjuration	Mimics conjuring up to 3rd level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	276
<input type="checkbox"/>	Shout	5d6 sonic dmg, deaf 2d6 rounds	Evoc	V	1 a	30-ft	Cone	Instantaneous	Fort part	Yes	279
<input type="checkbox"/>	Solid Fog	Fog limits vision & movement to 5-ft	Conj	V,S,M	1 a	Medium	20-ft radius	1 min/lvl	-	-	281
<input type="checkbox"/>	Stone Shape	Sculpts stone into any form	Trans	V,S,M/DF	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	284
<input type="checkbox"/>	Stoneskin	Damage reduction 10/adamantine	Abjur	V,S,M	1 a	Touch	One creature	10 min/lvl or till used	Will negs	Yes	284
<input type="checkbox"/>	Summon Monster IV	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Wall of Fire	2d4 dmg within 10-ft, 1d4 within 20-ft	Evoc	V,S,M/DF	1 a	Medium	20-ft/lvl or 5-ft/2 lvls	Conc + 1 rnd/lvl	-	Yes	298
<input type="checkbox"/>	Wall of Ice	Ice wall with 3 HP/lvl	Evoc	V,S,M	1 a	Medium	10-ft sq/lvl or 3+1/lvl	1 min/lvl	Ref negs	Yes	299

LEVEL 5

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Animal Growth	Animal/2 lvls increases size category	Trans	V,S	1 a	Medium	1 animal/2 lvls	1 min/lvl	Fort negs	Yes	198
<input type="checkbox"/> Baleful Polymorph	Target becomes a harmless creature	Trans	V,S	1 a	Close	One creature	Permanent	Fort negs	Yes	202
<input type="checkbox"/> Bigby's Interposing Hand	+4 AC	Evoc	V,S,F	1 a	Medium	AC 20, HP as caster	1 rnd/lvl (D)	-	Yes	204
<input type="checkbox"/> Blight	Plant takes 1d6/lvl	Necro	V,S,DF	1 a	Touch	Plant	Instantaneous	Fort half	Yes	206
<input type="checkbox"/> Break Enchantment	Frees target from enchantments	Abjur	V,S	1 min	Close	Creature/lvl in 30-ft	Instantaneous	Special	-	207
<input type="checkbox"/> Cloudkill	Kills 1-3 HD, 4-6 HD Fort save / die	Conj	V,S	1 a	Medium	20-ft radius	1 min/lvl	Special	No	210
<input type="checkbox"/> Cone of Cold	1d6 cold damage/lvl (15d6)	Evoc	V,S,M/DF	1 a	60-ft	Cone	Instantaneous	Ref half	Yes	212
<input type="checkbox"/> Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Self	Caster	Concentrate	-	-	212
<input type="checkbox"/> Dismissal	Force creature back to native plane	Abjur	V,S,DF	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	222
<input type="checkbox"/> Dominate Person	Control humanoid telepathically	Ench	V,S	Round	Close	One humanoid	1 day/lvl	Will negs	Yes	224
<input type="checkbox"/> Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	One living creature	Special	-	Yes	225
<input type="checkbox"/> Fabricate	Transform raw material into items	Trans	V,S,M	Special	Close	Up to 10 cu ft/lvl	Instantaneous	-	-	229
<input type="checkbox"/> False Vision	Fools scrying with an illusion	Illus	V,S,M	1 a	Touch	40-ft radius	1 hr/lvl (D)	-	-	229
<input type="checkbox"/> Feeblemind	Target's Int and Cha drop to 1	Ench	V,S,M	1 a	Medium	One creature	Instantaneous	Will negs	Yes	229
<input type="checkbox"/> Hold Monster	Target becomes paralyzed	Ench	V,S,M/DF	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	241
<input type="checkbox"/> Leomund's Secret Chest	Hides chest on Ethereal plane	Conj	V,S,F	10 min	Special	Up to 1 cu.ft. / lvl	60 days or till used	-	-	247
<input type="checkbox"/> Magic Jar	Enables possession of creature	Necro	V,S,F	1 a	Medium	One creature	1 hr/lvl	Will negs	Yes	250
<input type="checkbox"/> Major Creation	Create stone or metal item	Conj	V,S,M	10 min	Close	Item, 1 cu ft/lvl	Special	-	-	252
<input type="checkbox"/> Mind Fog	Fog target's minds, -10 Wis/Will save	Ench	V,S	1 a	Medium	20-ft radius	30 min + 2d6 rnds	Will negs	Yes	253
<input type="checkbox"/> Mirage Arcana	Changes natural terrain's appearance	Illus	V,S	1 a	Long	One 20-ft cube/lvl	Conc +1 hr/lvl (D)	Will dsblf	-	254
<input type="checkbox"/> Mordenkainen's Faithful Hound	Guards 30-ft bark, 5-ft att, +10 att, 2d6+3 dmg	Conj	V,S,M	1 a	Close	Phantom watchdog	1 hr/lvl and 1 rnd/lvl	-	-	255
<input type="checkbox"/> Mordenkainen's Private Sanctum	Those outside see impenetrable fog	Abjur	V,S,M	10 min	Close	30-ft cube/lvl	1 day (D)	-	-	256
<input type="checkbox"/> Nightmare	Restless sleep dealing 1d10 damage	Illus	V,S	10 min	Unlimited	One living creature	Instantaneous	Will negs	Yes	257
<input type="checkbox"/> Overland Flight	Target flies at 40-ft/round	Trans	V,S	1 a	Self	Caster	1 hr/lvl	Will negs	Yes	259
<input type="checkbox"/> Passwall	Passage appears in wooden, stone wall	Trans	V,S,M	1 a	Touch	5x8-ft, 10-ft+5-ft/3lvl deep	1 hr/lvl (D)	-	-	259
<input type="checkbox"/> Permanency	Make permanent certain spells	Univ	V,S,XP	2 rnds	Special	Special	Special	-	-	259
<input type="checkbox"/> Persistent Image	Creates repeating illusionary scene	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	1 min/lvl (D)	Will dsblf	-	260
<input type="checkbox"/> Planar Binding, Lesser	Traps outsider for task (6 HD)	Conj	V,S	10 min	Close	One creature	Instantaneous	Will negs	Yes	261
<input type="checkbox"/> Prying Eyes	Sensors sees 120-ft all around	Div	V,S,M	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	266
<input type="checkbox"/> Rary's Telepathic Bond	Link lets allies communicate	Div	V,S,M	1 a	Close	Caster + One creature/3lvls	10 min/lvl (D)	-	-	268
<input type="checkbox"/> Seeming	Change appearance of creatures	Illus	V,S	1 a	Close	One creature/2 lvls	12 hr	Special	Sp	275
<input type="checkbox"/> Sending	Delivers short message anywhere	Evoc	V,S,M/DF	10 min	Special	One creature	1 round	-	-	275
<input type="checkbox"/> Shadow Evocation	Mimics evocation up to 4th level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	277
<input type="checkbox"/> Summon Monster V	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/> Symbol of Pain	Suffer -4 att, skill & ability checks	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Fort negs	Yes	290
<input type="checkbox"/> Symbol of Sleep	All <10HD sleep for 3d6x10 minutes	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	291
<input type="checkbox"/> Telekinesis	Lifts or moves 25 lb/lvl, long range	Trans	V,S	1 a	Long	Special	Conc (spec) or Inst	Will negs	Yes	292
<input type="checkbox"/> Teleport	Instantly teleport one creature/lvl	Conj	V	1 a	Prsl,touch	100 miles/lvl	Instantaneous	Will negs	Yes	292
<input type="checkbox"/> Transmute Mud to Rock	Transforms sand or mud to soft stone	Trans	V,S,M/DF	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	295
<input type="checkbox"/> Transmute Rock to Mud	Transforms unworked stone to mud	Trans	V,S,M/DF	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	295
<input type="checkbox"/> Wall of Force	Immovable wall immune to all dmg	Evoc	V,S,M	1 a	Close	10-ft sq/lvl	1 min/lvl (D)	-	-	298
<input type="checkbox"/> Wall of Stone	Stone wall with 15 hp/4 levels	Conj	V,S,M/DF	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	299
<input type="checkbox"/> Waves of Fatigue	All living creatures become fatigued	Necro	V,S	1 a	30-ft	Cone	Instantaneous	-	Yes	301

LEVEL 6

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Acid Fog	Fog deals 2d6/rnd acid damage	Conj	V,S,M/DF	1 a	Medium	20-ft radius	1 rnd/lvl	-	-	196
<input type="checkbox"/> Analyze Dweomer	Reveals magical aspects of target	Div	V,S,F	1 a	Close	Item or creature/lvl	1 rnd/lvl (D)	Will negs	-	197
<input type="checkbox"/> Antimagic Field	Negates magic within 10-ft	Abjur	V,S,M/DF	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Sp	200
<input type="checkbox"/> Bear's Endurance, Mass	+4 Con to 1 creature/lvl	Trans	V,S, DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	203
<input type="checkbox"/> Bigby's Forceful Hand	Hand pushes creatures away	Evoc	V,S,F	1 a	Medium	Bull rush, Str 14	1 rnd/lvl (D)	-	Yes	204
<input type="checkbox"/> Bull's Strength, Mass	+4 Str to 1 creature/lvl	Trans	V,S,M/DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	207
<input type="checkbox"/> Cat's Grace, Mass	+4 Dex to 1 creature/lvl	Trans	V,S,M	1 a	Touch	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	208
<input type="checkbox"/> Chain Lightning	1d6 damage/level, secondary bolts	Evoc	V,S,F	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Yes	208
<input type="checkbox"/> Circle of Death	Kills 1d4 HD/level	Necro	V,S,M	1 a	Medium	40-ft radius	Instantaneous	Fort negs	Yes	209
<input type="checkbox"/> Contingency	Sets trigger condition for spell	Evoc	V,S,M,F	10 min	Self	Caster	1 day/lvl (D)	-	-	213
<input type="checkbox"/> Control Water	Raises, lowers or parts water	Trans	V,S,M/DF	1 a	Long	10ftx10ftx2ft/lvl	10 min/lvl (D)	-	-	214
<input type="checkbox"/> Create Undead	Ghoul, shadow, ghost, wight, wraith	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	215
<input type="checkbox"/> Disintegrate	Disintegrates creat/obj or 5d6 dmg	Trans	V,S,M	1 a	Medium	Ray, 10-ft cube	Instantaneous	Fort part	Yes	222
<input type="checkbox"/> Dispel Magic, Greater	Cancels magical effects (+20)	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	223
<input type="checkbox"/> Eagle's Splendor, Mass	+4 Cha to 1 creature/lvl	Trans	V,S,M/DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/> Eyebite	Charm, fear, sicken or sleep target	Necro	V,S	1 a	Close	One living creature	1 rnd/3 lvls	Fort negs	Yes	228
<input type="checkbox"/> Flesh to Stone	Turns target into stone	Trans	V,S,M	1 a	Medium	One creature	Instantaneous	Fort negs	Yes	232
<input type="checkbox"/> Fox's Cunning, Mass	+4 Int to 1 creature/lvl	Trans	V,S,M/DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	233
<input type="checkbox"/> Geas / Quest	Command any creature	Ench	V	10 min	Close	One living creature	1 day/lvl or till used (D)	-	Yes	234
<input type="checkbox"/> Globe of Invulnerability	Stops 1-4 level spell effects	Abjur	V,S,M	1 a	10-ft	10-ft radius sphere	1 rnd/lvl (D)	-	-	236
<input type="checkbox"/> Guards and Wards	Magical effects protect area	Abjur	V,S,M,F	30 min	Special	Up to 200 sq ft/lvl	2 hr/lvl (D)	-	-	237
<input type="checkbox"/> Heroism, Greater	+4 Attack, Save and skill checks	Ench	V,S	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	240
<input type="checkbox"/> Legend Lore	Learn tales about person or place	Div	V,S,M,F	Special	Self	Caster	Special	-	-	246
<input type="checkbox"/> Misdread	Improved invisibility and creates illusion	Illus	S	1 a	Close	Caster / illusory double	1 rnd/lvl (D), Conc +3 rnds	Will dsblf	-	255
<input type="checkbox"/> Mordenkainen's Lucubration	Recalls one 1-5th level spell	Trans	V,S	1 a	Self	Caster	Instantaneous	-	-	256
<input type="checkbox"/> Move Earth	Digs trenches and builds hills	Trans	V,S,M	Special	Long	750-ft sq, 10-ft deep	Instantaneous	-	-	257
<input type="checkbox"/> Otiluke's Freezing Sphere	10-ft radius, 1d8/lvl dmg (15)	Evoc	V,S,F	1 a	Long	Special	Special	Ref half	Yes	258

<input type="checkbox"/>	Owl's Wisdom, Mass	+4 Wis to 1 creature/lvl	Trans	V,S,M/DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	259
<input type="checkbox"/>	Permanent Image	Creates static illusionary scene	Illus	V,S,F	1 a	Long	20-ft cube+10-ft cube/lvl	Permanent (D)	Will dsblf	-	260
<input type="checkbox"/>	Planar Binding	Traps outsider for task (12 HD)	Conj	V,S	10 min	Close	1-3 creatures	Instantaneous	Will negs	Yes	261
<input type="checkbox"/>	Programmed Image	Event triggered illusionary scene	Illus	V,S,F	1 a	Long	20-ft cube+1 10-ft cube/lvl	Till used	Will dsblf	-	265
<input type="checkbox"/>	Repulsion	Creatures cannot approach you	Abjur	V,S,F/DF	1 a	10-ft/lvl	10-ft radius/lvl	1 rnd/lvl (D)	Will negs	Yes	271
<input type="checkbox"/>	Shadow Walk	Step into shadow to travel rapidly	Illus	V,S	1 a	Touch	One creature/level	1 hr/lvl (D)	Will negs	Yes	277
<input type="checkbox"/>	Stone to Flesh	Restores petrified creature	Trans	V,S,M	1 a	Medium	1-3 ft diam,10-ft long	Instantaneous	Fort negs	Yes	285
<input type="checkbox"/>	Suggestion, Mass	Influences targets actions	Ench	V,M	1 a	Medium	One creature/lvl in 30-ft	1 hr/lvl	Will negs	Yes	285
<input type="checkbox"/>	Summon Monster VI	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Symbol of Fear	Panics all for 1 rnd/lvl	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	290
<input type="checkbox"/>	Symbol of Persuasion	All become charmed	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	290
<input type="checkbox"/>	Tenser's Transformation	+4 Str, Con, Dex, AC, +5 Fort save	Trans	V,S,M	1 a	Self	Caster	1 rnd/lvl	-	-	294
<input type="checkbox"/>	True Seeing	See all things as they really are	Div	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	296
<input type="checkbox"/>	Undeath to Death	Destroys 1d4 HD/level undead	Necro	V,S,M/DF	1 a	Medium	40-ft radius	Instantaneous	Will negs	Yes	297
<input type="checkbox"/>	Veil	Change appearance of creatures	Illus	V,S	1 a	Long	Creatures in 30-ft	Conc +1 hr/lvl (D)	Will negs	Yes	298
<input type="checkbox"/>	Wall of Iron	Iron wall with 30 hp/4 levels	Conj	V,S,M	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	299

## LEVEL 7

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
<input type="checkbox"/>	Arcane Sight, Greater	See magic auras within 120-ft	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	201
<input type="checkbox"/>	Banishment	Banishes 2 HD/lvl creatures	Abjur	V,S,F	1 a	Close	Extraplanar creatures	Instantaneous	Will negs	Yes	203
<input type="checkbox"/>	Bigby's Grasping Hand	Provides cover, pushes, grapples	Evoc	V,S,F/DF	1 a	Medium	Attack lvl+abi mod+9	1 rnd/lvl (D)	-	Yes	204
<input type="checkbox"/>	Control Undead	Command undead creatures	Necro	V,S,M	1 a	Close	2 HD of undead/lvl	1 min/lvl	Will negs	Yes	214
<input type="checkbox"/>	Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2 mile radius	4d12 hours	-	-	214
<input type="checkbox"/>	Delayed Blast Fireball	1d6 dmg/lvl, 20-ft radius, 5 rnds	Evoc	V,S,M	1 a	Long	1d6/lvl, max 10d6	Instantaneous	Ref half	Yes	217
<input type="checkbox"/>	Drawmij's Instant Summons	Prepared items appears in hand	Conj	V,S,M	1 a	Special	Weight up to 10 lb	Till used	-	-	225
<input type="checkbox"/>	Ethereal Jaunt	Become ethereal for 1 round/level	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	227
<input type="checkbox"/>	Finger of Death	Kills target else does 3d6+1/lvl dmg	Necro	V,S	1 a	Close	One living creature	Instantaneous	Fort part	Yes	230
<input type="checkbox"/>	Forcecage	Cube of force imprisons all inside	Evoc	V,S,M	1 a	Close	20-ft cube/10-ft cube	2 hr/lvl	-	-	233
<input type="checkbox"/>	Hold Person, Mass	Targets become paralyzed	Ench	V,S,F/DF	1 a	Medium	All humanoid in 30-ft	1 rnd/lvl (D)	Will negs	Yes	241
<input type="checkbox"/>	Insanity	Target suffer continuous confusion	Ench	V,S	1 a	Medium	One living creature	Instantaneous	Will negs	Yes	244
<input type="checkbox"/>	Invisibility, Mass	Invisible until anyone attacks	Illus	V,S,M	1 a	Long	Any in 180-ft	1 min/lvl (D)	Will negs	Yes	245
<input type="checkbox"/>	Limited Wish	Duplicates lower level spell	Univ	V,S,XP	1 a	Special	Special	Special	Special	Yes	248
<input type="checkbox"/>	Mordenkainen's Magnificent Mansion	Extradimensional dwelling	Conj	V,S,F	1 a	Close	3 10-ft cubes/lvl	2 hr/lvl (D)	-	-	256
<input type="checkbox"/>	Mordenkainen's Sword	Magic blade, 4d6+3 dmg, 19-20/x2	Evoc	V,S,F	1 a	Close	One sword	1 rnd/lvl (D)	-	Yes	256
<input type="checkbox"/>	Phase Door	Passage appears in wooden, stone wall	Conj	V	1 a	0-ft	5x8 ft, 10-ft+5-ft/3lvl deep	1 usage/2 lvls	-	-	261
<input type="checkbox"/>	Plane Shift	Targets travel to another plane	Conj	V,S,F	1 a	Touch	1-8 willing creatures	Instantaneous	Will negs	Yes	262
<input type="checkbox"/>	Power Word, Blind	Blinds one target less than 200 hps	Ench	V	1 a	Close	One creature	Special	-	Yes	263
<input type="checkbox"/>	Prismatic Spray	Rays hit with random effects	Evoc	V,S	1 a	Close	Cone	Instantaneous	Special	Yes	264
<input type="checkbox"/>	Project Image	Illusory double can talk, cast spells	Illus	V,S,M	1 a	Medium	Shadow duplicate	1 rnd/lvl (D)	Will dsblf	-	265
<input type="checkbox"/>	Reverse Gravity	Items and creatures fall upward	Trans	V,S,M/DF	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	273
<input type="checkbox"/>	Scrying, Greater	Spies on target from a distance	Div	V,S,M/DF,F	1 a	Special	Magical sensor	1 hr/lvl	Will negs	Yes	275
<input type="checkbox"/>	Sequester	Target invisible to sight & scrying	Abjur	V,S,M	1 a	Touch	Willing creature or item	1 day/lvl (D)	Will negs	Yes	276
<input type="checkbox"/>	Shadow Conjuration, Greater	Mimics conjuring up to 6th level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	276
<input type="checkbox"/>	Simulacrum	Partially real double of creature	Illus	V,S,M,XP	12 hr	0-ft	One duplicate	Instantaneous	-	-	279
<input type="checkbox"/>	Spell Turning	Reflects 1d4+6 spell levels back	Abjur	V,S,M/DF	1 a	Self	Caster	10min/lvl or till used	-	-	282
<input type="checkbox"/>	Statue	Target can become statue at will	Trans	V,S,M	Round	Touch	One creature	1 hr/lvl (D)	Will negs	Yes	284
<input type="checkbox"/>	Summon Monster VII	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Symbol of Stunning	All become stunned for 1d6 rounds	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	291
<input type="checkbox"/>	Symbol of Weakness	Weakness deals 3d6 Str dmg	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	291
<input type="checkbox"/>	Teleport Object	Instantly teleport 50 lbs/lvl	Conj	V	1 a	Touch	100 miles/lvl	Instantaneous	Will negs	Yes	293
<input type="checkbox"/>	Teleport, Greater	Instantly teleport one creature/lvl	Conj	V	1 a	Prsl,touch	Unlimited	Instantaneous	Will negs	Yes	293
<input type="checkbox"/>	Vision	Learn tales about person or place	Div	V,S,M,F	1 a	Self	Caster	Special	-	-	298
<input type="checkbox"/>	Waves of Exhaustion	All living creatures become exhausted	Necro	V,S	1 a	60-ft	Cone	Instantaneous	-	Yes	301

## LEVEL 8

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Antipathy	Item or location repels creatures	Ench	V,S,M/DF	1 hr	Close	Location or item	2 hr/lvl (D)	Will part	Yes	200
<input type="checkbox"/> Bigby's Clenched Fist	Large hand attacks, 1d8+11 & stun	Evoc	V,S,F/DF	1 a	Medium	Att lvl+abi mod+10	1 rnd/lvl (D)	-	Yes	203
<input type="checkbox"/> Binding	Techniques to imprison a creature	Ench	V,S,M	1 min	Close	One living creature	Special (D)	Will negs	Yes	204
<input type="checkbox"/> Charm Monster, Mass	Monsters believe you are allied 2HD/lvl	Ench	V	1 a	Close	Creatures in 30-ft	1 day/lvl	Will negs	Yes	209
<input type="checkbox"/> Clone	Clone awakens when original dies	Necro	V,S,M,F	10 min	0-ft	One clone	Instantaneous	-	-	210
<input type="checkbox"/> Create Greater Undead	Mummy, spectre, vampire, ghost	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	215
<input type="checkbox"/> Demand	Send a message with a suggestion	Evoc	V,S,M/DF	10 min	Special	One creature	1 round	Will part	Yes	217
<input type="checkbox"/> Dimensional Lock	Stops extradimensional movement	Abjur	V,S	1 a	Medium	20-ft radius	1 day/lvl	-	Yes	221
<input type="checkbox"/> Discern Location	Exact location of creature or item	Div	V,S,DF	10 min	Unlimited	One creature or item	Instantaneous	-	-	222
<input type="checkbox"/> Horrid Wilting	1d6 dmg/lvl (20d6) in 60-ft	Necro	V,S,M/DF	1 a	Long	Living creatures	Instantaneous	Fort half	Yes	242
<input type="checkbox"/> Incendiary Cloud	Cloud deals 4d6 fire damage/round	Conj	V,S	1 a	Medium	20-ft radius	1 rnd/lvl	Relf half	-	244
<input type="checkbox"/> Iron Body	Body becomes iron, Dmg reduction 15	Trans	V,S,M/DF	1 a	Self	Caster	1 min/lvl (D)	-	-	245
<input type="checkbox"/> Maze	Traps target in extradimensional space	Conj	V,S	1 a	Close	One creature	Special	-	Yes	252
<input type="checkbox"/> Mind Blank	Resist mind effecting magic	Abjur	V,S	1 a	Close	One creature	1 day	Will negs	Yes	253
<input type="checkbox"/> Moment of Prescience	Reroll or AC check with +lvl as bonus	Div	V,S	1 a	Self	Caster	1 hr/lvl	-	-	255
<input type="checkbox"/> Otluke's Telekinetic Sphere	Movable sphere protects but traps target	Evoc	V,S,M	1 a	Close	1-ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Yes	259
<input type="checkbox"/> Otto's Irresistible Dance	Forces target to dance	Ench	V	1 a	Touch	One living creature	1d4+1 rnds	-	Yes	259
<input type="checkbox"/> Planar Binding, Greater	Traps outsider for task (18 HD)	Conj	V,S	10 min	Close	1-3 creatures	Instantaneous	Will negs	Yes	261
<input type="checkbox"/> Polar Ray	1d6 cold dmg/lvl	Evoc	V,S,F	1 a	Close	Ray	Instantaneous	-	Yes	262
<input type="checkbox"/> Polymorph Any Object	Transform target into new form	Trans	V,S,M/DF	1 a	Close	Creat/obj 100 cu.ft/lvl	Special	-	Yes	263
<input type="checkbox"/> Power Word, Stun	Stuns one target less than 150 hps	Ench	V	1 a	Close	One creature	Special	-	Yes	263
<input type="checkbox"/> Prismatic Wall	Wall's colours have array of effects	Abjur	V,S	1 a	Close	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Sp	264
<input type="checkbox"/> Protection from Spells	+8 resistance bonus to saves	Abjur	V,S,M,F	1 a	Touch	One creature/4lvls	10 min/lvl	Will negs	Yes	266
<input type="checkbox"/> Prying Eyes, Greater	Sensors true seeing 120-ft all around	Div	V,S,M	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	267
<input type="checkbox"/> Scintillating Pattern	Stun, confuse lvl in HD of creatures	Illus	V,S,M	1 a	Close	20-ft radius	Conc +2 rounds	-	Yes	274
<input type="checkbox"/> Screen	Hides area from vision, scrying	Illus	V,S	10 min	Close	30-ft cube/lvl	1 day	Will dsblf	-	274
<input type="checkbox"/> Shadow Evocation, Greater	Mimics evocation up to 7th level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	277
<input type="checkbox"/> Shout, Greater	10d6 sonic dmg, deaf 4d6 rounds, stunned 1 round	Evoc	V,S,F	1 a	60-ft	Cone	Instantaneous	Fort part	Yes	279
<input type="checkbox"/> Summon Monster VIII	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/> Sunburst	Blinds all within, 6d6 damage	Evoc	V,S,M/DF	1 a	Long	80-ft radius	Instantaneous	Ref part	Yes	289
<input type="checkbox"/> Symbol of Death	Slays all, combined hps <150	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Fort negs	Yes	289
<input type="checkbox"/> Symbol of Insanity	All become insane	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	290
<input type="checkbox"/> Sympathy	Attracts certain type of creatures	Ench	V,S,M	1 hr	Close	Location or item	2 hr/lvl (D)	Will negs	Yes	292
<input type="checkbox"/> Temporal Stasis	Target placed in suspended animation	Trans	V,S,M	1 a	Touch	One creature	Permanent	Fort negs	Yes	293
<input type="checkbox"/> Trap the Soul	Imprisons target within gem	Conj	V,S,M or F	1 a	Close	One creature	Permanent	Special	Yes	295

## LEVEL 9

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
<input type="checkbox"/> Astral Projection	Projects you & company to astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	201	
<input type="checkbox"/> Bigby's Crushing Hand	Grapple, push, crush 2d6+12 dmg	Evoc	V,S,M,F/DF	1 a	Medium	Att lvl+abi mod+15	1 rnd/lvl (D)	-	Yes	203	
<input type="checkbox"/> Dominate Monster	Control creature telepathically	Ench	V,S	Round	Close	One creature	1 day/lvl	Will negs	Yes	224	
<input type="checkbox"/> Energy Drain	Target gains 2d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	Fort part	Yes	226	
<input type="checkbox"/> Etherealness	Become ethereal with companions	Trans	V,S	1 a	Touch	You + creature/3lvls	1 min/lvl (D)	-	Yes	228	
<input type="checkbox"/> Foresight	6th sense warns of danger	Div	V,S,M/DF	1 a	Prsl,touch	Special	10 min/lvl	Will negs	Yes	233	
<input type="checkbox"/> Freedom	Freed from movement restrictions	Abjur	V,S	1 a	Close	One creature	Instantaneous	Will negs	Yes	233	
<input type="checkbox"/> Gate	Connects two planes for travel	Conj	V,S,XP	1 a	Medium	Special	Instantaneous	-	-	234	
<input type="checkbox"/> Hold Monster, Mass	Targets become paralyzed	Ench	V,S,M/DF	1 a	Medium	Any in 30-ft	1 rnd/lvl (D)	Will negs	Yes	241	
<input type="checkbox"/> Imprisonment	Entombs target beneath the earth	Abjur	V,S	1 a	Touch	One creature	Instantaneous	Will negs	Yes	244	
<input type="checkbox"/> Meteor Swarm	4 Spheres doing 2d6 + 6d6 fire burst	Evoc	V,S	1 a	Long	40-ft radius	Instantaneous	-/ Ref half	Yes	253	
<input type="checkbox"/> Mordenkainen's Disjunction	Dispels magic, disenchants items	Abjur	V	1 a	Close	40-ft radius	Instantaneous	Will negs	-	255	
<input type="checkbox"/> Power Word, Kill	Kills one target less than 100 hps	Ench	V	1 a	Close	One living creature	Instantaneous	-	Yes	263	
<input type="checkbox"/> Prismatic Sphere	Surrounds on all sides with effects	Abjur	V	1 a	10-ft	10-ft radius	10 min/lvl	Special	Sp	264	
<input type="checkbox"/> Refuge	Transport item's possessor to you	Conj	V,S,M	1 a	Touch	Item	Till used	-	-	269	
<input type="checkbox"/> Shades	Mimics conjuring up to 8th level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	276	
<input type="checkbox"/> Shapechange	Transform into new form	Trans	V,S,F	1 a	Self	Caster	10 min/lvl (D)	-	-	277	
<input type="checkbox"/> Soul Bind	Traps soul to prevent resurrection	Necro	V,S,F	1 a	Close	One dead creature	Permanent	Will negs	-	281	
<input type="checkbox"/> Summon Monster IX	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	287	
<input type="checkbox"/> Teleportation Circle	Teleports all to designated spot	Conj	V,M	10 min	0-ft	Circle 5-ft radius	10 min/lvl (D)	-	Yes	293	
<input type="checkbox"/> Time Stop	You act freely for 1d4+1 rounds	Trans	V	1 a	Self	Caster	1d4+1 rounds	-	-	294	
<input type="checkbox"/> Wail of the Banshee	Kills one living creature/level	Necro	V	1 a	Close	Living in 40-ft radius	Instantaneous	Fort negs	Yes	298	
<input type="checkbox"/> Weird	Illusion kills else does 3d6 dmg 1d4 Str	Illus	V,S	1 a	Medium	Creatures in 30-ft	Instantaneous	Will dsblf,	Yes	301	
<input type="checkbox"/> Wish	Alters reality	Univ	V,XP	1 a	Special	Special	Special	Fort part	Special	Yes	302