Wizard's Spellbook

LEVEL	0	1	2	3	4	5	6	7	8	9
SPELLS PER DAY										
BONUS SPELLS										
SPECIALIZATION										

CASTER LVL	
METAMAGIC FEATS	

LEVEL	0	1	2	3	4	5	6	7	8	9
SPELL SAVE DC										
SPELL FOCUS										
SPECIALIZATION										

SPECIALIZED	ABJUR CONJ DIV ENCH EVOC ILLUS NECRO TRANS
PROHIBITED	ABJUR CONJ DIV ENCH EVOC ILLUS NECRO TRANS

RANGES	CLOSE	MEDIUM	LONG
	25 ft + 5 ft / 2 LVLS	100 ft + 10 ft / LVL	400 ft + 40 ft / LVL

LEVEL 0

			Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1	☐	Arcane Mark	Inscribes a personal rune	Univ	V,S	1 a	Touch	Rune or mark	Permanent	-	-	176
___	2	☐	Dancing Lights	Figment torches or other lights	Illus	V,S	1 a	Medium	Within 10 ft-rad area	1 min	Will disblf	-	190
___	3	☐	Daze	Creature loses next action	Ench	V,S,M	1 a	Close	1 creat up to 4 HD	1 rnd	Will negs	Yes	191
___	4	☐	Detect Magic	Detects spells and magic items	Univ	V,S	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
___	5	☐	Detect Poison	Detects poison in creature/object	Div	V,S	1 a	Close	Creat,obj or 5 ft cube	Instantaneous	-	-	193
___	6	☐	Disrupt Undead	Deals 1d6 damage to 1 undead	Necro	V,S	1 a	Close	Ray	Instantaneous	-	Yes	197
___	7	☐	Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	206
___	8	☐	Ghost Sound	Figment sounds	Illus	V,S,M	1 a	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-	209
___	9	☐	Light	Object shines like a torch	Evoc	V,M	1 a	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
___	10	☐	Mage Hand	5-lbs telekinesis	Trans	V,S	1 a	Close	Move 15 ft	Concentrate	-	-	223
___	11	☐	Mending	Makes minor repairs on an object	Trans	V,S	1 a	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes	227
___	12	☐	Open / Close	Opens / closes small or light things	Trans	V,S,F	1 a	Close	Object not locked	Instantaneous	Will negs	Yes	233
___	13	☐	Prestidigitation	Performs minor tricks	Univ	V,S	1 a	10 ft	Lift 1 lbs etc. tricks	1 h	-	-	238
___	14	☐	Ray of Frost	Ray deals 1d3 cold damage	Conj	V,S	1 a	Close	Ray	Instantaneous	-	Yes	243
___	15	☐	Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
___	16	☐	Resistance	Subject gains +1 on saves	Abjur	V,S,M	1 a	Touch	Creature touched	1 min	Will negs	Yes	245

LEVEL 1

			Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1	☐	Alarm	Wards an area for 2 h/lvl	Abjur	V,S,F	1 a	Close	25-ft-rad emanation	2 h/lvl (D)	-	-	172
___	2	☐	Animate Rope	Rope moves at your command	Trans	V,S	1 a	Medium	1 ropelike object	1 rnd/lvl	-	-	174
___	3	☐	Burning Hands	1d4 fire dmg/lvl (max 5d4)	Trans	V,S	1 a	10 ft	Semicirc 10 ft long	Instantaneous	Ref half	Yes	181
___	4	☐	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
___	5	☐	Change Self	Changes your appearance	Illus	V,S	1 a	Personal	You, 1 ft size change	10 min/lvl (D)	-	-	183
___	6	☐	Charm Person	Makes one person your friend	Ench	V,S	1 a	Close	1 person	1 h/lvl	Will negs	Yes	183
___	7	☐	Chill Touch	1 touch/lvl deals 1d6 dmg	Necro	V,S	1 a	Touch	Creats touched, 1/lvl	Instantaneous	Fort part	Yes	184
___	8	☐	Color Spray	Knocks unconscious etc. 1d6 creats	Illus	V,S,M	1 a	Close	Cone	Instantaneous	Will negs	Yes	185
___	9	☐	Comprehend Languages	Understands all languages	Div	V,S,M	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	186
___	10	☐	Detect Secret Doors	Reveals hidden doors withing 60 ft	Div	V,S	1 a	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	193
___	11	☐	Detect Undead	Reveals undead within 60 ft	Div	V,S,M	1 a	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	194
___	12	☐	Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	Creature touched	24 h	-	Yes	199
___	13	☐	Enlarge	Object or creature grows +10%/lvl	Trans	V,S,M	1 a	Close	Creature or object	1 min/lvl	Fort negs	Yes	200
___	14	☐	Erase	Mundane or magical writing vanish	Trans	V,S	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	200
___	15	☐	Expeditious Retreat	Doubles your speed	Trans	V,S	1 a	Personal	You, speed/jump x2	1 min/lvl (D)	-	-	202
___	16	☐	Feather Fall	Objects or creatures fall slowly	Trans	V	Freeact	Close	10-ft-rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes	203
___	17	☐	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	No	210
___	18	☐	Hold Portal	Holds door shut	Abjur	V	1 a	Medium	20 sq ft/lvl	1 min/lvl	-	-	214
___	19	☐	Hypnotism	Fascinates 2d4 HD of creats	Ench	V,S	1 a	Close	Max 30 ft apart	2d4 rnds (D)	Will negs	Yes	215
___	20	☐	Identify	Determines feature of magic item	Div	V,S,M	8 h	Touch	1 touched obj/lvl	Instantaneous	-	-	216
___	21	☐	Jump	Subject gains +30 on jump checks	Trans	V,S,M	1 a	Touch	Creature touched	1 min/lvl (D)	-	Yes	219
___	22	☐	Mage Armor	Give subject +4 armor bonus	Conj	V,S,F	1 a	Touch	Creature touched	1 h/lvl (D)	Will negs	Yes	223
___	23	☐	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
___	24	☐	Magic Weapon	Weapon gains +1 bonus	Trans	V,S,F	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
___	25	☐	Message	Whispered conversation at distance	Trans	V,S,F	1 a	Medium	1 creature/lvl	10 min/lvl	-	-	227
___	26	☐	Mount	Summons riding horse for 2 h/lvl	Conj	V,S,M	Fullrnd	Close	Light horse or pony	2 h/lvl	-	-	231
___	27	☐	Nystul's Magic Aura	Grants obj false magic aura	Illus	V,S,F	1 a	Touch	1 obj, weight 5 lb/lvl	1 day/lvl	-	-	232
___	28	☐	Nystul's Undetectable Aura	Masks magic item's aura	Illus	V,S,F	1 a	Touch	1 obj, weight 5 lb/lvl	1 day/level	-	-	232
___	29	☐	Obscuring Mist	Fog surrounds you	Conj	V,S	1 a	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-	233
___	30	☐	Protection from Chaos / Evil / Good / Law	+2 AC and saves etc.	Abjur	V,S,M	1 a	Touch	Creature touched	1 min/lvl	Will negs	-	240
___	31	☐	Ray of Enfeeblement	Reduces Str by 1d6+1/2lvls	Necro	V,S	1 a	Close	Ray, max penalty –5	1 min/lvl	Fort negs	Yes	242
___	32	☐	Reduce	Object or creature shrinks 10%/lvl	Trans	V,S,M	1 a	Close	10 cu.ft / lvl	1 min/lvl	Fort negs	Yes	243

___	33	☐	Shield	Disc covers, blocks magic missiles	Abjur	V,S	1 a	Personal	¾ cover	1 min/lvl (D)	-	-	251
___	34	☐	Shocking Grasp	Touch delivers 1d8+1/lvl electricity	Trans	V,S	1 a	Touch	+3 att if wears metal	Until discharged	-	Yes	251
___	35	☐	Silent Image	Creates minor illus of your design	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Concentrate	Will disblf	-	252
___	36	☐	Sleep	Put 2d4 HD of creats into slumber	Ench	V,S,M	1 a	Medium	Within 15 ft-rad burst	1 min/lvl	Will negs	Yes	252
___	37	☐	Spider Climb	Grants ability to walk on walls	Trans	V,S,M	1 a	Touch	At half its speed	10 min/lvl	Will negs	Yes	255
___	38	☐	Summon Monster I	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Clse	Summoned creature	1 rnd/lvl (D)	-	-	258
___	39	☐	Tenser's Floating Disc	3-ft. diam disk, holds 100 lb/lvl	Evoc	V,S,M	1 a	Close	3-ft diam, inch deep	1 h/lvl	-	-	265
___	40	☐	True Strike	Adds +20 to your next attack	Div	V,F	1a	Personal	You, +20 to att	1 rnd	-	-	267
___	41	☐	Unseen Servant	Creates invis force that obeys you	Conj	V,S,M	1 a	Close	Str 2, speed 15 ft	1 h/lvl	-	-	268
___	42	☐	Ventriloquism	Throws voice for 1 min/lvl	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
___	1	☐	Alter Self	Changes appearance	Trans	V,S	1 a	Personal	You, +10 disguise	10 min/lvl (D)	-	-	172
___	2	☐	Arcane Lock	Magically locks a portal or chest	Abjur	V,S,M	1 a	Touch	Size 30 sq ft/lvl	Permanent	-	-	176
___	3	☐	Blindess / Deafness	Makes subject blind or deaf	Trans	V	1 a	Medium	Living creature	Permanent (D)	Fort negs	Yes	180
___	4	☐	Blur	Attacks miss subject 20%	Illus	V	1 a	Touch	½ concealment	1 min/lvl	Will negs	Yes	181
___	5	☐	Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	Trans	V,S,M	1 a	Touch	Creature touched	1 h/lvl	Will negs	Yes	181
___	6	☐	Cat's Grace	Subject Gains 1d4+1 Dex, 1 h/lvl	Trans	V,S,M	1 a	Touch	Creature touched	1 h/lvl	-	Yes	182
___	7	☐	Continual Flame	Makes a permanent, heatless torch	Illus	V,S,M	1 a	Touch	Illusory flame	Permanent	-	-	188
___	8	☐	Darkness	20-ft rad of supernatural darkness	Evoc	V,M	1 a	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-	190
___	9	☐	Darkvision	See 60 ft in total darkness	Trans	V,S,M	1 a	Touch	See 60 ft in dark	1 h/lvl	-	Yes	190
___	10	☐	Daylight	60-ft rad of bright light	Evoc	V,S	1 a	Touch	Obj, 60-ft radius	10 min/lvl	-	-	191
___	11	☐	Detect Thoughts	Allows "listening" surface thoughts	Div	V,S,F	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-	194
___	12	☐	Endurance	Gain 1d4+1 Con for 1 h/lvl	Trans	V,S	1 a	Touch	Creature touched	1 h/lvl	-	Yes	199
___	13	☐	Flaming Sphere	Ball of fire, 2d6 dmg, lasts 1 rnd/lvl	Evoc	V,S,M	1 a	Medium	Moves 30 ft, 2d6 dmg	1 rnd/lvl	Ref negs	Yes	206
___	14	☐	Fog Cloud	Fog obscures vision	Conj	V,S	1 a	Medium	Spreads 30-ft rad	10 min/lvl	-	-	206
___	15	☐	Ghoul Touch	Paralyzes one subject	Necro	V,S,M	1 a	Touch	Stench 10-ft rad	1d6+2 rnds	Fort negs	Yes	209
___	16	☐	Glitterdust	Blinds creatsures, outline invisible	Conj	V,S,M	1 a	Medium	Within 10 ft spread	1 rnd/lvl	Will negs	Yes	209
___	17	☐	Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creats	Illus	(V),S,M	1 a	Medium	15 ft-rad spread	Conc +2 rnds	Will negs	Yes	215
___	18	☐	Invisibility	Invisible 10 min/lvl or until attacks	Illus	V,S,M	1 a	Prsl,touch	Weight 100 lb/lvl	10 min/lvl (D)	Will negs	Yes	218
___	19	☐	Knock	Open locked or magic sealed doors	Trans	V	1 a	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-	219
___	20	☐	Leomund's Trap	Makes items seem trapped	Illus	V,S,M	1 a	Touch	Object touched	Permanent	-	-	221
___	21	☐	Levitate	Subject moves up/down	Trans	V,S,F	1 a	Prsl,close	100 lb/lvl, move 20 ft	10 min/lvl (D)	-	-	222
___	22	☐	Locate Object	Senses direction toward obj	Div	V,S,F	1 a	Long	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-	223
___	23	☐	Magic Mouth	Speaks once when triggered	Illus	V,S,M	1 a	Close	Creature or object	Perm until dischrgd	Will negs	Yes	224
___	24	☐	Melf's Acid Arrow	2d4 dmg for 1 rnd+1 rnd/3 lvls	Conj	V,S,M	1 a	Long	2d4 dmg, max 7 rnd	1 rnd + 1 rnd/3 lvls	-	Yes	227
___	25	☐	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	No	228
___	26	☐	Mirror Image	Duplicates of you (1d4 + 1/3 lvls)	Illus	V,S	1 a	Personal	1d4 + 1/3 lvls, max 8	1 min/lvl	-	-	229
___	27	☐	Misdirection	Misleads divinations for obj or creat	Illus	V,S	1 a	Close	Size 10-ft cube	1 h/lvl	Will negs	No	230
___	28	☐	Obscure Object	Maks object against divination	Abjur	V,S,M	1 a	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes	232
___	29	☐	Protection from Arrows	Subject immune to most ranged attacks	Abjur	V,S,F	1 a	Touch	Dmg reduction 10/+1	10 min/lvl	Will negs	Yes	240
___	30	☐	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
___	31	☐	Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S	1 a	Touch	Creature touched	1 min/lvl	-	Yes	246
___	32	☐	Rope Trick	Up to 8 creats in extradim space	Trans	V,S,M	1 a	Touch	Climb DC 5	1 h/lvl (D)	-	-	246
___	33	☐	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
___	34	☐	See Invisibility	Reveals invisible creatures or objs	Div	V,S,M	1 a	Medium	Cone	10 min/lvl (D)	-	-	248
___	35	☐	Shatter	Sonic vibration damages objects	Evoc	V,S,M	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
___	36	☐	Spectral Hand	Disembodied glowing hand to att	Necro	V,S	1 a	Medium	Lose 1d4 HP, +2 att	1 min/lvl (D)	-	-	254
___	37	☐	Summon Monster II	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:1d3	1 rnd/lvl (D)	-	-	258
___	38	☐	Summon Swarm	Swarm of crawling or flying creats	Conj	V,S,M	Fullrnd	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-	261
___	39	☐	Tasha's Hideous Laughter	Subject loses actions for 1d3 rnds	Ench	V,S,M	1 a	Close	1 creature	1d3 rounds	Will negs	Yes	263
___	40	☐	Web	Fills 10-ft cube/lvl with sticky webs	Conj	V,S,M	1 a	Medium	20 ft rad spread	10 min/lvl	Ref negs	Yes	271
___	41	☐	Whispering Wind	Sends a message 1 mile/lvl	Trans	V,S	1 a	1 mile/lvl	10-ft-rad spread	Until dest or 1 h/lvl	-	-	272

LEVEL 3

		Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 ☐	Blink	Randomly vanish and reappear	Trans	V,S	1 a	Personal	You	1 rnd/lvl (D)	-	-	180
___	2 ☐	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
___	3 ☐	Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
___	4 ☐	Displacement	Attacks miss subject 50%	Illus	V,M	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Yes	197
___	5 ☐	Explosive Runes	Deals 6d6 damage when read	Abjur	V,M	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Yes	197
___	6 ☐	Fireball	1d6 dmg/lvl, 20-ft rad spread	Evoc	V,S,M	1 a	Long	1d6/lvl, max 10d6	Instantaneous	Ref half	Yes	203
___	7 ☐	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
___	8 ☐	Fly	Subject flies at speed of 90	Trans	V,S,F	1 a	Touch	Creature touched	10 min/lvl	-	Yes	206
___	9 ☐	Gaseous Form	Subject insubstantial, can fly slowly	Trans	S,M	1 a	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	-	-	207
___	10 ☐	Gentle Repose	Preserves one corpse	Necro	V,S,M	1 a	Touch	Corpse touched	1 day/lvl	Will negs	Yes	208
___	11 ☐	Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,M	1 a	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes	210
___	12 ☐	Gust Of Wind	Blows away or knows down creats	Evoc	V,S,F	1 a	Medium	10 ft wide, 10 ft high	1 rnd	Fort negs	Yes	212
___	13 ☐	Halt Undead	Immobilizes undead for 1 rnd/lvl	Necro	V,S,M	1 a	Medium	1-3 undead	1 rnd/lvl	Special	Yes	212
___	14 ☐	Haste	Extra partial action, +4 AC	Trans	V,S,M	1 a	Close	One creature	1 rnd/lvl	Fort negs	Yes	212
___	15 ☐	Hold Person	Holds one person helpless, 1 rnd/lvl	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes	214
___	16 ☐	Illusory Script	Only intended reader can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level	Will negs	Yes	216
___	17 ☐	Invisibility Sphere	Everyone within 10 ft invisible	Illus	V,S,M	1 a	Prsl,touch	10 ft rad sphere	10 min/lvl (D)	Will negs	Yes	218
___	18 ☐	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
___	19 ☐	Leomund's Tiny Hut	Creates shelter for 10 creatures	Evoc	V,S,M	1 a	20 ft	20-ft-rad sphere	2 h/lvl (D)	-	-	220
___	20 ☐	Lightning Bolt	Electricity deals 1d6 dmg/lvl	Evoc	V,S,M	1 a	Medium	5 ft or 10 ft wide	Instantaneous	Refl half	Yes	222
___	21 ☐	Magic Circle against Chaos / Evil / Good / Law	Protection 10-ft-radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	Emanates 10 ft	10 min/lvl	Will negs	-	223
___	22 ☐	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
___	23 ☐	Nondetection	Hides subject from scrying & divin.	Abjur	V,S,M	1 a	Touch	Creature or object	1 h/lvl	Will negs	Yes	232
___	24 ☐	Phantom Steed	Magic horse appears for 1 h/lvl	Conj	V,S	10 min	0 ft	AC18, HP 7+1/lvl	1 h/lvl	-	-	235
___	25 ☐	Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	Creature touched	10 min/lvl	-	Yes	240
___	26 ☐	Secret Page	Changes page to hide real content	Trans	V,S,M	10 min	Touch	Up to 3 sq ft in size	Permanent	-	-	248
___	27 ☐	Sepia Snake Sigil	Symbol that immobilizes reader	Conj	V,S,M	10 min	Touch	Book or written work	Perm or discharged	Ref negs	-	249
___	28 ☐	Shrink Item	Object shrinks to one-twelfth size	Trans	V,S	1 a	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will negs	Yes	252
___	29 ☐	Sleet Storm	Hampers vision and movement	Conj	V,S,M	1 a	Long	40 ft, 20 ft high	1 rnd/lvl	Ref part	-	253
___	30 ☐	Slow	1/lvl only partial actions, -2 AC/att	Trans	V,S,M	1 a	Close	1 creat/lvl, 30 ft apart	1 rnd/lvl	Will negs	Yes	253
___	31 ☐	Stinking Cloud	Nauseating vapors, 1 rnd/lvl	Conj	V,S,M	1 a	Medium	30-ft rad, 20 ft high	1 rnd/lvl	Fort negs	Yes	257
___	32 ☐	Suggestion	Compels subject to follow	Ench	V,M	1 a	Close	One living creature	1 h/lvl	Will negs	Yes	257
___	33 ☐	Summon Monster III	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:1d4+1, 2:1d3	1 rnd/lvl (D)	-	-	259
___	34 ☐	Tongues	Speak any language	Div	V,M	1 a	Touch	Creature touched	10 min/lvl	-	-	265
___	35 ☐	Vampiric Touch	Deals 1d6/2 lvls, caster gains HP	Necro	V,S	1 a	Touch	1d6/2 lvls, max 10d6	Inst / 1 h	-	Yes	268
___	36 ☐	Water Breathing	Subjects can breath underwater	Trans	V,S,M	1 a	Touch	Living creats touched	2 h/lvl	Will negs	Yes	271
___	37 ☐	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
___	1 ☐	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
___	2 ☐	Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	Creature touched	Permanent	Will negs	Yes	178
___	3 ☐	Charm Monster	Makes monster believe its your ally	Ench	V,S	1 a	Close	One living creature	1 h/lvl	Will negs	Yes	183
___	4 ☐	Confusion	Makes behave oddly, 1 rnd/lvl	Ench	V,S,M	1 a	Medium	All creats 15-ft rad	1 rnd/lvl	Will negs	Yes	186
___	5 ☐	Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	Living creature	Instantaneous	Fort negs	Yes	187
___	6 ☐	Detect Scrying	Alerts of magical eavesdropping	Div	V,S,M	1 a	120 ft	120-ft-rad emanation	24 h	-	-	193
___	7 ☐	Dimension Door	Teleports you and up to 500 lb	Trans	V	1 a	Long	50 lb/lvl	Instantaneous	Special	Spec	195
___	8 ☐	Dimensional Anchor	Bars extradimensional movement	Abjur	V,S	1 a	Medium	Ray	1 min/lvl	-	Yes	195
___	9 ☐	Emotion	Arouses strong emotion in subject	Ench	V,S	1 a	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes	199
___	10 ☐	Enervation	Subject gains 1d4 negative levels	Necro	V,S	1 a	Medium	Negative energy ray	Instantaneous	-	Yes	199
___	11 ☐	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 h/lvl	-	-	201
___	12 ☐	Fear	Subjects within gone flee 1 rnd/lvl	Necro	V,S,M	1 a	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes	203
___	13 ☐	Fire Shield	Protect, creats attacking take dmg	Evoc	V,S,M	1 a	Personal	Dmg 1d6+1/lvl	1 rnd/lvl (D)	-	-	205
___	14 ☐	Fire Trap	Opened object deals 1d4+1/lvl	Abjur	V,S,M	10 min	Touch	Object touched	Perm until dischrgd	Refl half	Yes	205
___	15 ☐	Hallucinatory Terrain	Makes terrain appear like another	Illus	V,S,M	10 min	Long	One 30-ft cube/lvl	2 h/lvl	Will disblf	-	212
___	16 ☐	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
___	17 ☐	Illusory Wall	Wall, floor or ceiling looks real	Illus	V,S	1 a	Close	1 x 10 x 10 ft	Permanent	Will disblf	-	216
___	18 ☐	Improved Invisibility	Subject can attack & stay invisible	Illus	V,S	1 a	Prsl,touch	You or creat touched	1 min/lvl (D)	Will negs	--	217
___	19 ☐	Leomund's Secure Shelter	Creates sturdy cottage	Conj	V,S,M	10 min	Close	20 ft sq structure	2 h/lvl (D)	-	-	220
___	20 ☐	Lesser Geas	Commands subject 7 HD or less	Ench	V	1 a	Close	Creat up to 7 HD	1 day/lvl / dischrgd	Will negs	Yes	221
___	21 ☐	Locate Creature	Indicates direction to familiar creat	Div	V,S,M	1 a	Long	Circle 400 ft + 40/lvl	10 min/lvl	-	-	223
___	22 ☐	Minor Creation	Creates one cloth or wood object	Conj	V,S,M	1 m	0 ft	Object, 1 cu ft/lvl	1 h/lvl	-	-	228
___	23 ☐	Minor Globe of Invulnerability	Stops 1-3 level spell effects	Abjur	V,S,M	1 a	10 ft	10-ft rad spherical	1 rnd/lvl	-	-	228

___	24	☐	Otiluke's Resilient Sphere	Globe protects but traps subject	Evoc	V,S,M	1 a	Close	1-ft diam/lvl sphere	1 min/lvl	Ref negs	Yes	233
___	25	☐	Phantasmal Killer	Illusion kills subject or 3d6 dmg	Illus	V,S	1 a	Medium	One living creature	Instantaneous	Will disblf	Yes	235
___	26	☐	Polymorph Other	Gives one subject a new form	Trans	V,S,M	1 a	Medium	1 creature	Permanent	Fort negs	Yes	236
___	27	☐	Polymorph Self	You assume a new form	Trans	V	1 a	Personal	You	1 h/lvl (D)	-	-	237
___	28	☐	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
___	29	☐	Rary's Mnemonic Enhancer	Prepares extra spells or retains cast	Trans	V,S,M,F	10 min	Personal	3 lvls / spell just cast	Instantaneous	-	-	242
___	30	☐	Remove Curse	Frees object or person from curse	Abjur	V,S	1 a	Touch	Creat or item touched	Instantaneous	Will negs	Yes	244
___	31	☐	Scrying	Spies on subject from a distance	Div	V,S,M,F	1 h	Special	Magical sensor	1 min/lvl	-	-	247
___	32	☐	Shadow Conjuration	Mimics conjuring below 4th level	Illus	V,S	1 a	Special	Special	Special	Special	-	249
___	33	☐	Shout	Deafens all within cone, 2d6 dmg	Evoc	V	1 a	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes	252
___	34	☐	Solid Fog	Blocks vision ands slows movement	Conj	V,S,M	1 a	Medium	Fog 30-ft rad, 20 high	10 min/lvl	-	-	253
___	35	☐	Stoneskin	Gives damage reduction 10/+5	Abjur	V,S,M	1 a	Touch	Takes 10/lvl,max 150	10 min/lvl	Will negs	Yes	257
___	36	☐	Summon Monster IV	Calls outsiders to fight for you	Conj	V,S,F	1 a	Close	4:1,3:1d3,2-1:1d4+1	1 rnd/lvl (D)	-	-	259
___	37	☐	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
	38	☐	Wall of Ice	Wall with 15 HP +1/lvl or can trap	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
___	1	☐	Animal Growth	Animal/2 lvls doubles in size, HD	Trans	V,S	1 a	Medium	1 animal/2 lvls	1 min/lvl	-	Yes	173
___	2	☐	Animate Dead	Creates skeletons and zombies	Necro	V,S,M	1 a	Touch	HD/lvl	Instantaneous	-	-	174
___	3	☐	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
___	4	☐	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
___	5	☐	Cone of Cold	1d6 cold damage/lvl (max 15d6)	Evoc	V,S,M	1 a	Close	Cone, dmg 1d6/lvl	Instantaneous	Ref half	Yes	186
___	6	☐	Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Personal	You	Concentrate	-	-	187
___	7	☐	Dismissal	Force creat return to native plane	Abjur	V,S,F	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	196
___	8	☐	Dominate Person	Controls humanoids telepathically	Ench	V,S	1 a	Medium	Medium or smaller	1 day/lvl	Will negs	Yes	197
___	9	☐	Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	Living creat touched	Special	-	Yes	198
___	10	☐	Fabricate	Transform raw material into items	Trans	V,S,M	Special	Close	Up to 10 cu ft/lvl	Instantaneous	-	-	202
___	11	☐	False Vision	Foolds scrying with an illusion	Illus	V,S,M	1 a	Close	25 ft + 5 ft/2 lvls	1 min/lvl	-	-	202
___	12	☐	Feeblemind	Subject's Int drops to 1	Ench	V,S,M	1 a	Medium	One creat's Int to 1	Instantaneous	Will, spec	Yes	203
___	13	☐	Greater Shadow Conjuration	Mimics conjuring, up to 4th level	Illus	V,S	1 a	Special	Special	Special	Special	-	211
___	14	☐	Hold Monster	Holds creature helpless	Ench	V,S,M	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	214
___	15	☐	Leomund's Secret Chest	Hides chest on Ethereal plane	Conj								
___	16	☐	Lesser Planar Binding	Traps outsider to perform a task	Conj	V,S	10 min	Close	Up to 8 HD	Instantaneous	Will negs	Yes	221
___	17	☐	Magic Jar	Enables possession of creature	Necro	V,S,F	1 a	Medium	One creature	1 h/lvl	Will negs	Yes	224
___	18	☐	Major Creation	Create stone or metal object	Conj	V,S,M	10 min	Close	Stone, crystal etc.	Special	-	-	225
___	19	☐	Mind Fog	Subjects in fog get –10 Wis / Will	Ench	V,S	1 a	Medium	Fills 20-ft cube	30 min + 2d6 rnds	Will negs	Yes	228
___	20	☐	Mirage Arcana	Make terrain appear like another	Illus	V,S	1 a	Long	20-ft cube/lvl	Conc + 1 h/lvl (D)	Will disblf	No	229
___	21	☐	Mordernkainen's Faithful Hound	Phantom dog can guard, attack	Conj	V,S,M	1 a	Close	30 ft bark, 5 ft attack	1 h/lvl or 1 rnd/lvl	-	-	230
___	22	☐	Nightmare	Sends vision dealing 1d10 damage	Illus	V,S	10 min	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes	232
___	23	☐	Passwall	Breaches walls 1 ft thick / level	Trans	V,S,M	1 a	Close	5 x 8 ft, 1 ft/lvl deep	1 h/lvl (D)	-	-	234
___	24	☐	Permanency	Makes certain spells permanent	Univ	V,S,XP	2 rnd	Special	Special	Special	-	-	234
___	25	☐	Persistent Image	Illusion, no concentration required	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	1 min/lvl (D)	Will disblf	-	235
___	26	☐	Prying Eyes	1d4 + 1/lvl floating eyes scout	Div	V,S,M	1 min	1 mile	1d4 eyes + 1/lvl	1 h/lvl	-	-	240
___	27	☐	Rary's Telepathic Bond	Link lets allies communicate	Div	V,S,M	1 a	Close	1 creat/3 lvls	10 min/lvl	-	-	242
___	28	☐	Seeming	Change appearance, person/2 lvls	Illus	V,S	1 a	Close	1 person/2 lvls	12 h	Special	Spec	248
___	29	☐	Sending	Delivers short message anywhere	Evoc	V,S,M	10 min	Special	One creature	1 round	-	-	248
___	30	☐	Shadow Evocation	Mimics evocation less than 5th lvl	Illus	V,S	1 a	Special	Special	Special	Will disblf	Yes	250
___	31	☐	Stone Shape	Sculpts stone into any form	Trans	V,S,M	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	257
___	32	☐	Summon Monster V	Calls outsider to fight for you	Conj	V,S,F	1 a	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	259
___	33	☐	Telekinesis	Lifts or moves 25 lb/lvl, long range	Trans	V,S	1 a	Long	Special	Conc (spec) or Inst	Will negs	Yes	264
___	34	☐	Teleport	Instantly transports you anywhere	Trans	V	1 a	Prsl,touch	Weight up to 50 lb/lvl	Instantaneous	Special	Spec	264
___	35	☐	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
___	36	☐	Transmute Rock to Mud	Transforms two 10-ft cubes/level	Trans	V,S,M	1a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266
___	37	☐	Wall of Force	Wall is immune to damage	Evoc	V,S,M	1 a	Close	10-ftsq/lv / 1-ftrad/lv	1 min/lvl (D)	-	-	269
___	38	☐	Wall of Iron	30 hp/4 levels,can topple onto foes	Conj	V,S,M	1 a	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-	270
	39	☐	Wall of Stone	20 hp/4 levels, can be shaped	Conj	V,S,M	1 a	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-	270

LEVEL 6

		Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 ☐	Acid Fog	Fog deals 2d6/rnd acid damage	Conj	V,S,M	1 a	Medium	Spreads 30 ft,20 high	1 rnd/lvl	-	Yes	172
___	2 ☐	Analyze Dweomer	Reveals magical aspects of subject	Div	V,S,F	8 h	Close	One obj or creature	1 rnd/lvl (D)	Special	-	172
___	3 ☐	Antimagic Field	Negates magic within 10 ft	Abjur	V,S,M	1 a	10 ft	10-ft rad emanation	10 min/lvl (D)	-	Spec	175
___	4 ☐	Bigby'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
___	5 ☐	Chain Lightning	1d6 damage/level, secondary bolts	Evoc	V,S,F	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Yes	182
___	6 ☐	Circle of Death	Kills 1d4 HD/level	Necro	V,S,M	1 a	Medium	50-ft radius burst	Instantaneous	Fort negs	Yes	184
___	7 ☐	Contingency	Sets trigger condition for spell	Evoc	V,S,M,F	10+min	Personal	You	1 day/lvl / dischrgd	-	-	187
___	8 ☐	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
___	9 ☐	Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile-rad circle	4d12 hours	-	-	188
___	10 ☐	Disintegrate	Disintegrates creat/obj or 5d6 dmg	Trans	V,S,M	1 a	Medium	Ray, 10 ft cube	Instantaneous	Fort part	Yes	195
___	11 ☐	Eyebite	Charm,fear,sicken or sleep subject	Trans	V,S	1 a	Close	You	1 rnd/3 lvls	Special	Yes	202
___	12 ☐	Flesh to Stone	Turns subject into statue	Trans	V,S,M	1 a	Medium	1 creature	Instantaneous	Fort negs	Yes	206
___	13 ☐	Geas / Quest	Command any creature	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrgd	-	Yes	208
___	14 ☐	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
___	15 ☐	Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
___	16 ☐	Greater Shadow Evocation	Mimics evocation up to 5th level	Illus	V,S	1 a	Special	Special	Special	Will disblf	Yes	211
___	17 ☐	Guards and Wards	Magic effects protects area	Abjur	V,S,M,F	30 min	Special	Up to 200 sq ft/lvl	2 h/lvl	-	Spec	211
___	18 ☐	Legend Lore	Learn tales about person,place etc.	Div	V,S,M,F	Special	Personal	You	Special	-	-	219
___	19 ☐	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
___	20 ☐	Mass Suggestion	Compels subject/lvl to follow	Ench	V,M	1 a	Medium	Creat/lvl, 30 ft apart	1 h/lvl	Will negs	Yes	226
___	21 ☐	Mislead	Turns you invisible and creates illus	Illus	S	1 a	Close	You / illusory double	1 rnd/lvl	Will disblf	-	230
___	22 ☐	Mordenkainen's Lucubration	Recalls 1-5th level spell	Trans	V,S	1 a	Personal	You	Instantaneous	-	-	231
___	23 ☐	Move Earth	Digs trenches and builds hills	Trans	V,S,M	Special	Long	750 ft sq, 10 ft deep	Instantaneous	-	-	231
___	24 ☐	Otiluke's Freezing Sphere	Freezes water or deals cold dmg	Evoc	V,S,F	1 a	Special	Special	Special	Special	Yes	233
___	25 ☐	Permanent Image	Includes sight, sound and smell	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Permanent (D)	Will disblf	-	235
___	26 ☐	Planar Binding	Traps outsider for task, 16 HD	Conj	V,S,M	10 min	Close	Up to 16 HD	Instantaneous	Will negs	Yes	235
___	27 ☐	Programmed Image	Triggered by event	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Perm / triggered	Will disblf	-	239
___	28 ☐	Project Image	Illusory double can talk, cast spells	Illus	V,S,M	1 a	Medium	Shadow duplicate	1 rnd/lvl (D)	Will disblf	-	239
___	29 ☐	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
___	30 ☐	Shades	Mimics conjuring, up to 5th level	Illus	V,S	1 a	Special	Special	Special	Special	-	249
___	31 ☐	Stone to Flesh	Restores petrified creature	Trans	V,S,M	1 a	Medium	1-3 ft diam,10 ft long	Instantaneous	Fort negs	Yes	257
___	32 ☐	Summon Monster VI	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	259
___	33 ☐	Tenser's Transformation	+1d6 HP/lvl,+4 AC,+2d4 Str & Dex	Trans	V,S,M	1 a	Personal	+1 att/2 lvls,+5 Fort	1 rnd/lvl	-	-	265
___	34 ☐	True Seeing	See all things as they really are	Div	V,S,M	1 a	Touch	Creature touched	1 min/lvl	Will negs	Yes	267
	35 ☐	Veil	Change appearance of creatures	Illus	V,S	1 a	Long	1+ creats, 30 ft apart	Conc +1 h/lvl (D)	Will negs	Yes	269

LEVEL 7

		Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 ☐	Banishment	Banishes 2 HD/lvl extraplan. creats	Abjur	V,S,F	1 a	Close	2 HD/lvl	Instantaneous	Will negs	Yes	177
___	2 ☐	Bigby'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
___	3 ☐	Control Undead	Undead don't attack	Necro	V,S,M	1 a	Close	2 HD of undead/lvl	1 min/lvl	Will negs	Yes	188
___	4 ☐	Delayed Blast Fireball	1d8 fire damage/level, delay 5 rnds	Evoc	V,S,M	1 a	Long	20-ft radius spread	Up 5 rounds	Ref half	Yes	191
___	5 ☐	Drawmij's Instant Summons	Prepared objects appears in hand	Conj	V,S,M	1 a	Special	Weight up to 10 lb	Perm until dischrgd	-	-	198
___	6 ☐	Ethereal Jaunt	Become ethereal for 1 round/level	Trans	V,S	1 a	Personal	You	1 rnd/lvl (D)	-	-	201
___	7 ☐	Finger of Death	Kills one subject or dmg 3d6+1/lvl	Necro	V,S	1 a	Close	One living creature	Instantaneous	Fort part	Yes	203
___	8 ☐	Forcecage	Cube of force imprisons all inside	Evoc	V,S,M	1 a	Close	20-ft cube/10-ft cube	2 h/lvl	-	-	207
___	9 ☐	Greater Scrying	Spies on subject from a distance	Div	V,S	1 a	Special	Magical sensor	1 h/lvl	-	-	211
___	10 ☐	Insanity	Subject suffer continuous confusion	Ench	V,S	1 a	Medium	One living creature	Instantaneous	Will negs	Yes	217
___	11 ☐	Limited Wish	Alters reality – within spell limits	Univ	V,S,XP	1 a	Special	Special	Special	-	Yes	222
___	12 ☐	Mass Invisibility	Invisibility, affects all in range	Illus	V,S,M	1 a	Long	180 ft apart	10	-	-	226
___	13 ☐	Mordenkainen's Magnificent Mansion	Door leads to extradim. Mansion	Conj	V,S,F	1 a	Close	3 10-ft cubes/lvl	2 h/lvl	-	-	231
___	14 ☐	Mordenkainen's Sword	Magic blade, 4d6+3 dmg, 19-20/x2	Evoc	V,S,F	1 a	Close	Att bonus lvl+abi+3	1 rnd/lvl (D)	-	Yes	231
___	15 ☐	Phase Door	Passage through wood or stone	Conj	V	1 a	Touch	5 x 8 ft, 1 ft deep	1 usage/2 lvls	-	-	235
___	16 ☐	Plane Shift	1-8 subjects travel to another plane	Trans	V,S,F	1 a	Touch	1-8 joining hands	Instantaneous	Will negs	Yes	236
___	17 ☐	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
___	18 ☐	Prismatic Spray	Rays hit with variety of effects	Evoc	V,S	1 a	Close	Cone	Instantaneous	Special	Yes	238
___	19 ☐	Reverse Gravity	Objects and creatures fall upward	Trans	V,S,M	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	246
___	20 ☐	Sequester	Subject invisible to sight & scrying	Abjur	V,S,M	1 a	Touch	Creat or obj touched	1 day/lvl (D)	Will negs	Yes	249
___	21 ☐	Shadow Walk	Step into shadow to travel rapidly	Illus	V,S	1 a	Touch	1 touched/level	1 h/lvl (D)	Will negs	Yes	250
___	22 ☐	Simulacrum	Partially real double of creature	Illus	VSM,XP	12 h	Touch	1 duplicate creature	Instantaneous	-	-	252
___	23 ☐	Spell Turning	Reflect 1d4+6 spell levels back	Abjur	V,S,M	1 a	Personal	1d4+6 levels affected	Expend. / 10min/lvl	-	-	255
___	24 ☐	Statue	Subject can become statue at will	Trans	V,S,M	1 a	Touch	Gains hardness 8	1 h/lvl (D)	Will negs	Yes	256
	25 ☐	Summon Monster VII	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	259

	26	☐	Teleport With No Error	Teleport, no off-target arrival	Trans	V	1 a	Prsl,touch	50 lb/lvl	Instantaneous	-	-	265
	27	☐	Vanish	Teleports touched object	Trans	V	1 a	Touch	50 lb/lvl, 3 cu ft/lvl	Instantaneous	Will negs	Yes	269
	28	☐	Vision	Learn tales about person,place etc.	Div	VSM,XP	Special	Personal	You	Special	-	-	269

LEVEL 8

			Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	1	☐	Antipathy	Obj or loc repels certain creatures	Ench	V,S,M	1 h	Close	Location or object	2 h/lvl	Will part	Yes	175
	2	☐	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
	3	☐	Binding	Techniques to imprison a creature	Ench	V,S,M	1 min	Close	One living creature	Special (D)	Will negs	Yes	179
	4	☐	Clone	Duplicate awakens when orig. dies	Necro	V,S,M,F	10 min	Touch	One clone	Instantaneous	-	-	184
	5	☐	Demand	Send a message with a suggestion	Ench	V,S,M	10 min	Special	One creature	1 round	Will part	Yes	191
	6	☐	Discern Location	Exact location of creature of object	Div	V,S	10 min	Unlimited	1 creature	Instantaneous	-	-	195
	7	☐	Etherealness	Travel to Ethereal Plane with comp.	Trans	V,S	1 a	Touch	You + 1 creat/3 lvls	1 min/lvl (D)	-	Yes	201
	8	☐	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
	9	☐	Horrid Wilting	Deals 1d8 dmg/lvl (max 25d8)	Necro	V,S,M	1 a	Long	Max 60 ft apart	Instantaneous	Fort half	Yes	215
	10	☐	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
	11	☐	Iron Body	Your body becomes living iron	Trans	V,S,M	1 a	Personal	50/+3, Str+6,Dex-6	1 min/lvl (D)	-	-	218
	12	☐	Mass Charm	Charm creatures, max 30 ft apart	Ench	V	1 a	Close	HD twice of level	1 h/lvl	Will negs	Yes	226
	13	☐	Maze	Traps subject in extradim. Space	Conj	V,S	1 a	Close	One creature	Special	-	-	226
	14	☐	Mind Blank	Resist mental / emotional magic	Abjur	V,S	1 a	Close	One creature	1 day	Will negs	Yes	228
	15	☐	Otiluke's Telekinetic Sphere	Globe protects but traps subject	Evoc	V,S,M	1 a	Close	1 ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Yes	233
	16	☐	Otto's Irresistible Dance	Forces subject to dance	Ench	V	1 a	Touch	Living creature	1d4+1 rnds	-	Yes	234
	17	☐	Polymorph Any Object	Changes subject into anything else	Trans	V,S,M	1 a	Close	1 creature or object	Special	Special	Spec	236
	18	☐	Power Word, Blind	Blinds 200 hp worth of creatures	Conj	V	1 a	Close	15-ft rad sphere	P/1d4+1 m/1d4 r	-	Yes	237
	19	☐	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
	20	☐	Protection from Spells	Confers +8 resistance bonus	Abjur	VSM,F	1 a	Touch	1 creat/4 lvls	10 min/lvl	Will negs	Yes	240
	21	☐	Screen	Hides area from vision, scrying	Illus	V,S	10 min	Close	30-ft cube/lvl	1 day	Special	-	247
	22	☐	Summon Monster VIII	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	259
	23	☐	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
	24	☐	Symbol	Runes have array of effets	Univ	V,S,M	Special	Touch	One symbol	Special	Special	Yes	261
	25	☐	Sympathy	Obj or loc attracts certain creatures	Ench	V,S,M	1 h	Close	Location or object	2 h/lvl	Will negs	Yes	263
	26	☐	Trap the Soul	Imprisons subject 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
	1	☐	Astral Projection	Projects you & co into astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	176
	2	☐	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
	3	☐	Dominate Monster	Control creatures telepathically	Ench	V,S	1 a	Medium	One creature	1 day/lvl	Will negs	Yes	197
	4	☐	Energy Drain	Subject gains 2d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	Fort negs	Yes	199
	5	☐	Foresight	6th sense warns of danger	Div	V,S,M	1 a	Prsl,touch	Special	10 min/lvl	-	-	207
	6	☐	Freedom	Releases creat from imprisonment	Abjur	V,S	1 a	Special	One creature	Instantaneous	-	Yes	207
	7	☐	Gate	Connects two planes for travel etc.	Conj	V,S	1 a	Medium	Special	Instantaneous	-	-	207
	8	☐	Imprisonment	Entombs subject beneath the earth	Abjur	V,S	1 a	Touch	Creature touched	Instantaneous	-	Yes	217
	9	☐	Meteor Swarm	Deals 24d6 fire dmg plus bursts	Evoc	V,S	1 a	Long	Dmg 6d6 / 3d6	Instantaneous	-/ Ref half	Yes	228
	10	☐	Mordenkainen's Disjunction	Dispels magic, disenchants items	Abjur	V	1 a	Close	30-ft radius burst	Instantaneous	Will negs	-	230
	11	☐	Power Word, Kill	Kills 1 subject or many below 21 hp	Conj	V	1 a	Close	1 creat or 15-ft radius	Instantaneous	-	Yes	237
	12	☐	Prismatic Sphere	Surrounds on all sides with effects	Abjur	V	1 a	10 ft	10-ft radius sphere	1 rnd/lvl (D)	-	Yes	238
	13	☐	Refuge	Transport item's possessor to you	Trans	V,S,M	1 a	Touch	Object touched	Perm until dischrgd	-	-	243
	14	☐	Shapechange	Transform into any creat once/rnd	Trans	V,S,F	1 a	Personal	You	10 min/lvl	-	-	250
	15	☐	Soul Bind	Traps soul to prevent resurrection	Necro	V,S,F	1 a	Close	Corpse	Permanent	Will negs	-	254
	16	☐	Summon Monster IX	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259
	17	☐	Teleportation Circle	Circle teleports to designated spot	Trans	V,M	10 min	Touch	Circle 5 ft radius	10 min/lvl (D)	-	Yes	265
	18	☐	Temporal Stasis	Subject into suspended animation	Trans	V,S,M	1 a	Touch	Creature touched	Permanent	-	Yes	265
	19	☐	Time Stop	You act freely for 1d4+1 rounds	Trans	V	1 a	Personal	You	1d4+1 rounds	-	-	265
	20	☐	Wail of the Banshee	Kills one creature/level	Necro	V	1 a	Close	1 creat/lvl 30-ft rad	Instantaneous	Fort negs	Yes	269
	21	☐	Weird	Illusion kills/deals dmg within 30 ft	Illus	V,S	1 a	Medium	Max 30 ft apart	Instantaneous	Will disblf	Yes	272
	22	☐	Wish	Alters reality	Univ	V,XP	1 a	Special	Special	Special	Special	Yes	273