

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	Schl	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 (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"/> 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"/> Know Direction	You discern North	Div	V,S	1 a	Self	Caster	Instantaneous	-	-	246
<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"/> Lullaby	Become drowsy -5 listen and spot	Ench	V,S	1 a	Medium	Living in 10-ft radius	Conc +1 rnd/lvl (D)	Will negs	Yes	249
<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"/> 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"/> Summon Instrument	Calls a handheld instrument for you	Conj	V,S	Round	0-ft	One instrument	1 min/lvl (D)	-	-	285

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"/> 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"/> Comprehend Languages	Understands all languages	Div	V,S,M/DF	1 a	Self	250 words/min	10 min/lvl	-	-	212
<input type="checkbox"/> Confusion, Lesser	Target becomes confused, 1 rnd/lvl	Ench	V,S,DF	1 a	Close	One living creature	1 round	Will negs	Yes	212
<input type="checkbox"/> Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	215
<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"/> Disguise Self	Change appearance, +10 Disguise	Illus	V,S	1 a	Self	Caster	10 min/lvl	-	-	222
<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"/> 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"/> 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"/> 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"/> 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"/> Remove Fear	+4 on fear saves	Abjur	V,S	1 a	Close	One creature +1/4lvls	10 min	Will negs	Yes	271
<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"/> 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"/> Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S	1 a	Close	One creat or item	24 hours	Will negs	Yes	297
<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"/> Alter Self	Changes appearance	Trans	V,S	1 a	Self	Caster, +10 disguise	10 min/lvl (D)	-	-	197
<input type="checkbox"/> Animal Messenger	Send a tiny animal to specific place	Ench	V,S,M	1 a	Close	One tiny animal	1 day/lvl	-	Yes	198
<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	198
<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"/> Calm Emotions	Calms 1d6/lvl targets	Ench	V,S,DF	1 a	Medium	20-ft radius	Conc, 1 rnd/lvl (D)	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"/> Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
<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"/> 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"/> Delay Poison	Stops poison from harming target	Conj	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Fort 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"/> Enthrall	Captivates all within medium range	Ench	V,S	Round	Medium	Creatures in range	Up to 1 hour	Will negs	Yes	227
<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"/> 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"/> 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"/>	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"/>	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"/>	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"/>	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"/>	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"/>	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"/>	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"/>	Silence	All sound is stopped	Illus	V,S	1 a	Long	20-ft radius	1 min/lvl (D)	Will negs	Yes	279
<input type="checkbox"/>	Sound Burst	1d8 sonic damage, may stun 1 round	Evoc	V,S,F/DF	1 a	Close	10-ft radius	Instantaneous	Fort part	Yes	281
<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 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"/>	Tongues	Speak and understand any language	Div	V,M/DF	1 a	Touch	One creature	10 min/lvl	Will negs	-	294
<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"/>	Blink	Randomly vanish and reappear	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	206
<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"/>	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"/>	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"/>	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"/>	Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
<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	10 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"/>	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"/>	Gaseous Form	Become insubstantial, 10 dmg reduct	Trans	S,M/DF	1 a	Touch	Touch	2 min/lvl (D)	-	-	234
<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"/>	Glibness	Fluent and believable +30 Bluff	Trans	S	1 a	Self	Caster	10 min/lvl (D)	-	-	235
<input type="checkbox"/>	Good Hope	Morale bonus, +2 save bonus	Ench	V,S	1 a	Medium	One living creature/lvl	1 min/lvl	Will negs	Yes	237
<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"/>	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"/>	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"/>	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"/>	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"/>	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"/>	Sculpt Sound	Creates new or masking sounds	Trans	V,S	1 a	Close	One creat or obj/lvl	1 hr/lvl (D)	Will negs	Yes	275
<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"/>	See Invisibility	See invisible creatures or items	Div	V,S,M	1 a	Self	Caster	10 min/lvl (D)	-	-	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"/>	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"/>	Speak with Animals	Communicate with animals	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	281
<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

LEVEL 4

Spell	Description	Schl	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	Creature/lvl in 30-ft	Instantaneous	Special	-	207
<input type="checkbox"/>	Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	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"/>	Dominate Person	Control humanoid telepathically	Ench	V,S	Round	Close	One humanoid	1 day/lvl	Will negs	Yes	224
<input type="checkbox"/>	Freedom of Movement	Target moves and attacks normally	Abjur	V,S,M,DF	1 a	Prsl,touch	One creature	10 min/lvl	Will negs	Yes	233
<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"/>	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"/>	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"/>	Legend Lore	Learn tales about person or place	Div	V,S,M,F	Special	Self	Caster	Special	-	-	246
<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"/>	Modify Memory	Changes 5 minutes of memories	Ench	V,S	Round	Close	One living creature	Permanent	Will negs	Yes	255
<input type="checkbox"/>	Neutralize Poison	Detoxifies venom in or on target	Conj	V,S,M/DF	1 a	Touch	Creat / obj 1 cu ft/lvl	10 min/lvl	Will negs	Yes	257
<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"/>	Repel Vermin	Insects with HD<lvl/3 cannot enter	Abjur	V,S,DF	1 a	10-ft	10-ft radius	10 min/lvl (D)	Will negs	Yes	271
<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"/>	Speak with Plants	Talk to plants and plant creatures	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	282
<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"/>	Zone of Silence	Silence isolates internal and external	Illus	V,S	Round	Self	5-ft radius	1 hr/lvl (D)	-	-	303

LEVEL 5

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Cure Light Wounds, Mass	Cures 1d8+1/lvl (+25)	Conj	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	216
<input type="checkbox"/> Dispel Magic, Greater	Cancels magical effects (+20)	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	223
<input type="checkbox"/> Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	One living creature	Special	-	Yes	225
<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"/> 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"/> 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"/> Mislead	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"/> Nightmare	Restless sleep dealing 1d10 damage	Illus	V,S	10 min	Unlimited	One living creature	Instantaneous	Will negs	Yes	257
<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"/> Seeming	Change appearance of creatures	Illus	V,S	1 a	Close	One creature/2 lvls	12 hr	Special	Sp	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"/> 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"/> Song of Discord	50% chance of attacking nearest friend	Ench	V,S	1 a	Medium	20-ft radius	1 rnd/lvl	Will negs	Yes	281
<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 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

LEVEL 6

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<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"/> Animate Objects	Items attack your foes	Trans	V,S	1 a	Medium	One small item/lvl	1 rnd/lvl	-	-	199
<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"/> Cure Moderate Wounds, Mass	Cures 2d8+1/lvl (+30)	Conj	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	216
<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"/> Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Touch	One creature	10 min/lvl	Will negs	Yes	230
<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"/> Heroes' Feast	Food for 1 creat/lvl cures & blesses	Conj	V,S,DF	10 min	Close	One living creature/lvl	1 hr + 12 hr	-	-	240
<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"/> 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"/> 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"/> 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"/> 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"/> 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 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"/> Sympathetic Vibration	2d10/rnd dmg to freestanding structure	Evoc	V,S,F	10 min	Touch	Structure	1 rnd/lvl	-	Yes	291
<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