

SPELLS PER DAY							
BONUS SPELLS							
SPELLS KNOWN							
LEVEL	0	1	2	3	4	5	6
SPELL SAVE DC							

RANGES

<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p style="font-size: small;">CLOSE 25-ft + 5-ft / 2 LVLS</p>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p style="font-size: small;">MEDIUM 100-ft + 10-ft / LVL</p>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p style="font-size: small;">LONG 400-ft + 40-ft / LVL</p>
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LEVEL 0

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>	Dancing Lights	Figment torches or other lights	Evoc	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 negs	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"/>	Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	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 negs	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 negs	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"/>	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 negs	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"/>	Cause Fear	One creature flees for 1d4 rnds	Necro	V,S	1 a	Close	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes	182
<input type="checkbox"/>	Charm Person	Makes one person your friend	Ench	V,S	1 a	Close	1 person	1 hr/lvl	Will negs	Yes	183
<input type="checkbox"/>	Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<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"/>	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 negs	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"/>	Hypnotism	Fascinates 2d4 HD of creats	Ench	V,S	1 a	Close	Max 30-ft apart	2d4 rnds (D)	Will negs	Yes	215
<input type="checkbox"/>	Identify	Determines feature of magic item	Div	V,S,M	8 hr	Touch	1 item/lvl	Instantaneous	-	-	216
<input type="checkbox"/>	Mage Armor	Give target +4 AC	Conj	V,S,F	1 a	Touch	One creature	1 hr/lvl (D)	Will negs	Yes	223
<input type="checkbox"/>	Magic Weapon	Weapon gains +1 bonus	Trans	V,S,F	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	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"/>	Protection from Chaos	+2 AC & saves vs chaotic creatures	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	-	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 negs	-	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 negs	-	240
<input type="checkbox"/>	Protection from Law	+2 AC & saves vs lawful creats	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<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 negs	Yes	252
<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"/>	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"/>	Animal Trance	Fascinates 2d6 HD of animals	Ench	V,S	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Yes	173
<input type="checkbox"/>	Blindness / Deafness	Makes target blind or deaf	Trans	V	1 a	Medium	One living creature	Permanent (D)	Fort negs	Yes	180
<input type="checkbox"/>	Blur	Attacks miss target 20% of time	Illus	V	1 a	Touch	½ concealment	1 min/lvl	Will negs	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 negs	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"/>	Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/>	Darkness	Supernatural darkness	Evoc	V,M	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	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"/>	Delay Poison	Stops poison from harming target	Conj	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Fort negs	Yes	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 negs	-	194
<input type="checkbox"/>	Enthrall	Captivates all within medium range	Ench	V,S	Round	Medium	Creatures in range	Up to 1 hour	Will negs	Yes	200
<input type="checkbox"/>	Glitterdust	Blinds creatures, outlines invisible	Conj	V,S,M	1 a	Medium	Creatures in 10-ft	1 rnd/lvl	Will negs	Yes	209
<input type="checkbox"/>	Hold Person	Target becomes paralyzed	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes	214
<input type="checkbox"/>	Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creats	Illus	V,S,M	1 a	Medium	15-ft radius	Conc +2 rnds	Will negs	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 negs	Yes	218
<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 triggered	Illus	V,S,M	1 a	Close	One creature or item	Perm until dischrgd	Will negs	Yes	224
<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 lvs 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 negs	-	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 negs	Yes	232

<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"/>	Scare	Panics creatures up to 5 HD	Necro	V,S,M	1 a	Medium	All creatures 15-ft rad	1 rnd/lvl	Will negs	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"/>	Silence	Negates sound in 15-ft radius	Illus	V,S	1 a	Long	15-ft radius	1 min/lvl	Will negs	Yes	252
<input type="checkbox"/>	Sound Burst	1d8 sonic damage, may stun 1 rnd	Evoc	V,S,DF	1 a	Close	10-ft radius	Instantaneous	Will part	Yes	254
<input type="checkbox"/>	Suggestion	Compels target to follow	Ench	V,M	1 a	Close	One living creature	1 hr/lvl	Will negs	Yes	257
<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	1 creat	1d3 rounds	Will negs	Yes	263
<input type="checkbox"/>	Tongues	Speak any language	Div	V,M	1 a	Touch	One creature	10 min/lvl	-	-	265
<input type="checkbox"/>	Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S,	1 a	Close	One creature or item	24 hours	Will negs	Yes	267
<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"/>	Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	One creature	Permanent	Will negs	Yes	178
<input type="checkbox"/>	Blink	Randomly vanish and reappear	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	180
<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	183
<input type="checkbox"/>	Clairaudience / Clairvoyance	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"/>	Confusion	Targets become confused, 1 rnd/lvl	Ench	V,S,M	1 a	Medium	Creatures in 15-ft	1 rnd/lvl	Will negs	Yes	186
<input type="checkbox"/>	Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<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 negs	Yes	197
<input type="checkbox"/>	Emotion	Arouses strong emotion in target	Ench	V,S	1 a	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes	199
<input type="checkbox"/>	Fear	Targets panic for 1 rnd/lvl	Necro	V,S,M	1 a	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes	203
<input type="checkbox"/>	Gaseous Form	Target insubstantial, can fly slowly	Trans	S,M	1 a	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	-	-	207
<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 negs	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 negs	Yes	212
<input type="checkbox"/>	Haste	Extra partial action, +4 AC	Trans	V,S,M	1 a	Close	One creature	1 rnd/lvl	Fort negs	Yes	212
<input type="checkbox"/>	Illusory Script	Only designated can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level	Will negs	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 negs	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 negs	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"/>	Lesser Geas	Commands target 7 HD or less	Ench	V	1 a	Close	Creat up to 7 HD	1 day/lvl / dischrtd	Will negs	Yes	221
<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 negs	-	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 negs	-	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 negs	-	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 negs	-	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"/>	Phantom Steed	Horselike creature, AC18, HP7+1/lvl	Conj	V,S	10 min	0-ft	One creature	1 hr/lvl	-	-	235
<input type="checkbox"/>	Remove Curse	Frees item or person from curse	Abjur	V,S	1 a	Touch	One creature or item	Instantaneous	Will negs	Yes	244
<input type="checkbox"/>	Remove Disease	Cures all diseases affecting target	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	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"/>	Sculpt Sound	Creates new sounds or changes	Trans	V,S	1 a	Close	1 creat or obj/lvl	1 hr/lvl (D)	Will negs	Yes	248
<input type="checkbox"/>	Sepia Snake Sigil	Symbol that immobilizes reader	Conj	V,S,M	10 min	Touch	Book or written work	Perm or discharged	Ref negs	-	249
<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 negs	Yes	253
<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"/>	Wind Wall	Deflects arrows, small creats, gases	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"/>	Break Enchantment	Frees target from enchantments	Abjur	V,S	1 min	Close	1 creat/lvl, within 30ft	Instantaneous	Special	-	181
<input type="checkbox"/>	Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<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	Spec	Spec	195
<input type="checkbox"/>	Dismissal	Force creature back to native plane	Abjur	V,S,F	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	196
<input type="checkbox"/>	Dominate Person	Controls humanoids telepathically	Ench	V,S	1 a	Medium	Medium or smaller	1 day/lvl	Will negs	Yes	197
<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"/>	Hold Monster	Target becomes paralyzed	Ench	V,S,M	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	214
<input type="checkbox"/>	Improved Invisibility	Target can attack & stay invisible	Illus	V,S	1 a	Prsl,touch	One creature	1 min/lvl (D)	Will negs	--	217
<input type="checkbox"/>	Legend Lore	Learn tales about person, place etc.	Div	V,S,M,F	Special	Self	Caster	Special	-	-	219
<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"/>	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"/>	Modify Memory	Changes 5 minutes of memories	Ench	V,S	1 a	Close	One living creature	Permanent	Will negs	Yes	230
<input type="checkbox"/>	Neutralize Poison	Detoxifies venom in or on target	Conj	V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232
<input type="checkbox"/>	Rainbow Pattern	Prevent 24 HD creats attacking	Illus	(V),SMF	1 a	Medium	15-ft radius sphere	Conc +1 rnd/lvl (D)	Will negs	Yes	241
<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"/>	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

LEVEL 5

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Self	Caster	Concentrate	-	-	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"/> Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	One living creature	Special	-	Yes	198
<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"/> Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
<input type="checkbox"/> Healing Circle	Cures 1d8+1/lvl dmg in all dirs	Conj	V,S	1 a	20-ft	20-ft radius burst	Instantaneous	Fort half	Yes	213
<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 negs	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	No	229
<input type="checkbox"/> Misdread	Improved invisibility and illusion	Illus	S	1 a	Close	Self	1 rnd/lvl	Will disblf	-	230
<input type="checkbox"/> Nightmare	Restless sleep dealing 1d10 dmg	Illus	V,S	10 min	Unlimited	One living creature	Instantaneous	Will negs	Yes	232
<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"/> 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

LEVEL 6

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<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"/> Eyebite	Charm, fear, sicken or sleep target	Trans	V,S	1 a	Close	Caster	1 rnd/3 lvls	Special	Yes	202
<input type="checkbox"/> Geas / Quest	Command any creature	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrtd	-	Yes	208
<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"/> Mass Haste	Extra partial action, affects 1/lvl	Trans	V,S,M	1 a	Close	Creat/lvl, 30-ft apart	1 rnd/lvl	Fort negs	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 negs	Yes	226
<input type="checkbox"/> Permanent Image	Event triggered illusionary scene	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Till used	Will disblf	-	235
<input type="checkbox"/> Plane Shift	Targets travel to another plane	Trans	V,S,F	1 a	Touch	1-8 willing creatures	Instantaneous	Will negs	Yes	236
<input type="checkbox"/> Programmed Image	Triggered by event	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Perm / triggered	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 negs	Yes	245
<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"/> Veil	Change appearance of creatures	Illus	V,S	1 a	Long	1+ creats, 30-ft apart	Conc +1 hr/lvl (D)	Will negs	Yes	269