

Wizard and Sorcerer Spells

3.0

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

SCHOOL	ABJUR	CONJ	DIV	ENCH	EVOC	ILLUS	NECRO	TRANS
PROHIBITED	ABJUR	CONJ	DIV	ENCH	EVOC	ILLUS	NECRO	TRANS
RANGES	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	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Arcane Mark	Inscribes a personal rune	Univ	V,S	1 a	Touch	Rune or mark	Permanent	-	-	176
<input type="checkbox"/> Dancing Lights	Figment torches or other lights	Illus	V,S	1 a	Medium	10-ft radius	1 min	Will disblf	-	190
<input type="checkbox"/> Daze	Humanoid loses next action	Ench	V,S,M	1 a	Close	1 humanoid to 4 HD	1 rnd	Will neqs	Yes	191
<input type="checkbox"/> Detect Magic	Detects spells and magic items	Univ	V,S	1 a	60-ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
<input type="checkbox"/> Detect Poison	Detects poison in creature/item	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	193
<input type="checkbox"/> Disrupt Undead	Deals 1d6 damage to one undead	Necro	V,S	1 a	Close	Ray	Instantaneous	-	Yes	197
<input type="checkbox"/> Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort neqs	Yes	206
<input type="checkbox"/> Ghost Sound	Figment sounds	Illus	V,S,M	1 a	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-	209
<input type="checkbox"/> Light	Item shines like a torch 20-ft glow	Evoc	V,M	1 a	Touch	One item	10 min/lvl (D)	-	-	222
<input type="checkbox"/> Mage Hand	Telekinesis of 5-lb item	Trans	V,S	1 a	Close	Nonmagical item	Concentrate	-	-	223
<input type="checkbox"/> Mending	Makes minor repairs on an item	Trans	V,S	1 a	10-ft	Item up to 1 lbs	Instantaneous	Will neqs	Yes	227
<input type="checkbox"/> Open/Close	Opens/closes small or light things	Trans	V,S,F	1 a	Close	Item not locked	Instantaneous	Will neqs	Yes	233
<input type="checkbox"/> Prestidigitation	Performs minor tricks	Univ	V,S	1 a	10-ft	Lift 1 lbs etc. tricks	1 hr	-	-	238
<input type="checkbox"/> Ray of Frost	1d3 cold damage	Conj	V,S	1 a	Close	Ray	Instantaneous	-	Yes	243
<input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	243
<input type="checkbox"/> Resistance	Target gains +1 on saves	Abjur	V,S,M	1 a	Touch	One creature	1 min	Will neqs	Yes	245

LEVEL 1

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Alarm	Wards an area	Abjur	V,S,F	1 a	Close	25-ft radius	2 hr/lvl (D)	-	-	172
<input type="checkbox"/> Animate Rope	Rope moves at your command	Trans	V,S	1 a	Medium	1 ropelike item	1 rnd/lvl	-	-	174
<input type="checkbox"/> Burning Hands	1d4 fire dmg/lvl (5d4)	Trans	V,S	1 a	10-ft	Semicirc 10-ft long	Instantaneous	Ref half	Yes	181
<input type="checkbox"/> Cause Fear	One creature flees for 1d4 rnds	Necro	V,S	1 a	Close	-2 to att/dmg/saves	1d4 rnds	Will neqs	Yes	182
<input type="checkbox"/> Change Self	Changes your appearance	Illus	V,S	1 a	Self	You, 1 ft size change	10 min/lvl (D)	-	-	183
<input type="checkbox"/> Charm Person	Makes one person your friend	Ench	V,S	1 a	Close	1 person	1 hr/lvl	Will neqs	Yes	183
<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	184
<input type="checkbox"/> Color Spray	Knocks unconscious etc. 1d6 creats	Illus	V,S,M	1 a	Close	Cone	Instantaneous	Will neqs	Yes	185
<input type="checkbox"/> Comprehend Languages	Understands all languages	Div	V,S,M	1 a	Self	250 words/min	10 min/lvl	-	-	186
<input type="checkbox"/> Detect Secret Doors	Reveals hidden doors within 60-ft	Div	V,S	1 a	60-ft	Quarter circle	Conc, 1min/lvl (D)	-	-	193
<input type="checkbox"/> Detect Undead	Reveals undead within 60-ft	Div	V,S,M	1 a	60-ft	Quarter circle	Conc, 1min/lvl (D)	-	-	194
<input type="checkbox"/> Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	One creature	24 hours	-	Yes	199
<input type="checkbox"/> Enlarge	Item or creature grows +10%/lvl	Trans	V,S,M	1 a	Close	One creature or item	1 min/lvl	Fort neqs	Yes	200
<input type="checkbox"/> Erase	Mundane or magical writing vanish	Trans	V,S	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	200
<input type="checkbox"/> Expeditious Retreat	Doubles your speed	Trans	V,S	1 a	Self	You, speed/jump x2	1 min/lvl (D)	-	-	202
<input type="checkbox"/> Feather Fall	Items or creatures fall slowly	Trans	V	Freeact	Close	10-ft rad, 300 lb/lvl	Land or 1 rnd/lvl	Will neqs	Yes	203
<input type="checkbox"/> Grease	Makes 10-ft square or obj slippery	Conj	V,S,M	1 a	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-	210
<input type="checkbox"/> Hold Portal	Holds door shut	Abjur	V	1 a	Medium	20 sq ft/lvl	1 min/lvl	-	-	214
<input type="checkbox"/> Hypnotism	Fascinates 2d4 HD of creats	Ench	V,S	1 a	Close	Max 30-ft apart	2d4 rnds (D)	Will neqs	Yes	215
<input type="checkbox"/> Identify	Determines feature of magic item	Div	V,S,M	8 hr	Touch	One item/lvl	Instantaneous	-	-	216
<input type="checkbox"/> Jump	Target gains +30 on jump checks	Trans	V,S,M	1 a	Touch	One creature	1 min/lvl (D)	-	Yes	219
<input type="checkbox"/> Mage Armor	Give target +4 AC	Conj	V,S,F	1 a	Touch	One creature	1 hr/lvl (D)	Will neqs	Yes	223
<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	224
<input type="checkbox"/> Magic Weapon	Weapon gains +1 bonus	Trans	V,S,F	1 a	Touch	+1 att/dmg	1 min/lvl	Will neqs	Yes	225
<input type="checkbox"/> Message	Whispered conversation at distance	Trans	V,S,F	1 a	Medium	One creature/lvl	10 min/lvl	-	-	227
<input type="checkbox"/> Mount	Summons riding horse or pony	Conj	V,S,M	Round	Close	One mount	2 hr/lvl	-	-	231
<input type="checkbox"/> Nystul's Magic Aura	Grants false magic aura	Illus	V,S,F	1 a	Touch	Item, weight 5 lb/lvl	1 day/lvl	-	-	232
<input type="checkbox"/> Nystul's Undetectable Aura	Masks magic item's aura	Illus	V,S,F	1 a	Touch	Item, weight 5 lb/lvl	1 day/level	-	-	232
<input type="checkbox"/> Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	30-ft	30-ft radius, 20-ft up	1 min/lvl	-	-	233
<input type="checkbox"/> Protection from Chaos	+2 AC & saves vs chaotic creatures	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will neqs	-	240
<input type="checkbox"/> Protection from Evil	+2 AC & saves vs evil creatures	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will neqs	-	240
<input type="checkbox"/> Protection from Good	+2 AC & saves vs good creatures	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will neqs	-	240
<input type="checkbox"/> Protection from Law	+2 AC & saves vs lawful creatures	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will neqs	-	240
<input type="checkbox"/> Ray of Enfeeblement	Reduces Str by 1d6+1/2lvls (+5)	Necro	V,S	1 a	Close	Ray, max penalty -5	1 min/lvl	Fort neqs	Yes	242
<input type="checkbox"/> Reduce	Item or creature shrinks 10%/lvl	Trans	V,S,M	1 a	Close	10 cu.ft / lvl	1 min/lvl	Fort neqs	Yes	243
<input type="checkbox"/> Shield	Disc covers, blocks magic missiles	Abjur	V,S	1 a	Self	¾ cover	1 min/lvl (D)	-	-	251
<input type="checkbox"/> Shocking Grasp	Touch delivers 1d8+1/lvl electricity	Trans	V,S	1 a	Touch	+3 att if wears metal	Until discharged	-	Yes	251
<input type="checkbox"/> Silent Image	Creates minor illusion of item	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Concentrate	Will disblf	-	252
<input type="checkbox"/> Sleep	Put 2d4 HD of creats into slumber	Ench	V,S,M	1 a	Medium	Living in 15-ft radius	1 min/lvl	Will neqs	Yes	252
<input type="checkbox"/> Spider Climb	Grants ability to walk on walls	Trans	V,S,M	1 a	Touch	At half its speed	10 min/lvl	Will neqs	Yes	255
<input type="checkbox"/> Summon Monster I	Calls outsider to fight for you	Conj	V,S,F	Round	Close	Summoned creature	1 rnd/lvl (D)	-	-	258
<input type="checkbox"/> Tenser's Floating Disk	3-ft. diam disk, holds 100 lb/lvl	Evoc	V,S,M	1 a	Close	3-ft diam, inch deep	1 hr/lvl	-	-	265
<input type="checkbox"/> True Strike	Adds +20 to your next attack	Div	V,F	1 a	Self	Caster, +20 to att	1 rnd	-	-	267
<input type="checkbox"/> Unseen Servant	Str 2, 15-ft move	Conj	V,S,M	1 a	Close	Invisible servant	1 hr/lvl	-	-	268
<input type="checkbox"/> Ventriloquism	Throw voice	Illus	V,F	1 a	Close	Usually speech	1 min/lvl (D)	Will disblf	-	269

LEVEL 2

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Alter Self	Changes appearance	Trans	V,S	1 a	Self	Caster, +10 disguise	10 min/lvl (D)	-	-	172
<input type="checkbox"/> Arcane Lock	Magically locks a portal or chest	Abjur	V,S,M	1 a	Touch	Size 30 sq ft/lvl	Permanent	-	-	176
<input type="checkbox"/> Blindness / Deafness	Makes target blind or deaf	Trans	V	1 a	Medium	One living creature	Permanent (D)	Fort neqs	Yes	180
<input type="checkbox"/> Blur	Attacks miss target 20% of time	Illus	V	1 a	Touch	1/2 concealment	1 min/lvl	Will neqs	Yes	181
<input type="checkbox"/> Bull's Strength	Target gains 1d4+1 Str	Trans	V,S,M	1 a	Touch	One creature	1 hr/lvl	Will neqs	Yes	181
<input type="checkbox"/> Cat's Grace	Target Gains 1d4+1 Dex	Trans	V,S,M	1 a	Touch	One creature	1 hr/lvl	-	Yes	182
<input type="checkbox"/> Continual Flame	Permanent heatless torch	Evoc	V,S,M	1 a	Touch	Illusory flame	Permanent	-	-	188
<input type="checkbox"/> Darkness	Supernatural darkness	Evoc	V,M	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	190
<input type="checkbox"/> Darkvision	See 60-ft in total darkness	Trans	V,S,M	1 a	Touch	See 60-ft in dark	1 hr/lvl	-	Yes	190
<input type="checkbox"/> Daylight	60-ft radius of bright light	Evoc	V,S	1 a	Touch	Item 60-ft radius	10 min/lvl	-	-	191
<input type="checkbox"/> Detect Thoughts	Detect surface thoughts	Div	V,S,F	1 a	60-ft	Quarter circle	Conc, 1 min/lvl (D)	Will neqs	-	194
<input type="checkbox"/> Endurance	Gain 1d4+1 Con!	Trans	V,S	1 a	Touch	One creature	1 hr/lvl	-	Yes	199
<input type="checkbox"/> Flaming Sphere	Burning globe, 2d6 dmg, 30-ft mve	Evoc	V,S,M	1 a	Medium	3-ft sphere	1 rnd/lvl	Ref neqs	Yes	206
<input type="checkbox"/> Fog Cloud	Fog limits vision to 5-ft	Conj	V,S	1 a	Medium	30-ft radius	10 min/lvl	-	-	206
<input type="checkbox"/> Ghoul Touch	Paralyzes one target	Necro	V,S,M	1 a	Touch	Stench 10-ft rad	1d6+2 rnds	Fort neqs	Yes	209
<input type="checkbox"/> Glitterdust	Blinds creatures, outlines invisible	Conj	V,S,M	1 a	Medium	Creatures in 10-ft	1 rnd/lvl	Will neqs	Yes	209
<input type="checkbox"/> Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creats	Illus	S,M	1 a	Medium	15-ft radius	Conc +2 rnds	Will neqs	Yes	215
<input type="checkbox"/> Invisibility	Invisible until attacks	Illus	V,S,M	1 a	Prsl,touch	One creature or item	10 min/lvl (D)	Will neqs	Yes	218
<input type="checkbox"/> Knock	Open locked or magic sealed doors	Trans	V	1 a	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-	219
<input type="checkbox"/> Leomund's Trap	Makes items seem trapped	Illus	V,S,M	1 a	Touch	Item	Permanent	-	-	221
<input type="checkbox"/> Levitate	Target moves up/down	Trans	V,S,F	1 a	Prsl,close	100 lb/lvl, move 20-ft	10 min/lvl (D)	-	-	222
<input type="checkbox"/> Locate Object	Sense direction of item	Div	V,S,F	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	223
<input type="checkbox"/> Magic Mouth	Speaks once when triquered	Illus	V,S,M	1 a	Close	One creature or item	Perm until dischrqd	Will neqs	Yes	224
<input type="checkbox"/> Melf's Acid Arrow	2d4 dmg for 1 rnd+1 rnd/3 lvls	Conj	V,S,M	1 a	Long	2d4 dma, max 7 rnd	1 rnd + 1 rnd/3 lvls	-	Yes	227
<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 disblf	-	228
<input type="checkbox"/> Mirror Image	1d4 + 1/3 lvls caster images (8)	Illus	V,S	1 a	Self	Caster	1 min/lvl	-	-	229
<input type="checkbox"/> Misdirection	Misdirect information of divinations	Illus	V,S	1 a	Close	Size 10-ft cube	1 hr/lvl	Will neqs	-	230
<input type="checkbox"/> Obscure Object	Masks item to scrying & divination	Abjur	V,S,M	1 a	Touch	Item to 100 lb/lvl	8 hours	Will neqs	Yes	232
<input type="checkbox"/> Protection from Arrows	Ranged damage reduction 10/+1	Abjur	V,S,F	1 a	Touch	One creature	10 min/lvl	Will neqs	Yes	240
<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	Spec	241
<input type="checkbox"/> Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S	1 a	Touch	One creature	1 hr/lvl	-	Yes	246
<input type="checkbox"/> Rope Trick	Up to 8 creats in extradim space	Trans	V,S,M	1 a	Touch	Climb DC 5	1 hr/lvl (D)	-	-	246
<input type="checkbox"/> Scare	Panics creatures up to 5 HD	Necro	V,S,M	1 a	Medium	All creatures 15-ft rad	1 rnd/lvl	Will neqs	Yes	247
<input type="checkbox"/> See Invisibility	See invisible creatures or items	Div	V,S,M	1 a	Medium	Cone	10 min/lvl (D)	-	-	248
<input type="checkbox"/> Shatter	Sonic vibration damages items	Evoc	V,S,M	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
<input type="checkbox"/> Spectral Hand	Disembodied glowing hand to att	Necro	V,S	1 a	Medium	Lose 1d4 HP. +2 att	1 min/lvl (D)	-	-	254
<input type="checkbox"/> Summon Monster II	Calls outsiders to fight for you	Conj	V,S,F	Round	Close	2:1 1:1d3	1 rnd/lvl (D)	-	-	258
<input type="checkbox"/> Summon Swarm	Swarm of crawling or flying creats	Conj	V,S,M	Round	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-	261
<input type="checkbox"/> Tasha's Hideous Laughter	Target loses actions for 1d3 rnds	Ench	V,S,M	1 a	Close	One creature	1d3 rounds	Will neqs	Yes	263
<input type="checkbox"/> Web	Sticky webs trap creatures	Conj	V,S,M	1 a	Medium	20-ft radius	10 min/lvl	Ref neqs	Yes	271
<input type="checkbox"/> Whispering Wind	Sends spoken message	Trans	V,S	1 a	1 mile/lvl	10-ft radius	1 hr/lvl or till used	-	-	272

LEVEL 3

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Blink	Randomly vanish and reappear	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	180
<input type="checkbox"/> Clairaudience /	Hear or see at a distance, 1 min/lvl	Div	V,S,F	1 a	Special	Magical sensor	1 min/lvl (D)	-	-	184
<input type="checkbox"/> Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
<input type="checkbox"/> Displacement	Attacks miss target 50% of time	Illus	V,M	1 a	Touch	One creature	1 rnd/lvl	Will neqs	Yes	197
<input type="checkbox"/> Explosive Runes	Deals 6d6 damage when read	Abjur	V,M	1 a	Touch	Max 10lb item	Until dischrqd (D)	Special	Yes	202
<input type="checkbox"/> Fireball	Burst of flame 1d6 dmg/lvl (10d6)	Evoc	V,S,M	1 a	Long	20-ft radius	Instantaneous	Ref half	Yes	203
<input type="checkbox"/> Flame Arrow	Projectiles or bolts (4d6 dmg)	Conj	V,S,M	1 a	Medium	Proj/lvl or bolt/4 lvls	1 rnd / inst	-, Ref half	Yes	205
<input type="checkbox"/> Fly	Target flies at 90-ft/round	Trans	V,S,F	1 a	Touch	One creature	10 min/lvl	-	Yes	206
<input type="checkbox"/> Gaseous Form	Target insubstantial, can fly slowly	Trans	S,M	1 a	Touch	Reduce 20/+1, fly 10	2 min/lvl (D)	-	-	207
<input type="checkbox"/> Gentle Repose	Preserves one corpse	Necro	V,S,M	1 a	Touch	One dead creature	1 day/lvl	Will neqs	Yes	208
<input type="checkbox"/> Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,M	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will neqs	Yes	210
<input type="checkbox"/> Gust Of Wind	Blows away or knocks down creats	Evoc	V,S,F	1 a	Medium	10-ft wide, 10-ft high	1 rnd	Fort neqs	Yes	212
<input type="checkbox"/> Halt Undead	Immobilizes undead for 1 rnd/lvl	Necro	V,S,M	1 a	Medium	1-3 undead	1 rnd/lvl	Special	Yes	212
<input type="checkbox"/> Haste	Extra partial action, +4 AC	Trans	V,S,M	1 a	Close	One creature	1 rnd/lvl	Fort neqs	Yes	212
<input type="checkbox"/> Hold Person	Target becomes paralyzed	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 rnd/lvl (D)	Will neqs	Yes	214
<input type="checkbox"/> Illusory Script	Only designated can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level	Will neqs	Yes	216
<input type="checkbox"/> Invisibility Sphere	Invisibility to all in 10-ft	Illus	V,S,M	1 a	Prsl,touch	10-ft radius	10 min/lvl (D)	Will neqs	Yes	218
<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 neqs	Yes	219
<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)	-	-	220
<input type="checkbox"/> Lightning Bolt	Electricity deals 1d6 dmg/lvl	Evoc	V,S,M	1 a	Medium	5-ft or 10-ft wide	Instantaneous	Ref half	Yes	222
<input type="checkbox"/> Magic Circle against Chaos	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will neqs	-	223
<input type="checkbox"/> Magic Circle against Evil	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,DF	1 a	Touch	10-ft radius	10 min/lvl	Will neqs	-	223
<input type="checkbox"/> Magic Circle against Good	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will neqs	-	223
<input type="checkbox"/> Magic Circle against Law	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will neqs	-	223
<input type="checkbox"/> Major Image	Illusion plus sound, smell, thermal	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Conc + 3 rnds	Will disblf	-	225
<input type="checkbox"/> Nondetection	Masks target to scrying & divination	Abjur	V,S,M	1 a	Touch	One creature or item	1 hr/lvl	Will neqs	Yes	232
<input type="checkbox"/> Phantom Steed	Horselike creature, AC18, HP7+1/lvl	Conj	V,S	10 min	0-ft	One creature	1 hr/lvl	-	-	235
<input type="checkbox"/> Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	One creature	10 min/lvl	-	Yes	240
<input type="checkbox"/> Secret Page	Changes page to hide real content	Trans	V,S,M	10 min	Touch	Up to 3 sq ft in size	Permanent	-	-	248
<input type="checkbox"/> Sepia Snake Signil	Symbol that immobilizes reader	Conj	V,S,M	10 min	Touch	Book or written work	Perm or discharged	Ref neqs	-	249
<input type="checkbox"/> Shrink Item	Item shrinks to one-twelfth size	Trans	V,S	1 a	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will neqs	Yes	252
<input type="checkbox"/> Sleet Storm	Hampers vision and movement	Conj	V,S,M	1 a	Long	40-ft, 20-ft high	1 rnd/lvl	Ref part	-	253
<input type="checkbox"/> Slow	1/lvl only partial actions, -2 AC/att	Trans	V,S,M	1 a	Close	1 creat/lvl, 30-ft	1 rnd/lvl	Will neqs	Yes	253
<input type="checkbox"/> Stinking Cloud	Nauseating vapors, 1 rnd/lvl	Conj	V,S,M	1 a	Medium	30-ft rad, 20-ft high	1 rnd/lvl	Fort neqs	Yes	257
<input type="checkbox"/> Suggestion	Compels target to follow	Ench	V,M	1 a	Close	One living creature	1 hr/lvl	Will neqs	Yes	257
<input type="checkbox"/> Summon Monster III	Calls outsiders to fight for you	Conj	V,S,F	Round	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Tonques	Speak any language	Div	V,M	1 a	Touch	One creature	10 min/lvl	-	-	265
<input type="checkbox"/> Vampiric Touch	1d6/2 lvls (10), caster gains hps	Necro	V,S	1 a	Touch	One living creature	Inst / 1 hr	-	Yes	268
<input type="checkbox"/> Water Breathing	Targets can breath underwater	Trans	V,S,M	1 a	Touch	Living creatures	2 hr/lvl	Will neqs	Yes	271
<input type="checkbox"/> Wind Wall	Deflects arrows, small creats, qases	Evoc	V,S,M	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	273

LEVEL 4

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Arcane Eye	Floating eye, moves 30ft/rnd	Div	V,S,M	10 min	Unlimited	30-ft/rnd or 10-ft/rnd	1 min/lvl	-	-	175
<input type="checkbox"/> Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	One creature	Permanent	Will neqs	-	178
<input type="checkbox"/> Charm Monster	Monster believes you are allied	Ench	V,S	1 a	Close	One living creature	1 day/lvl	Will neqs	Yes	183
<input type="checkbox"/> Confusion	Targets become confused, 1 rnd/lvl	Ench	V,S,M	1 a	Medium	Creatures in 15-ft	1 rnd/lvl	Will neqs	Yes	186
<input type="checkbox"/> Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort neqs	Yes	187
<input type="checkbox"/> Detect Scrying	Alerts of magical eavesdropping	Div	V,S,M	1 a	120-ft	120-ft radius	24 hours	-	-	193
<input type="checkbox"/> Dimension Door	Teleports you and up to 500 lb	Trans	V	1 a	Long	50 lb/lvl	Instantaneous	Special	Spec	195
<input type="checkbox"/> Dimensional Anchor	Stops extradimensional movement	Abjur	V,S	1 a	Medium	Rav	1 min/lvl	-	Yes	195
<input type="checkbox"/> Emotion	Arouses strong emotion in target	Ench	V,S	1 a	Medium	All creats 15-ft rad	Concentrate	Will neqs	Yes	199
<input type="checkbox"/> Enervation	Target gains 1d4 negative levels	Necro	V,S	1 a	Medium	Negative energy ray	Instantaneous	-	Yes	199
<input type="checkbox"/> Evard's Black Tentacles	1d4+1/lvl tentacles, AC 16, 1 HP/lvl	Conj	V,S,M	1 a	Medium	Str 19, att +1/lvl	1 hr/lvl	-	-	201
<input type="checkbox"/> Fear	Targets panic for 1 rnd/lvl	Necro	V,S,M	1 a	Close	Cone, -2 morale	1 rnd/lvl	Will neqs	Yes	203
<input type="checkbox"/> Fire Shield	Creatures attacking take 1d6+1/lvl	Evoc	V,S,M	1 a	Self	Caster	1 rnd/lvl (D)	-	-	205
<input type="checkbox"/> Fire Trap	Opened item deals 1d4+1/lvl	Abjur	V,S,M	10 min	Touch	Item	Perm until dischr	Refl half	Yes	205
<input type="checkbox"/> Hallucinatory Terrain	Makes terrain appear like another	Illus	V,S,M	10 min	Long	One 30-ft cube/lvl	2 hr/lvl	Will disblf	-	212
<input type="checkbox"/> Ice Storm	Hail deals 5d6 dmg in cylinder 40-ft	Evoc	V,S,M	1 a	Long	20-ft rad, 3d6+2d6	Instantaneous	-	Yes	216
<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 disblf	-	216
<input type="checkbox"/> Improved Invisibility	Target can attack & stay invisible	Illus	V,S	1 a	Prsl,touch	One creature	1 min/lvl (D)	Will neqs	--	217
<input type="checkbox"/> Leomund's Secure Shelter	Creates a sturdy cottage	Conj	V,S,M	10 min	Close	20-ft sq structure	2 hr/lvl (D)	-	-	220
<input type="checkbox"/> Lesser Geas	Commands target 7 HD or less	Ench	V	1 a	Close	Create up to 7 HD	1 dav/lvl / dischr	Will neqs	Yes	221
<input type="checkbox"/> Locate Creature	Sense direction of familiar creature	Div	V,S,M	1 a	Long	Circle 400-ft + 40/lvl	10 min/lvl	-	-	223
<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	-	-	228
<input type="checkbox"/> Minor Globe of	Stops 1-3 level spell effects	Abjur	V,S,M	1 a	10-ft	10-ft radius sphere	1 rnd/lvl	-	-	228
<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	Ref neqs	Yes	233
<input type="checkbox"/> Phantasmal Killer	Illusion kills target or 3d6 dmg	Illus	V,S	1 a	Medium	One living creature	Instantaneous	Will disblf	Yes	235
<input type="checkbox"/> Polymorph Other	Transform target into new form	Trans	V,S,M	1 a	Medium	One creature	Permanent	Fort neqs	Yes	236
<input type="checkbox"/> Polymorph Self	You assume a new form	Trans	V	1 a	Self	Caster	1 hr/lvl (D)	-	-	237
<input type="checkbox"/> Rainbow Pattern	Prevent 24 HD creats attacking	Illus	S,M,F	1 a	Medium	15-ft radius sphere	Conc +1 rnd/lvl (D)	Will neqs	Yes	241
<input type="checkbox"/> Rary's Mnemonic Enhancer	Store 1-3 1-3 lvl spell or retain cast	Trans	V,S,M,F	10 min	Self	Caster	Instantaneous	-	-	242
<input type="checkbox"/> Remove Curse	Frees item or person from curse	Abjur	V,S	1 a	Touch	One creature or item	Instantaneous	Will neqs	Yes	244
<input type="checkbox"/> Scrying	Spies on target from a distance	Div	V,S,M,F	1 hr	Special	Magical sensor	1 min/lvl	-	-	247
<input type="checkbox"/> Shadow Conjuration	Mimics conjuring up to 3rd level	Illus	V,S	1 a	Special	Special	Special	Special	-	249
<input type="checkbox"/> Shout	Deafens all within cone, 2d6 dmg	Evoc	V	1 a	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes	252
<input type="checkbox"/> Solid Fog	Blocks vision and slows movement	Conj	V,S,M	1 a	Medium	Fog 30-ft rad, 20 high	1 min/lvl	-	-	253
<input type="checkbox"/> Stoneskin	Gives damage reduction 10/+5	Abjur	V,S,M	1 a	Touch	Takes 10/lvl,max 150	10 min/lvl	Will neqs	Yes	257
<input type="checkbox"/> Summon Monster IV	Calls outsiders to fight for you	Conj	V,S,F	Round	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Wall of Fire	2d4 dmg out to 10-ft, 1d4 to 20-ft	Evoc	V,S,M	1 a	Medium	20-ft/lvl or 5-ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes	269
<input type="checkbox"/> Wall of Ice	Ice wall with 3 hp/level	Evoc	V,S,M	1 a	Medium	10-ft sq/lvl or 3+1/lvl	1 min/lvl	Special	Yes	270

LEVEL 5

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Animal Growth	Animal/2 lvls doubles in size, HD	Trans	V,S	1 a	Medium	1 animal/2 lvls	1 min/lvl	-	Yes	173
<input type="checkbox"/> Animate Dead	Creates skeletons and zombies	Necro	V,S,M	1 a	Touch	HD/lvl	Instantaneous	-	-	174
<input type="checkbox"/> Bigby's Interposing Hand	90% cover against one opponent	Evoc	V,S,F	1 a	Medium	AC 20, HP as caster	1 rnd/lvl	-	Yes	178
<input type="checkbox"/> Cloudkill	Kills 1-3 HD, 4-6 HD Fort save / die	Conj	V,S	1 a	Medium	30-ft wide,dmg 1d10	1 min/lvl	Special	Yes	185
<input type="checkbox"/> Cone of Cold	1d6 cold damage/lvl (15d6)	Evoc	V,S,M	1 a	Close	Cone, dmg 1d6/lvl	Instantaneous	Ref half	Yes	186
<input type="checkbox"/> Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Self	Caster	Concentrate	-	-	187
<input type="checkbox"/> Dismissal	Force creature back to native plane	Abjur	V,S,F	1 a	Close	Extraplanar creature	Instantaneous	Will neqs	Yes	196
<input type="checkbox"/> Dominate Person	Controls humanoid telepathically	Ench	V,S	1 a	Medium	Medium or smaller	1 day/lvl	Will neqs	Yes	197
<input type="checkbox"/> Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	One living creature	Special	-	Yes	198
<input type="checkbox"/> Fabricate	Transform raw material into items	Trans	V,S,M	Special	Close	Up to 10 cu ft/lvl	Instantaneous	-	-	202
<input type="checkbox"/> False Vision	Fools scrying with an illusion	Illus	V,S,M	1 a	Close	25-ft + 5-ft/2 lvls	1 min/lvl	-	-	202
<input type="checkbox"/> Feeblemind	Target's Int drops to 1	Ench	V,S,M	1 a	Medium	One creat's Int to 1	Instantaneous	Will, spec	Yes	203
<input type="checkbox"/> Greater Shadow	Mimics conjuring, up to 4th level	Illus	V,S	1 a	Special	Special	Special	Special	-	211
<input type="checkbox"/> Hold Monster	Target becomes paralyzed	Ench	V,S,M	1 a	Medium	One living creature	1 rnd/lvl (D)	Will neqs	Yes	214
<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 / dischr	-	-	220
<input type="checkbox"/> Lesser Planar Binding	Traps outsider for task (8 HD)	Conj	V,S	10 min	Close	One creature	Instantaneous	Will neqs	Yes	221
<input type="checkbox"/> Magic Jar	Enables possession of creature	Necro	V,S,F	1 a	Medium	One creature	1 hr/lvl	Will neqs	Yes	224
<input type="checkbox"/> Major Creation	Create stone or metal item	Conj	V,S,M	10 min	Close	Stone, crystal etc.	Special	-	-	225
<input type="checkbox"/> Mind Fog	Fog target's mind, -10 Wis/Will sve	Ench	V,S	1 a	Medium	20-ft cube	30 min + 2d6 rnds	Will neqs	Yes	228
<input type="checkbox"/> Mirage Arcana	Make terrain appear like another	Illus	V,S	1 a	Long	20-ft cube/lvl	Conc + 1 hr/lvl (D)	Will disblf	-	229
<input type="checkbox"/> Mordenkainen's Faithful	Guards 30-ft bark, 5-ft att, +10 Att,	Conj	V,S,M	1 a	Close	Phantom watchdog	1 hr/lvl or 1 rnd/lvl	-	-	230
<input type="checkbox"/> Nightmare	Restless sleep dealing 1d10 dmg	Illus	V,S	10 min	Unlimited	One living creature	Instantaneous	Will neqs	Yes	232
<input type="checkbox"/> Passwall	Passage in wooden or stone wall	Trans	V,S,M	1 a	Close	5 x 8 ft, 1 ft/lvl deep	1 hr/lvl (D)	-	-	234
<input type="checkbox"/> Permanency	Makes certain spells permanent	Univ	V,S,XP	2 rnd	Special	Special	Special	-	-	234
<input type="checkbox"/> Persistent Image	Create repeating illusionary scene	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	1 min/lvl (D)	Will disblf	-	235
<input type="checkbox"/> Prying Eyes	Sensors see 120-ft all around	Div	V,S,M	1 min	1 mile	1d4 eyes + 1/lvl	1 hr/lvl	-	-	240
<input type="checkbox"/> Rary's Telepathic Bond	Link lets allies communicate	Div	V,S,M	1 a	Close	1 creat/3 lvls	10 min/lvl	-	-	242
<input type="checkbox"/> Seeming	Change appearance, person/2 lvls	Illus	V,S	1 a	Close	1 person/2 lvls	12 hr	Special	Spec	248
<input type="checkbox"/> Sending	Delivers short message anywhere	Evoc	V,S,M	10 min	Special	One creature	1 round	-	-	248
<input type="checkbox"/> Shadow Evocation	Mimics evocation up to 4th level	Illus	V,S	1 a	Special	Special	Special	Will disblf	Yes	250
<input type="checkbox"/> Stone Shape	Sculpts stone into any form	Trans	V,S,M	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	257
<input type="checkbox"/> Summon Monster V	Calls outsider to fight for you	Conj	V,S,F	Round	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Telekinesis	Lifts or moves 25 lb/lvl, long range	Trans	V,S	1 a	Long	Special	Conc (spec) or Inst	Will neqs	Yes	264
<input type="checkbox"/> Teleport	Instantly transports you anywhere	Trans	V	1 a	Prsl,touch	Weight up to 50 lb/lvl	Instantaneous	Special	Spec	264
<input type="checkbox"/> Transmute Mud to Rock	Transforms two 10-ft cubes/level	Trans	V,S,M	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266
<input type="checkbox"/> Transmute Rock to Mud	Transforms two 10-ft cubes/level	Trans	V,S,M	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266
<input type="checkbox"/> Wall of Force	Immovable wall immune to all dmg	Evoc	V,S,M	1 a	Close	10-ftsq/lv / 1-ft rad/lv	1 min/lvl (D)	-	-	269
<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	-	270
<input type="checkbox"/> Wall of Stone	Stone wall with 20 hp/4 levels	Conj	V,S,DF	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	270

LEVEL 6

Spell	Description	School	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	1 a	Medium	30-ft radius, 20-ft up	1 rnd/lvl	-	Yes	172
<input type="checkbox"/> Analyze Dweomer	Reveals magical aspects of target	Div	V,S,F	8 hr	Close	One creature or item	1 rnd/lvl (D)	Special	-	172
<input type="checkbox"/> Antimagical Field	Negates magic within 10-ft	Abjur	V,S,M	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Spec	175
<input type="checkbox"/> Bioby's Forceful Hand	Hand pushes creatures away	Evoc	V,S,F	1 a	Medium	Bull rush, Str chk +14	1 rnd/lvl (D)	-	Yes	178
<input type="checkbox"/> Chain Lightning	1d6 damage/level, secondary bolts	Evoc	V,S,F	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Yes	182
<input type="checkbox"/> Circle of Death	Kills 1d4 HD/level	Necro	V,S,M	1 a	Medium	50-ft radius burst	Instantaneous	Fort neqs	Yes	184
<input type="checkbox"/> Contingency	Sets trigger condition for spell	Evoc	V,S,M,F	10+min	Self	Caster	1 day/lvl / dischrqd	-	-	187
<input type="checkbox"/> Control Water	Raises, lowers or parts water	Trans	V,S,M	1 a	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	-	-	188
<input type="checkbox"/> Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile radius	4d12 hours	-	-	188
<input type="checkbox"/> Disintegrate	Disintegrates creat/obj or 5d6 dmq	Trans	V,S,M	1 a	Medium	Ray, 10-ft cube	Instantaneous	Fort part	Yes	195
<input type="checkbox"/> Eyebite	Charm, fear, sicken or sleep target	Trans	V,S	1 a	Close	Caster	1 rnd/3 lvls	Special	Yes	202
<input type="checkbox"/> Flesh to Stone	Turns target into stone	Trans	V,S,M	1 a	Medium	One creature	Instantaneous	Fort neqs	Yes	206
<input type="checkbox"/> Geas / Quest	Command any creature	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrqd	-	Yes	208
<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	-	-	209
<input type="checkbox"/> Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
<input type="checkbox"/> Greater Shadow Evocation	Mimics evocation up to 5th level	Illus	V,S	1 a	Special	Special	Special	Will disblf	Yes	211
<input type="checkbox"/> Guards and Wards	Magical effects protects area	Abjur	V,S,M,F	30 min	Special	Up to 200 sq ft/lvl	2 hr/lvl	-	Spec	211
<input type="checkbox"/> Legend Lore	Learn tales about person or place	Div	V,S,M,F	Special	Self	Caster	Special	-	-	219
<input type="checkbox"/> Mass Haste	Extra partial action, affects 1/lvl	Trans	V,S,M	1 a	Close	Creat/lvl, 30-ft apart	1 rnd/lvl	Fort neqs	Yes	226
<input type="checkbox"/> Mass Suggestion	Compels target/lvl to follow	Ench	V,M	1 a	Medium	Creat/lvl, 30-ft apart	1 hr/lvl	Will neqs	Yes	226
<input type="checkbox"/> Misdemeanor	Improved invisibility and illusion	Illus	S	1 a	Close	Self	1 rnd/lvl	Will disblf	-	230
<input type="checkbox"/> Mordenkainen's	Recalls 1-5th level spell	Trans	V,S	1 a	Self	Caster	Instantaneous	-	-	231
<input type="checkbox"/> Move Earth	Digs trenches and builds hills	Trans	V,S,M	Special	Long	750-ft sq, 10-ft deep	Instantaneous	-	-	231
<input type="checkbox"/> Otiluke's Freezing Sphere	10-ft radius, 6d6 damage	Evoc	V,S,F	1 a	Special	Special	Special	Special	Yes	233
<input type="checkbox"/> Permanent Image	Create static illusionary scene	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Permanent (D)	Will disblf	-	235
<input type="checkbox"/> Planar Binding	Traps outsider for task (16 HD)	Conj	V,S,M	10 min	Close	Creatures	Instantaneous	Will neqs	Yes	235
<input type="checkbox"/> Programmed Image	Event triggered illusionary scene	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Till used	Will disblf	-	239
<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 disblf	-	239
<input type="checkbox"/> Repulsion	Creatures can't approach you	Abjur	V,S,F	1 a	10-ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will neqs	Yes	245
<input type="checkbox"/> Shades	Mimics conjuring up to 5th level	Illus	V,S	1 a	Special	Special	Special	Special	-	249
<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 neqs	Yes	257
<input type="checkbox"/> Summon Monster VI	Calls outsider to fight for you	Conj	V,S,F	Round	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Tenser's Transformation	+1d6 HP/lvl, +4 AC, +2d4 Str & Dex	Trans	V,S,M	1 a	Self	+1 att/2 lvls, +5 Fort	1 rnd/lvl	-	-	265
<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 neqs	Yes	267
<input type="checkbox"/> Veil	Change appearance of creatures	Illus	V,S	1 a	Long	1+ creats, 30-ft apart	Conc +1 hr/lvl (D)	Will neqs	Yes	269

LEVEL 7

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Banishment	Banishes 2 HD/lvl creatures	Abjur	V,S,F	1 a	Close	Extraplanar creatures	Instantaneous	Will neqs	Yes	177
<input type="checkbox"/> Bioby's Grasping Hand	Provides cover, pushes, grapples	Evoc	V,S,F	1 a	Medium	Attack lvl+abi mod+9	1 rnd/lvl (D)	-	Yes	178
<input type="checkbox"/> Control Undead	Undead don't attack	Necro	V,S,M	1 a	Close	2 HD of undead/lvl	1 min/lvl	Will neqs	Yes	188
<input type="checkbox"/> Delayed Blast Fireball	1d6 fire damage/level, delay 5 rnds	Evoc	V,S,M	1 a	Long	20-ft radius	Up 5 rounds	Ref half	Yes	191
<input type="checkbox"/> Drawmij's Instant	Prepared items appears in hand	Conj	V,S,M	1 a	Special	Weight up to 10 lb	Perm until dischrqd	-	-	198
<input type="checkbox"/> Ethereal Jaunt	Become ethereal for 1 round/level	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	201
<input type="checkbox"/> Finger of Death	Kills one target or dmq 3d6+1/lvl	Necro	V,S	1 a	Close	One living creature	Instantaneous	Fort part	Yes	203
<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	-	-	207
<input type="checkbox"/> Greater Scrying	Spies on target from a distance	Div	V,S	1 a	Special	Magical sensor	1 hr/lvl	-	-	211
<input type="checkbox"/> Insanity	Target suffer continuous confusion	Ench	V,S	1 a	Medium	One living creature	Instantaneous	Will neqs	Yes	217
<input type="checkbox"/> Limited Wish	Alters reality – within spell limits	Univ	V,S,XP	1 a	Special	Special	Special	-	Yes	222
<input type="checkbox"/> Mass Invisibility	Invisibility, affects all in range	Illus	V,S,M	1 a	Long	180-ft apart	10 min/lvl (D)	-	-	226
<input type="checkbox"/> Mordenkainen's	Extradimensional dwelling	Conj	V,S,F	1 a	Close	3 10-ft cubes/lvl	2 hr/lvl	-	-	231
<input type="checkbox"/> Mordenkainen's Sword	Magical blade, 4d6+3 dmq, 19-20/x2	Evoc	V,S,F	1 a	Close	Att bonus lvl+abi+3	1 rnd/lvl (D)	-	Yes	231
<input type="checkbox"/> Phase Door	Passage in wooden or stone wall	Conj	V	1 a	Touch	5 x 8 ft, 1 ft deep	1 usage/2 lvls	-	-	235
<input type="checkbox"/> Plane Shift	Targets travel to another plane	Trans	V,S,F	1 a	Touch	1-8 willing creatures	Instantaneous	Will neqs	Yes	236
<input type="checkbox"/> Power Word, Stun	Stuns creature up to 150 hp	Conj	V	1 a	Close	1 creat up to 150 hp	4d4/2d4/1d4 rnds	-	Yes	237
<input type="checkbox"/> Prismatic Spray	Rays hit with random effects	Evoc	V,S	1 a	Close	Cone	Instantaneous	Special	Yes	238
<input type="checkbox"/> Reverse Gravity	Items and creatures fall upward	Trans	V,S,M	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	246
<input type="checkbox"/> Sequester	Target invisible to sight & scrying	Abjur	V,S,M	1 a	Touch	One creature or item	1 day/lvl (D)	Will neqs	Yes	249
<input type="checkbox"/> Shadow Walk	Step into shadow to travel rapidly	Illus	V,S	1 a	Touch	One creature/lvl	1 hr/lvl (D)	Will neqs	Yes	250
<input type="checkbox"/> Simulacrum	Partially real double of creature	Illus	V,S,M,XP	12 hr	Touch	One duplicate	Instantaneous	-	-	252
<input type="checkbox"/> Spell Turning	Reflect 1d4+6 spell levels back	Abjur	V,S,M	1 a	Self	1d4+6 levels affected	Expend. / 10min/lvl	-	-	255
<input type="checkbox"/> Statue	Target can become statue at will	Trans	V,S,M	1 a	Touch	Gains hardness 8	1 hr/lvl (D)	Will neqs	Yes	256
<input type="checkbox"/> Summon Monster VII	Calls outsider to fight for you	Conj	V,S,F	Round	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Teleport without Error	Teleport, no off-target arrival	Trans	V	1 a	Prsl,touch	50 lb/lvl	Instantaneous	-	-	265
<input type="checkbox"/> Vanish	Teleports item	Trans	V	1 a	Touch	50 lb/lvl, 3 cu ft/lvl	Instantaneous	Will neqs	Yes	269
<input type="checkbox"/> Vision	Learn tales about person or place	Div	V,S,M,XP	Special	Self	Caster	Special	-	-	269

LEVEL 8

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Antipathy	Item or location repels creatures	Ench	V,S,M	1 hr	Close	Location or item	2 hr/lvl	Will part	Yes	175
<input type="checkbox"/> Bigby's Clenched Fist	Large hand attacks, 1d8+12 & stun	Evoc	V,S,F	1 a	Medium	Att lvl+abi mod+10	1 rnd/lvl	- / Fort	Yes	178
<input type="checkbox"/> Binding	Techniques to imprison a creature	Ench	V,S,M	1 min	Close	One living creature	Special (D)	Will negs	Yes	179
<input type="checkbox"/> Clone	Clone awakens when original dies	Necro	V,S,M,F	10 min	Touch	One clone	Instantaneous	-	-	184
<input type="checkbox"/> Demand	Send a message with a suggestion	Ench	V,S,M	10 min	Special	One creature	1 round	Will part	Yes	191
<input type="checkbox"/> Discern Location	Exact location of creature of item	Div	V,S	10 min	Unlimited	One creature	Instantaneous	-	-	195
<input type="checkbox"/> Etherealness	Become ethereal with companions	Trans	V,S	1 a	Touch	You + 1 creat/3 lvls	1 min/lvl (D)	-	Yes	201
<input type="checkbox"/> Greater Planar Binding	Traps outsider for task, 24 HD	Conj	V,S,M	10 min	Close	Up to 24 HD	Instantaneous	Will negs	Yes	211
<input type="checkbox"/> Horrid Wilting	Deals 1d8 dmg/lvl (25d8)	Necro	V,S,M	1 a	Long	Max 60-ft apart	Instantaneous	Fort half	Yes	215
<input type="checkbox"/> Incendiary Cloud	Cloud deals 4d6 fire damage/round	Conj	V,S	1 a	Medium	30-ft wide, 20-ft high	1 rnd/lvl	Relf half	Yes	217
<input type="checkbox"/> Iron Body	Your body becomes living iron	Trans	V,S,M	1 a	Self	50/+3, Str+6,Dex-6	1 min/lvl (D)	-	-	218
<input type="checkbox"/> Mass Charm	Charm creatures, max 30-ft apart	Ench	V	1 a	Close	HD twice of level	1 day/lvl	Will negs	Yes	226
<input type="checkbox"/> Maze	Trap target extradimensional space	Conj	V,S	1 a	Close	One creature	Special	-	-	226
<input type="checkbox"/> Mind Blank	Resist mind effecting magic	Abjur	V,S	1 a	Close	One creature	1 day	Will negs	Yes	228
<input type="checkbox"/> Otiluke's Telekinetic	Movable sphere protects but traps	Evoc	V,S,M	1 a	Close	1 ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Yes	233
<input type="checkbox"/> Otto's Irresistible Dance	Forces target to dance	Ench	V	1 a	Touch	One living creature	1d4+1 rnds	-	Yes	234
<input type="checkbox"/> Polymorph Any Object	Changes target into anything else	Trans	V,S,M	1 a	Close	One creature or item	Special	Special	Spec	236
<input type="checkbox"/> Power Word, Blind	Blinds 200 hp worth of creatures	Conj	V	1 a	Close	Creatures in 15-ft	P/1d4+1 m/1d4 r	-	Yes	237
<input type="checkbox"/> Prismatic Wall	Wall's colors have array of effects	Abjur	V,S	1 a	Close	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Spec	238
<input type="checkbox"/> Protection from Spells	+8 resistance bonus to saves	Abjur	VSM,F	1 a	Touch	1 creat/4 lvls	10 min/lvl	Will negs	Yes	240
<input type="checkbox"/> Screen	Hides area from vision, scrying	Illus	V,S	10 min	Close	30-ft cube/lvl	1 day	Special	-	247
<input type="checkbox"/> Summon Monster VIII	Calls outsider to fight for you	Conj	V,S,F	Round	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Sunburst	Blinds all within 10-ft, 3d6 dmg	Evoc	V,S,M	1 a	Long	10-ft/lvl radius burst	Instantaneous	Ref half	Yes	261
<input type="checkbox"/> Symbol	Runes have array of effects	Univ	V,S,M	Special	Touch	One symbol	Special	Special	Yes	261
<input type="checkbox"/> Sympathy	Obj or loc attracts certain creatures	Ench	V,S,M	1 hr	Close	Location or item	2 hr/lvl	Will negs	Yes	263
<input type="checkbox"/> Trap the Soul	Imprisons target within gem	Conj	V,S,M	1 a	Close	One creature	Permanent	Special	Yes	266

LEVEL 9

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Astral Projection	Projects you & co into astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	176
<input type="checkbox"/> Bigby's Crushing Hand	Grapple, push, crush 2d6+12 dmg	Evoc	V,S,M,F	1 a	Medium	Att lvl+abi mod+11	1 rnd/lvl (D)	-	Yes	178
<input type="checkbox"/> Dominate Monster	Control creatures telepathically	Ench	V,S	1 a	Medium	One creature	1 day/lvl	Will negs	Yes	197
<input type="checkbox"/> Energy Drain	Target gains 2d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	-	Yes	199
<input type="checkbox"/> Foresight	6th sense warns of danger	Div	V,S,M	1 a	Prsl,touch	Special	10 min/lvl	-	-	207
<input type="checkbox"/> Freedom	Freed from movement restrictions	Abjur	V,S	1 a	Special	One creature	Instantaneous	-	Yes	207
<input type="checkbox"/> Gate	Connects two planes for travel	Conj	V,S	1 a	Medium	Special	Instantaneous	-	-	207
<input type="checkbox"/> Imprisonment	Entombs target beneath the earth	Abjur	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	217
<input type="checkbox"/> Meteor Swarm	Deals 24d6 fire dmg plus bursts	Evoc	V,S	1 a	Long	Dmg 6d6 / 3d6	Instantaneous	- / Ref half	Yes	228
<input type="checkbox"/> Mordenkainen's	Dispels magic, disenchants items	Abjur	V	1 a	Close	30-ft radius burst	Instantaneous	Will negs	-	230
<input type="checkbox"/> Power Word, Kill	Kills 1 target or many below 21 hp	Conj	V	1 a	Close	1 creat or 15-ft radius	Instantaneous	-	Yes	237
<input type="checkbox"/> Prismatic Sphere	Surrounds on all sides with effects	Abjur	V	1 a	10-ft	10-ft radius sphere	10 min/lvl	-	Yes	238
<input type="checkbox"/> Refuge	Transport item's possessor to you	Trans	V,S,M	1 a	Touch	Item	Perm until dischrqd	-	-	243
<input type="checkbox"/> Shapechange	Transform into any creat once/rnd	Trans	V,S,F	1 a	Self	Caster	10 min/lvl	-	-	250
<input type="checkbox"/> Soul Bind	Traps soul to prevent resurrection	Necro	V,S,F	1 a	Close	One dead creature	Permanent	Will negs	-	254
<input type="checkbox"/> Summon Monster IX	Calls outsider to fight for you	Conj	V,S,F	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Teleportation Circle	Circle teleports to designated spot	Trans	V,M	10 min	Touch	Circle 5-ft radius	10 min/lvl (D)	-	Yes	265
<input type="checkbox"/> Temporal Stasis	Target into suspended animation	Trans	V,S,M	1 a	Touch	One creature	Permanent	-	Yes	265
<input type="checkbox"/> Time Stop	You act freely for 1d4+1 rounds	Trans	V	1 a	Self	Caster	1d4+1 rounds	-	-	265
<input type="checkbox"/> Wail of the Banshee	Kills one living creature/level	Necro	V	1 a	Close	Living in 30-ft radius	Instantaneous	Fort negs	Yes	269
<input type="checkbox"/> Weird	Illusion kills else 3d6 dmg 1d4 Str	Illus	V,S	1 a	Medium	Creatures in 30-ft	Instantaneous	Will disblf	Yes	272
<input type="checkbox"/> Wish	Alters reality	Univ	V,XP	1 a	Special	Special	Special	Special	Yes	273