

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Alarm	1	x	x	x	1	1	1	PHB	197	1 a	Close	20-ft radius	2 hr/lvl (D)	-	-	Wards an area for 2 hr/lvl	Abjur
Antilife Shell	x	6	6	x	x	x	x	PHB	199	1 rnd	10-ft	10-ft radius	10 min/lvl (D)	-	Y	10-ft field excludes living creatures	Abjur
Antimagick Field	x	8	x	x	6	6		PHB	200	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Sp	Negates magic within 10-ft	Abjur
Antiplant Shell	x	x	4	x	x	x	x	PHB	200	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Y	Barrier protects against plants	Abjur
Arcane Lock	x	x	x	x	2	2		PHB	200	1 a	Touch	Size 30 sq ft/lvl	Permanent	-	-	Magically locks a portal or chest	Abjur
Atonement	x	5	x	x	x	x		PHB	201	1 hr	Touch	One living creature	Instantaneous	-	Y	Removes burden of past misdeeds	Abjur
Banishment	x	6	x	x	7	7		PHB	203	1 a	Close	Extraplanar creatures	Instantaneous	Will negs	Y	Banishes 2 HD/lvl creatures	Abjur
Break Enchantment	4	5	x	4	x	5		PHB	207	1 min	Close	Creature/lvl in 30-ft	Instantaneous	Special	-	Frees target from enchantments	Abjur
Cloak of Chaos	x	8	x	x	x	x		PHB	210	1 a	20-ft	1/lvl in 20-ft radius	1 rd/lvl (D)	Special	Y	+4 AC, +4 res, SR 25 vs lawful	Abjur
Dimensional Anchor	x	4	x	x	4	4		PHB	221	1 a	Medium	Ray	1 min/lvl	-	Y	Stops extradimensional movement	Abjur
Dimensional Lock	x	8	x	x	8	8		PHB	221	1 a	Medium	20-ft radius	1 day/lvl	-	Y	Stops extradimensional movement	Abjur
Dismissal	x	4	x	x	5	5		PHB	222	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Y	Force creature back to native plane	Abjur
Dispel Chaos	x	5	x	4	x	x		PHB	222	1 a	Touch	Special	1 rd/lvl or till used	Special	Sp	+4 AC against chaotic attackers, banish	Abjur
Dispel Evil	x	5	x	4	x	x		PHB	222	1 a	Touch	Special	1 rd/lvl or till used	Special	Sp	+4 AC against evil attackers, banish	Abjur
Dispel Good	x	5	x	x	x	x		PHB	222	1 a	Touch	Special	1 rd/lvl or till used	Special	Sp	+4 AC against good attackers, banish	Abjur
Dispel Law	x	5	x	x	x	x		PHB	223	1 a	Touch	Special	1 rd/lvl or till used	Special	Sp	+4 AC against lawful attackers, banish	Abjur
Dispel Magic	3	3	4	3	x	3		PHB	223	1 a	Medium	Special	Instantaneous	-	-	Cancels magical effects (+10)	Abjur
Dispel Magic, Greater	5	6	6	x	x	6		PHB	223	1 a	Medium	Special	Instantaneous	-	-	Cancels magical effects (+20)	Abjur
Endure Elements	x	1	1	1	1	1		PHB	226	1 a	Touch	One creature	24 hours	Will negs	Y	Protected in extreme temperatures	Abjur
Entropic Shield	x	1	x	x	x	x		PHB	227	1 a	Self	Caster	1 min/lvl (D)	-	-	20% miss chance on ranged attacks	Abjur
Explosive Runes	x	x	x	x	3	3		PHB	228	1 a	Touch	10lb item	Till used (D)	Special	Y	Deals 6d6 damage when read	Abjur
Fire Trap	x	x	2	x	4	4		PHB	231	10 min	Touch	One item	Till used	Ref half	Y	Opened item deals 1d4+1/lvl	Abjur
Forbiddance	x	6	x	x	x	x		PHB	232	6 rnds	Medium	60-ft cube/level	Permanent	Special	Y	Prevents planar travel inside	Abjur
Freedom	x	x	x	x	9	9		PHB	233	1 a	Close	One creature	Instantaneous	Will negs	Y	Freed from movement restrictions	Abjur
Freedom of Movement	4	4	4	4	x	x		PHB	233	1 a	Prsl,touch	One creature	10 min/lvl	Will negs	Y	Target moves and attacks normally	Abjur
Globe of Invulnerability	x	x	x	x	6	6		PHB	236	1 a	10-ft	10-ft radius sphere	1 rd/lvl (D)	-	-	Stops 1-4 level spell effects	Abjur
Globe of Invulnerability, Lesser	x	x	x	x	4	4		PHB	236	1 a	10-ft	10-ft radius sphere	1 rd/lvl (D)	-	-	Stops 1-3 level spell effects	Abjur
Glyph of Warding	x	3	x	x	x	x		PHB	236	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Y	Symbol harms activator 1d8/2lvl (5)	Abjur
Glyph of Warding, Greater	x	6	x	x	x	x		PHB	237	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Y	Symbol harms activators 1d8/2lvl (10)	Abjur
Guards and Wards	x	x	x	x	6	6		PHB	237	30 min	Special	Up to 200 sq ft/lvl	2 hr/lvl (D)	-	-	Magical effects protect area	Abjur
Hide from Animals	x	x	1	x	1	x		PHB	241	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Y	Indiscernible to animals	Abjur
Hide from Undead	x	1	x	x	x	x		PHB	241	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Y	Indiscernible to undead	Abjur
Hold Portal	x	x	x	x	1	1		PHB	241	1 a	Medium	Door to 20 sq ft/lvl	1 min/lvl (D)	-	-	Holds door shut	Abjur
Holy Aura	x	8	x	x	x	x		PHB	241	1 a	20-ft	1/lvl in 20-ft radius	1 rd/lvl (D)	Special	Y	+4 AC, +4 res, SR 25 vs evil	Abjur
Imprisonment	x	x	x	x	9	9		PHB	244	1 a	Touch	One creature	Instantaneous	Will negs	Y	Entombs target beneath the earth	Abjur
Magic Circle against Chaos	x	3	x	3	x	3		PHB	249	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	Non-lawful creatures cannot enter	Abjur
Magic Circle against Evil	x	3	x	3	x	3		PHB	249	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	Non-good creatures cannot enter	Abjur
Magic Circle against Good	x	3	x	3	x	3		PHB	250	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	Non-evil creatures cannot enter	Abjur
Magic Circle against Law	x	3	x	3	x	3		PHB	250	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	Non-chaotic creatures cannot enter	Abjur
Mind Blank	x	x	x	x	8	8		PHB	253	1 a	Close	One creature	1 day	Will negs	Y	Resist mind effecting magic	Abjur
Mordenkainen's Disjunction	x	x	x	x	9	9		PHB	255	1 a	Close	40-ft radius	Instantaneous	Will negs	-	Dispels magic, disenchants items	Abjur
Mordenkainen's Private Sanctum	x	x	x	x	5	5		PHB	256	10 min	Close	30-ft cube/lvl	1 day (D)	-	-	Those outside see impenetrable fog	Abjur
Nondetection	x	x	x	4	3	3		PHB	257	1 a	Touch	Creature or item	1 hr/lvl	Will negs	Y	Masks target to scrying and divination	Abjur
Obscure Object	1	3	x	x	2	2		PHB	258	1 a	Touch	Item to 100 lb/lvl	8 hours	Will negs	Y	Masks item to scrying and divination	Abjur
Prismatic Sphere	x	x	x	x	9	9		PHB	264	1 a	10-ft	10-ft radius	10 min/lvl	Special	Sp	Surrounds on all sides with effects	Abjur
Prismatic Wall	x	x	x	x	8	8		PHB	264	1 a	Close	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Sp	Wall's colours have array of effects	Abjur
Protection from Arrows	x	x	x	x	2	2		PHB	266	1 a	Touch	One creature	1 hr/lvl or till used	Will negs	Y	Ranged damage reduction 10/magic absorbs 10/lvl (100)	Abjur
Protection from Chaos	x	1	x	1	x	1		PHB	266	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	+2 AC and saves vs chaotic creatures	Abjur
Protection from Energy	x	3	x	2	3	3		PHB	266	1 a	Touch	One creature	10 min/lvl or till used	Fort negs	Y	Absorbs 12 energy dmg/lvl (120)	Abjur
Protection from Evil	x	1	x	1	x	1		PHB	266	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	+2 AC and saves vs evil creatures	Abjur
Protection from Good	x	1	x	x	1	1		PHB	266	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	+2 AC and saves vs good creatures	Abjur
Protection from Law	x	1	x	x	1	1		PHB	266	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	+2 AC and saves vs lawful creatures	Abjur
Protection from Spells	x	x	x	x	8	8		PHB	266	1 a	Touch	One creature/4lvls	10 min/lvl	Will negs	Y	+8 resistance bonus to saves	Abjur
Remove Curse	3	3	x	3	4	4		PHB	270	1 a	Touch	Creature or item	Instantaneous	Will negs	Y	Frees item or person from curse	Abjur
Remove Fear	1	1	x	x	x	x		PHB	271	1 a	Close	One creature +1/4lvls	10 min	Will negs	Y	+4 on fear saves	Abjur
Repel Metal or Stone	x	x	8	x	x	x		PHB	271	1 a	60-ft	60-ft line	1 rd/lvl (D)	-	-	Repel metal or stone at 40-ft/round	Abjur
Repel Vermin	4	4	4	3	x	x		PHB	271	1 a	10-ft	10-ft radius	10 min/lvl (D)	Will negs	Y	Insects with HD<lv/3 cannot enter	Abjur
Repulsion	x	7	x	x	6	6		PHB	271	1 a	10-ft/lvl	10-ft radius/lvl	1 rd/lvl (D)	Will negs	Y	Creatures cannot approach you	Abjur
Resist Energy	x	2	2	2	1	2		PHB	272	1 a	Touch	One creature	10 min/lvl	Fort negs	Y	Ignores 10 energy dmg/rnd	Abjur
Resistance	0	0	0	1	x	0		PHB	272	1 a	Touch	One creature	1 min	Will negs	Y	Target gains +1 on saves	Abjur
Sanctuary	x	1	x	x	x	x		PHB	274	1 a	Touch	One creature	1 rd/lvl	Will negs	-	Opponents cannot attack you	Abjur
Sequester	x	x	x	x	7	7		PHB	276	1 a	Touch	Willing creature or item	1 day/lvl (D)	Will negs	Y	Target invisible to sight & scrying	Abjur
Shield	x	x	x	x	1	1		PHB	278	1 a	Self	Caster	1 min/lvl (D)	-	-	Negates magic missiles, +4 AC	Abjur
Shield of Faith	x	1	x	x	x	x		PHB	278	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+2 AC +1/6lvls	Abjur
Shield of Law	x	8	x	x	x	x		PHB	278	1 a	20-ft	One creature/lvl in 20-ft radius	1 rd/lvl (D)	Special	Y	+4 AC, +4 res, SR 25 vs chaotic	Abjur
Shield Other	x	2	x	2	x	x		PHB	278	1 a	Close	One creature	1 hr/lvl (D)	Will negs	Y	Target +1 AC, save, half dmg to caster	Abjur
Spell Immunity	x	4	x	x	x	x		PHB	282	1 a	Touch	One creature	10 min/lvl	Will negs	Y	Immune to a 1-4 level spell/4levels	Abjur
Spell Immunity, Greater	x	8	x	x	x	x		PHB	282	1 a	Touch	One creature	10 min/lvl	Will negs	Y	Immune to a 1-8 level spell/4levels	Abjur
Spell Resistance	x	5	x	x	x	x		PHB	282	1 a	Touch	One creature	1 min/lvl	Will negs	Y	Target gains SR 12+level	Abjur
Spell Turning	x	x	x	x	7	7		PHB	282	1 a	Self	Caster	10min/lvl or till used	-	-	Reflects 1d4+6 spell levels back	Abjur
Stoneskin	x	5	x	x	4	4		PHB	284	1 a	Touch	One creature	10 min/lvl or till used	Will negs	Y	Damage reduction 10/adamantine	Abjur
Undetectable Alignment	1	2	x	2	x	x		PHB	297	1 a	Close	One creat or item	24 hours	Will negs	Y	Conceals alignment for 24 hours	Abjur
Unholy Aura	x	8	x	x	x	x		PHB	297	1 a	20-ft	One creature/lvl	1 rd/lvl (D)	Special	Y	+4 AC, +4 resistance, SR 25 vs good	Abjur

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Acid Fog	x	x	x	x	x	6	6	PHB	196	1 a	Medium	20-ft radius	1 rd/lvl	-	-	Fog deals 2d6/rd acid damage	Conj
Acid Splash	x	x	x	x	0	0	PHB	196	1 a	Close	Close	Acid missile	Instantaneous	-	-	Small acid orb. (ranged touch, 1d3)	Conj
Cloudkill	x	x	x	x	5	5	PHB	210	1 a	Medium	Medium	20-ft radius	1 min/lvl	Special	-	Kills 1-3 HD, 4-6 HD Fort save / die	Conj
Create Food and Water	x	3	x	x	x	x	PHB	215	10 min	Close	Close	Food and water	24 hours	-	-	Feeds 3 humans (or horse) / level	Conj
Create Water	x	0	0	1	x	x	PHB	215	1 a	Close	Close	Up to 2 gallons/lvl	Instantaneous	-	-	Creates 2 gallons/lvl of pure water	Conj
Creeping Doom	x	7	x	x	x	x	PHB	215	1 rd	Close	Close	One swarm/2lvl	1 min/lvl	-	-	Carpet of insects at your command	Conj
Cure Critical Wounds	4	4	5	x	x	x	PHB	215	1 a	Touch	Touch	One creature	Instantaneous	Will half	Y	Cures 4d8+1/lvl (+20)	Conj
Cure Critical Wounds, Mass	x	8	9	x	x	x	PHB	215	1 a	Close	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 4d8+1/lvl (+40)	Conj
Cure Light Wounds	1	1	1	2	x	x	PHB	215	1 a	Touch	Touch	One creature	Instantaneous	Will half	Y	Cures 1d8+1/lvl (+5)	Conj
Cure Light Wounds, Mass	5	5	6	x	x	x	PHB	216	1 a	Close	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 1d8+1/lvl (+25)	Conj
Cure Minor Wounds	x	0	0	x	x	x	PHB	216	1 a	Touch	Touch	One creature	Instantaneous	Will half	Y	Cures 1 point of damage	Conj
Cure Moderate Wounds	2	2	3	3	x	x	PHB	216	1 a	Touch	Touch	One creature	Instantaneous	Will half	Y	Cures 2d8+1/lvl (+10)	Conj
Cure Moderate Wounds, Mass	6	6	7	x	x	x	PHB	216	1 a	Close	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 2d8+1/lvl (+30)	Conj
Cure Serious Wounds	3	3	4	4	x	x	PHB	216	1 a	Touch	Touch	One creature	Instantaneous	Will half	Y	Cures 3d8+1/lvl (+15)	Conj
Cure Serious Wounds, Mass	x	7	8	x	x	x	PHB	216	1 a	Close	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 3d8+1/lvl (+35)	Conj
Delay Poison	2	2	2	2	1	x	PHB	217	1 a	Touch	Touch	One creature	1 hr/lvl	Fort negs	Y	Stops poison from harming target	Conj
Dimension Door	4	x	x	x	4	4	PHB	221	1 a	Long	Long	Caster and touched	Instantaneous	Will negs	Y	Teleports you and up to max load	Conj
Drawmij's Instant Summons	x	x	x	x	7	7	PHB	225	1 a	Special	Special	Weight up to 10 lb	Till used	-	-	Prepared items appears in hand	Conj
Elemental Swarm	x	x	9	x	x	x	PHB	226	10 min	Medium	Medium	2+ creatures	10 min/lvl (D)	-	-	Summons 2d4 Large, 1d4 Huge	Conj
Fire Seeds	x	x	6	x	x	x	PHB	230	1 a	Touch	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	-	Acorn and berries become bombs	Conj
Fog Cloud	x	2	x	x	2	2	PHB	232	1 a	Medium	Medium	20-ft radius	10 min/lvl	-	-	Fog limits vision to 5-ft	Conj
Gate	x	9	x	x	9	9	PHB	234	1 a	Medium	Special	Special	Instantaneous	-	-	Connects two planes for travel	Conj
Glitterdust	2	x	x	x	2	2	PHB	236	1 a	Medium	Medium	Creatures in 10-ft	1 rd/lvl	Will negs	-	Blinds creatures, outlines invisible	Conj
Grease	1	x	x	x	1	1	PHB	237	1 a	Close	Close	Obj or 10ft x 10ft sq	1 rd/lvl (D)	Special	-	Makes 10-ft square or item slippery	Conj
Heal	x	6	7	x	x	x	PHB	239	1 a	Touch	Touch	One creature	Instantaneous	Will negs	Y	Cures 10/lvl (150)	Conj
Heal Mount	x	x	3	x	x	x	PHB	239	1 a	Touch	Touch	Mount	Instantaneous	Will negs	Y	Heals paladin's special mount	Conj
Heal, Mass	x	9	x	x	x	x	PHB	239	1 a	Close	Close	Any in 30-ft	Instantaneous	Will negs	Y	Cures 10/lvl (250)	Conj
Heroes' Feast	6	6	x	x	x	x	PHB	240	10 min	Close	Close	One living creature/lvl	1 hr + 12 hr	-	-	Food for 1 creat/lvl cures & blesses	Conj
Incendiary Cloud	x	x	x	x	8	8	PHB	244	1 a	Medium	Medium	20-ft radius	1 rd/lvl	Ref half	-	Cloud deals 4d6 fire damage/round	Conj
Insect Plague	x	5	x	x	x	x	PHB	244	1 rd	Long	Long	1 swarm/3lvls	1 min/lvl	-	-	Insect swarm	Conj
Leomund's Secret Chest	x	x	x	x	5	5	PHB	247	10 min	Special	Special	Up to 1 cu.ft. / lvl	60 days or till used	-	-	Hides chest on Ethereal plane	Conj
Leomund's Secure Shelter	4	x	x	x	4	4	PHB	247	10 min	Close	Close	20-ft sq structure	2 hr/lvl (D)	-	-	Creates a sturdy cottage	Conj
Mage Armor	x	x	x	x	1	1	PHB	249	1 a	Touch	Touch	One creature	1 hr/lvl (D)	Will negs	-	Give target +4 AC	Conj
Major Creation	x	x	x	x	5	5	PHB	252	10 min	Close	Close	Item, 1 cu ft/lvl	Special	-	-	Create stone or metal item	Conj
Maze	x	x	x	x	8	8	PHB	252	1 a	Close	Close	One creature	Special	-	Y	Traps target in extradimensional space	Conj
Melf's Acid Arrow	x	x	x	2	2	2	PHB	253	1 a	Long	Long	One acid arrow	1 rd + 1 rd/3 lvls	-	-	2d4 dmg for 1 rd+1 rd/3 lvls	Conj
Minor Creation	x	x	x	x	4	4	PHB	253	1 min	0-ft	0-ft	Item, 1 cu ft/lvl	1 hr/lvl (D)	-	-	Creates one cloth or wood item	Conj
Mordenkainen's Faithful Hound	x	x	x	5	5	5	PHB	255	1 a	Close	Close	Phantom watchdog	1 hr/lvl and 1 rd/lvl	-	-	Guards 30-ft bark, 5-ft att, +10 att, 2d6+3 dmg	Conj
Mordenkainen's Magnificent Mansion	x	x	x	7	7	7	PHB	256	1 a	Close	Close	3 10-ft cubes/lvl	2 hr/lvl (D)	-	-	Extradimensional dwelling	Conj
Mount	x	x	x	1	1	1	PHB	256	1 rd	Close	Close	One mount	2 hr/lvl (D)	-	-	Summons riding horse or pony	Conj
Neutralize Poison	4	4	3	3	x	x	PHB	257	1 a	Touch	Touch	Creab / obj 1 cu ft/lvl	10 min/lvl	Will negs	Y	Detoxifies venom in or on target	Conj
Obscuring Mist	x	1	1	x	1	1	PHB	258	1 a	20-ft	20-ft	20-ft radius	1 min/lvl	-	-	Fog surrounds you, visibility 5-ft	Conj
Phantom Steed	3	x	x	x	3	3	PHB	260	10 min	0-ft	0-ft	One creature	1 hr/lvl (D)	-	-	Horselike creature, AC18, HP 7+1/lvl	Conj
Phase Door	x	x	x	x	7	7	PHB	261	1 a	0-ft	0-ft	5x8 ft, 10-ft+5-ft/3lvl deep	1 usage/2 lvls	-	-	Passage appears in wooden, stone wall	Conj
Planar Ally	x	6	x	x	x	x	PHB	261	10 min	Close	Close	1-2 creatures	Instantaneous	-	-	Outsider (12 HD) exchanges services	Conj
Planar Ally, Greater	x	8	x	x	x	x	PHB	261	10 min	Close	Close	1-3 creatures	Instantaneous	-	-	Outsider (18 HD) exchanges services	Conj
Planar Ally, Lesser	x	4	x	x	x	x	PHB	261	10 min	Close	Close	One creature	Instantaneous	-	-	Outsider (6 HD) exchanges services	Conj
Planar Binding	x	x	x	x	6	6	PHB	261	10 min	Close	Close	1-3 creatures	Instantaneous	Will negs	Y	Traps outsider for task (12 HD)	Conj
Planar Binding, Greater	x	x	x	x	8	8	PHB	261	10 min	Close	Close	1-3 creature	Instantaneous	Will negs	Y	Traps outsider for task (18 HD)	Conj
Planar Binding, Lesser	x	x	x	x	5	5	PHB	261	10 min	Close	Close	One creature	Instantaneous	Will negs	Y	Traps outsider for task (6 HD)	Conj
Plane Shift	x	5	x	x	7	7	PHB	262	1 a	Touch	Touch	1-8 willing creatures	Instantaneous	Will negs	Y	Targets travel to another plane	Conj
Raise Dead	x	5	x	x	x	x	PHB	268	1 min	Touch	Touch	One dead creature	Instantaneous	-	Y	Restores life to target within 1 day/lvl	Conj
Refuge	x	7	x	x	9	9	PHB	269	1 a	Touch	Touch	Item	Till used	-	-	Transport item's possessor to you	Conj
Regenerate	x	7	9	x	x	x	PHB	270	3 rnds	Touch	Touch	One living creature	Instantaneous	Fort negs	Y	Target's severed limbs grow back	Conj
Remove Blindness / Deafness	x	3	3	x	x	x	PHB	270	1 a	Touch	Touch	One creature	Instantaneous	Fort negs	Y	Cure normal or magical conditions	Conj
Remove Disease	x	3	3	x	x	x	PHB	271	1 a	Touch	Touch	One creature	Instantaneous	Fort negs	Y	Cures all diseases affecting target	Conj
Remove Paralysis	x	2	2	x	x	x	PHB	271	1 a	Close	Close	4 creatures in 30-ft	Instantaneous	Will negs	Y	Frees creats from parlys/hold/slow	Conj
Restoration	x	4	4	x	x	x	PHB	272	3 rnds	Touch	Touch	One creature	Instantaneous	Will negs	Y	Restores ability, neg lvls, one exp lvl	Conj
Restoration, Greater	x	7	x	x	x	x	PHB	272	10 min	Touch	Touch	One creature	Instantaneous	Will negs	Y	Restores ability, neg lvls, all exp lvls	Conj
Restoration, Lesser	x	2	2	1	x	x	PHB	272	3 rnds	Touch	Touch	One creature	Instantaneous	Will negs	Y	Restores 1d4 ability score loss	Conj
Resurrection	x	7	x	x	x	x	PHB	272	10 min	Touch	Touch	One dead creature	Instantaneous	-	Y	Restores life to target	Conj
Sepia Snake Sigil	3	x	x	x	3	3	PHB	276	10 min	Touch	Touch	Book or written work	Till used	Ref negs	-	Immobilizes reader for 1d4+1day/lvl	Conj
Shambler	x	9	x	x	x	x	PHB	277	1 a	Medium	Medium	3+ shamblers	7 days/months	-	-	Summon 1d4+2 (11HD) shamblers	Conj
Sleet Storm	x	3	x	x	3	3	PHB	280	1 a	Long	Long	40-ft radius	1 rd/lvl	-	-	Hampers vision and movement	Conj
Solid Fog	x	x	x	x	4	4	PHB	281	1 a	Medium	Medium	20-ft radius	1 min/lvl	-	-	Fog limits vision & movement to 5-ft	Conj
Stinking Cloud	x	x	x	x	3	3	PHB	284	1 a	Medium	Medium	20-ft radius	1 rd/lvl	Fort negs	Y	Living creatures become nauseated	Conj
Storm of Vengeance	x	9	x	x	x	x	PHB	285	1 rd	Long	Long	360-ft radius	Conc, 10 rnds	Special	Y	Storm rains acid, lightning, hail	Conj
Summon Instrument	0	x	x	x	x	x	PHB	285	1 rd	0-ft	0-ft	One instrument	1 min/lvl (D)	-	-	Calls a handheld instrument for you	Conj
Summon Monster I	1	1	x	x	1	1	PHB	285	1 rd	Close	Close	One creature	1 rd/lvl	-	-	Calls outsider to fight for you	Conj
Summon Monster II	2	2	x	x	2	2	PHB	286	1 rd	Close	Close	2:1 1:d3	1 rd/lvl	-	-	Calls outsider to fight for you	Conj
Summon Monster III	3	3	x	x	3	3	PHB	286	1 rd	Close	Close	3:1 2:d3 1:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj
Summon Monster IV	4	4	x	x	4	4	PHB	286	1 rd	Close	Close	4:1 3:d3 2:1:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj
Summon Monster IX	x	9	x	x	9	9	PHB	287	1 rd	Close	Close	9:1 8:d3 1-7:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj
Summon Monster V	5	5	x	x	5	5	PHB	286	1 rd	Close	Close	5:1 4:1d3 1-3:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj
Summon Monster VI	6	6	x	x	6	6	PHB	286	1 rd	Close	Close	6:1 5:1d3 1-4:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj
Summon Monster VII	x	7	x	x	7	7	PHB	286	1 rd	Close	Close	7:1 6:d3 1-5:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj
Summon Monster VIII	x	8	x	x	8	8	PHB	286	1 rd	Close	Close	8:1 7:1d3 1-6:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj
Summon Nature's Ally I	x	x	1	x	1	1	PHB	288	1 rd	Close	Close	One creature	1 rd/lvl	-	-	Calls creature to fight for you	Conj
Summon Nature's Ally II	x	2	x	2	x	2	PHB	288	1 rd	Close	Close	2:1 1:d3	1 rd/lvl	-	-	Calls creature to fight for you	Conj
Summon Nature's Ally III	x	3	x	3	x	3	PHB	288	1 rd	Close	Close	3:1 2:1d3 1:1d4+1	1 rd/lvl	-	-	Calls creature to fight for you	Conj
Summon Nature's Ally IV	x	4	x	4	x	4	PHB	288	1 rd								

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Wall of Iron	x	x	x	x	x	6		PHB	299	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	Iron wall with 30 hp/4 levels	Conj
Wall of Stone	x	5	6	x	x	5		PHB	299	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	Stone wall with 15 hp/4 levels	Conj
Wall of Thorns	x	x	5	x	x	x		PHB	300	1 a	Medium	10-ft cube/lvl	10 min/lvl (D)	-	-	Thorns dmg moving creatures 25-AC	Conj
Web	x	x	x	x	x	2	2	PHB	301	1 a	Medium	20-ft radius	10 min/lvl (D)	Ref negs	-	Sticky webs trap creatures	Conj

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Analyze Dweomer	6	x	x	x	x	6	6	PHB	197	1 a	Close	Item or creature/lvl	1 rd/lvl (D)	Will negs	-	- Reveals magical aspects of target	Div
Arcane Eye	x	x	x	x	4	4		PHB	200	10 min	Unlimited	Magical sensor	1 min/lvl (D)	-	-	- Floating eye, moves 30ft/rd	Div
Arcane Sight	x	x	x	x	3	3		PHB	201	1 a	Self	Caster	1 min/lvl	-	-	- See magic auras within 120-ft	Div
Arcane Sight, Greater	x	x	x	x	7	7		PHB	201	1 a	Self	Caster	1 min/lvl	-	-	- See magic auras within 120-ft	Div
Augury	x	2	x	x	x	x		PHB	202	1 min	Self	Caster	Instantaneous	-	-	- Learns if an action is good or bad	Div
Clairaudience / Clairvoyance	3	x	x	x	3	3		PHB	209	10 min	Long	Magical sensor	1 min/lvl (D)	-	-	- Hear or see at a distance, 1 min/lvl	Div
Commune	x	5	x	x	x	x		PHB	211	10 min	Self	Caster	1 rd/lvl	-	-	- Deity answers 1 y/n-question/level	Div
Commune with Nature	x	x	5	x	4	x		PHB	211	10 min	Self	Caster	Instantaneous	-	-	- Learn about terrain for 1 mile/level	Div
Comprehend Languages	1	1	x	x	1	1		PHB	212	1 a	Self	250 words/min	10 min/lvl	-	-	- Understands all languages	Div
Contact Other Plane	x	x	x	x	5	5		PHB	212	10 min	Self	Caster	Concentrate	-	-	- Ask question of extraplanar entity	Div
Detect Animals or Plants	x	x	1	x	1	x		PHB	218	1 a	Long	Cone	Conc, 10 min/lvl	-	-	- Detects special animals or plant	Div
Detect Chaos	x	1	x	x	x	x		PHB	218	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	- Reveals creatures, spells or items	Div
Detect Evil	x	1	x	x	x	x		PHB	218	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	- Reveals creatures, spells or items	Div
Detect Good	x	1	x	x	x	x		PHB	219	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	- Reveals creatures, spells or items	Div
Detect Law	x	1	x	x	x	x		PHB	219	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	- Reveals creatures, spells or items	Div
Detect Magic	0	0	0	x	0	0		PHB	219	1 a	60-ft	Cone	Conc, 1 min/lvl	-	-	- Detects spells and magic items	Div
Detect Poison	x	0	0	1	1	0		PHB	219	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	- Detects poison in creature or item	Div
Detect Scrying	4	x	x	x	4	4		PHB	219	1 a	40-ft	40-ft radius	24 hours	-	-	- Alerts of magical eavesdropping	Div
Detect Secret Doors	1	x	x	x	1	1		PHB	220	1 a	60-ft	Cone	Conc, 1min/lvl	-	-	- Reveals hidden doors within 60-ft	Div
Detect Snares and Pits	x	x	1	x	1	x		PHB	220	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	- Reveals natural or primitive traps	Div
Detect Thoughts	2	x	x	x	2	2		PHB	220	1 a	60-ft	Cone	Conc, 1 min/lvl	Will negs	-	- Detect surface thoughts	Div
Detect Undead	x	1	x	1	1	1		PHB	220	1 a	60-ft	Cone	Conc, 1min/lvl	-	-	- Reveals undead within 60-ft	Div
Discern Lies	x	4	x	3	x	x		PHB	221	1 a	Close	Creature/lvl in 30-ft	Conc, 1 rd/lvl	Will negs	-	- Reveals deliberate falsehoods	Div
Discern Location	x	8	x	x	8	8		PHB	222	10 min	Unlimited	One creature or item	Instantaneous	-	-	- Exact location of creature or item	Div
Divination	x	4	x	x	x	x		PHB	224	10 min	Self	Caster	Instantaneous	-	-	- Provides useful advice for actions	Div
Find the Path	6	6	6	x	x	x		PHB	230	3 rnds	Touch	One creature	10 min/lvl	Will negs	Y	- Shows most direct way to location	Div
Find Traps	x	2	x	x	x	x		PHB	230	1 a	Self	Caster	1 min/lvl	-	-	- Notice traps as rogue does	Div
Foresight	x	x	9	x	x	9		PHB	233	1 a	Prsl,touch	Special	10 min/lvl	Will negs	Y	- 6th sense warns of danger	Div
Guidance	x	0	0	x	x	x		PHB	238	1 a	Touch	One creature	1 min or till used	Will negs	Y	- +1 on 1 attack roll, save or check	Div
Identify	1	x	x	x	1	1		PHB	243	1 hr	Touch	One item	Instantaneous	-	-	- Determines all features of magic item	Div
Know Direction	0	x	0	x	x	x		PHB	246	1 a	Self	Caster	Instantaneous	-	-	- You discern North	Div
Legend Lore	4	x	x	x	6	6		PHB	246	see text	Self	Caster	Special	-	-	- Learn tales about person or place	Div
Locate Creature	4	x	x	x	4	4		PHB	248	1 a	Long	400-ft+40-ft/lvl rad	10 min/lvl	-	-	- Senses direction of familiar creature	Div
Locate Object	2	3	x	x	2	2		PHB	248	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	- Senses direction of item	Div
Moment of Prescience	x	x	x	x	8	8		PHB	255	1 a	Self	Caster	1 hr/lvl	-	-	- Reroll or AC check with +lvl as bonus	Div
Prying Eyes	x	x	x	x	5	5		PHB	266	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	- Sensors sees 120-ft all around	Div
Prying Eyes, Greater	x	x	x	x	8	8		PHB	267	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	- Sensors true seeing 120-ft all around	Div
Rary's Telepathic Bond	x	x	x	x	5	5		PHB	268	1 a	Close	Caster + One creature/3lvs	10 min/lvl (D)	-	-	- Link lets allies communicate	Div
Read Magic	0	0	0	1	1	0		PHB	269	1 a	Self	250 words/min	10 min/lvl	-	-	- Read scrolls and spellbooks	Div
Scrying	3	5	4	x	4	4		PHB	274	1 hr	Special	Magical sensor	1 min/lvl	Will negs	Y	- Spies on target from a distance	Div
Scrying, Greater	6	7	7	x	7	7		PHB	275	1 a	Special	Magical sensor	1 hr/lvl	Will negs	Y	- Spies on target from a distance	Div
See Invisibility	3	x	x	x	2	2		PHB	275	1 a	Self	Caster	10 min/lvl (D)	-	-	- See invisible creatures or items	Div
Speak with Animals	3	x	1	x	1	x		PHB	281	1 a	Self	Caster	1 min/lvl	-	-	- Communicate with animals	Div
Speak with Plants	4	x	3	x	2	x		PHB	282	1 a	Self	Caster	1 min/lvl	-	-	- Talk to plants and plant creatures	Div
Status	x	2	x	x	x	x		PHB	284	1 a	Touch	Living creature/3 lvs	1 hr/lvl	Will negs	Y	- Monitors condition, position of allies	Div
Stone Tell	x	x	6	x	x	x		PHB	284	10 min	Self	Caster	1 min/lvl	-	-	- Talk to natural or worked stone	Div
Tongues	2	4	x	x	3	3		PHB	294	1 a	Touch	One creature	10 min/lvl	Will negs	-	- Speak and understand any language	Div
True Seeing	x	5	7	x	6	6		PHB	296	1 a	Touch	One creature	1 min/lvl	Will negs	Y	- See all things as they really are	Div
True Strike	x	x	x	x	1	1		PHB	296	1a	Self	Caster	1 rd	-	-	- Adds +20 to your next attack	Div
Vision	x	x	x	x	7	7		PHB	298	1 a	Self	Caster	Special	-	-	- Learn tales about person or place	Div

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Aid	x	2	x	x	x	x	x	PHB	196	1 a	Touch	One living creature	1 min/lvl	-	Y	+1 att,+1 fear saves,1d8 +1/lvl hps	Ench
Animal Messenger	2	x	2	x	1	x	x	PHB	198	1 a	Close	One tiny animal	1 day/lvl	-	Y	Send a tiny animal to specific place	Ench
Animal Trance	2	x	2	x	x	x	x	PHB	198	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Y	Fascinates 2d6 HD of animals	Ench
Antipathy	x	x	9	x	x	8	8	PHB	200	1 hr	Close	Location or item	2 hr/lvl (D)	Will part	Y	Item or location repels creatures	Ench
Bane	x	1	x	x	x	x	x	PHB	203	1 a	50-ft	Enemies in 50-ft	1 min/lvl	Will negs	Y	Enemies suffer -1 att, -1 vs fear	Ench
Binding	x	x	x	x	8	8	8	PHB	204	1 min	Close	One living creature	Special (D)	Will negs	Y	Techniques to imprison a creature	Ench
Bless	x	1	x	1	x	x	x	PHB	205	1 a	50-ft	Allies in 50-ft	1 min/lvl	-	Y	Allies gains +1 att, +1 vs fear	Ench
Calm Animals	x	x	1	x	1	x	x	PHB	207	1 a	Close	Animals in 30-ft	1 min/lvl	Will negs	Y	Calms 2d4+1/lvl HD of animals etc.	Ench
Calm Emotions	2	2	x	x	x	x	x	PHB	207	1 a	Medium	20-ft radius	Conc, 1 rnd/lvl	Will negs	Y	Calms 1d6/lvl targets	Ench
Charm Animal	3	x	x	x	4	4	4	PHB	208	1 a	Close	Person or animal	1 hr/lvl	Will negs	Y	Makes animal your friend	Ench
Charm Monster	6	x	x	x	8	8	8	PHB	209	1 a	Close	One living creature	1 day/lvl	Will negs	Y	Monster believes you are allied	Ench
Charm Monster, Mass	1	x	x	x	1	1	1	PHB	209	1 a	Close	Creatures in 30-ft	1 day/lvl	Will negs	Y	Monsters believe you are allied 2HD/lvl	Ench
Charm Person	x	2	x	x	x	x	x	PHB	209	1 a	Close	1 person	1 hr/lvl	Will negs	Y	Makes one person your friend	Ench
Command	x	1	x	x	x	x	x	PHB	211	1 a	Close	One living creature	1 round	Will negs	Y	One target obeys command 1 rnd	Ench
Command, Greater	x	4	x	3	x	5	5	PHB	211	1 a	Close	Creature/lvl in 30-ft	1 rnd/lvl	Will negs	Y	One target obeys command 1 rnd	Ench
Confusion	3	x	x	x	4	4	4	PHB	212	1 a	Medium	Creatures in 15-ft	1 rnd/lvl	Will negs	Y	Targets become confused, 1 rnd/lvl	Ench
Confusion, Lesser	1	x	x	x	x	x	x	PHB	212	1 a	Close	One living creature	1 round	Will negs	Y	Target becomes confused, 1 rnd/lvl	Ench
Crushing Despair	3	x	x	x	4	4	4	PHB	215	1 a	30-ft	Cone	1 min/lvl	Will negs	Y	-2 Att, save, abilities, skills, damage	Ench
Daze	0	x	x	x	0	0	0	PHB	217	1 a	Close	1 humanoid to 4 HD	1 rnd	Will negs	Y	Humanoid loses next action	Ench
Daze Monster	2	x	x	x	2	2	2	PHB	217	1 a	Medium	One creature to 6 HD	1 rnd	Will negs	Y	Creature loses next action	Ench
Deep Slumber	3	x	x	x	3	3	3	PHB	217	1 rnd	Close	10-ft radius	1 min/lvl	Will negs	Y	Put 10 HD of creatures into slumber	Ench
Dominate Animal	x	3	x	x	x	x	x	PHB	224	1 rnd	Close	One animal	1 rnd/lvl	Will negs	Y	Animal obeys mental commands	Ench
Dominate Monster	x	x	x	x	9	9	9	PHB	224	1 rnd	Close	One creature	1 day/lvl	Will negs	Y	Control creature telepathically	Ench
Dominate Person	4	x	x	x	5	5	5	PHB	224	1 rnd	Close	One humanoid	1 day/lvl	Will negs	Y	Control humanoid telepathically	Ench
Enthrall	2	2	x	x	x	x	x	PHB	227	1 rnd	Medium	Creatures in range	Up to 1 hour	Will negs	Y	Captivates all within medium range	Ench
Feeblemind	x	x	x	x	5	5	5	PHB	229	1 a	Medium	One creature	Instantaneous	Will negs	Y	Target's Int and Cha drop to 1	Ench
Geas / Quest	6	6	x	x	x	6	6	PHB	234	10 min	Close	One living creature	1 day/lvl or till used	-	Y	Command any creature	Ench
Geas, Lesser	3	x	x	x	4	4	4	PHB	235	1 a	Close	One living creature	1 day/lvl or till used	Will negs	Y	Command up to 7HD creature	Ench
Good Hope	3	x	x	x	x	x	x	PHB	237	1 a	Medium	One living creature/lvl	1 min/lvl	Will negs	Y	Morale bonus, +2 save bonus	Ench
Heroism	2	x	x	x	3	3	3	PHB	240	1 a	Touch	One creature	10 min/lvl	Will negs	Y	+2 Attack, Save and skill checks	Ench
Heroism, Greater	5	x	x	x	6	6	6	PHB	240	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Attack, Save and skill checks	Ench
Hold Animal	x	2	x	2	x	x	x	PHB	241	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Y	Target becomes paralyzed	Ench
Hold Monster	4	x	x	x	5	5	5	PHB	241	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Y	Target becomes paralyzed	Ench
Hold Monster, Mass	x	x	x	x	9	9	9	PHB	241	1 a	Medium	Any in 30-ft	1 rnd/lvl (D)	Will negs	Y	Targets become paralyzed	Ench
Hold Person	2	2	x	x	3	3	3	PHB	241	1 a	Medium	One humanoid	1 rnd/lvl (D)	Will negs	Y	Target becomes paralyzed	Ench
Hold Person, Mass	x	x	x	x	7	7	7	PHB	241	1 a	Medium	All humanoids in 30-ft	1 rnd/lvl (D)	Will negs	Y	Targets become paralyzed	Ench
Hypnotism	1	x	x	x	1	1	1	PHB	242	1 rnd	Close	Living creatures	2d4 rnds (D)	Will negs	Y	Fascinates 2d4 HD of creatures in 30-ft	Ench
Insanity	x	x	x	x	7	7	7	PHB	244	1 a	Medium	One living creature	Instantaneous	Will negs	Y	Target suffer continuous confusion	Ench
Lullaby	0	x	x	x	x	x	x	PHB	249	1 a	Medium	Living in 10-ft radius	Conc +1 rnd/lvl	Will negs	Y	Become drowsy -5 listen and spot	Ench
Mind Fog	5	x	x	x	5	5	5	PHB	253	1 a	Medium	20-ft radius	30 min + 2d6 rnds	Will negs	Y	Fog target's minds, -10 Wis/Will save	Ench
Modify Memory	4	x	x	x	x	x	x	PHB	255	1 rnd	Close	One living creature	Permanent	Will negs	Y	Changes 5 minutes of memories	Ench
Otto's Irresistible Dance	6	x	x	x	8	8	8	PHB	259	1 a	Touch	One living creature	1d4+1 rnds	-	Y	Forces target to dance	Ench
Power Word, Blind	x	x	x	x	7	7	7	PHB	263	1 a	Close	One creature	Special	-	Y	Blinds one target less than 200 hps	Ench
Power Word, Kill	x	x	x	x	9	9	9	PHB	263	1 a	Close	One living creature	Instantaneous	-	Y	Kills one target less than 100 hps	Ench
Power Word, Stun	x	x	x	x	8	8	8	PHB	263	1 a	Close	One creature	Special	-	Y	Stuns one target less than 150 hps	Ench
Prayer	x	3	x	3	x	x	x	PHB	264	1 a	40-ft	40-ft radius	1 rnd/lvl	-	Y	Allies+1 att,dmg,save,skill, Enemies -1	Ench
Rage	2	x	x	x	3	3	3	PHB	268	1 a	Medium	One living creature/3lvls	Conc +1 rnd/lvl	-	Y	+2 Str, Con, +1 Will, -2 AC	Ench
Sleep	1	x	x	x	1	1	1	PHB	280	1 rnd	Medium	Living in 10-ft radius	1 min/lvl	Will negs	Y	Puts 4 HD of creatures into slumber	Ench
Song of Discord	5	x	x	x	x	x	x	PHB	281	1 a	Medium	20-ft radius	1 rnd/lvl	Will negs	Y	50% chance of attacking nearest friend	Ench
Suggestion	2	x	x	x	3	3	3	PHB	285	1 a	Close	One living creature	1 hr/lvl	Will negs	Y	Influences targets actions	Ench
Suggestion, Mass	5	x	x	x	6	6	6	PHB	285	1 a	Medium	One creature/lvl in 30-ft	1 hr/lvl	Will negs	Y	Influences targets actions	Ench
Sympathy	x	9	x	x	8	8	8	PHB	292	1 hr	Close	Location or item	2 hr/lvl (D)	Will negs	Y	Attracts certain type of creatures	Ench
Tasha's Hideous Laughter	1	x	x	x	2	2	2	PHB	292	1 a	Close	One creature	1 rnd/lvl	Will negs	Y	Target loses actions and falls prone	Ench
Touch of Idiocy	x	x	x	x	2	2	2	PHB	294	1 a	Touch	One living creature	10 min/lvl	-	Y	1d6 dmg to Int, Wis, Cha	Ench
Zone of Truth	x	2	x	2	x	x	x	PHB	303	1 a	Close	20-ft radius	1 min/lvl	Will negs	Y	Targets within area cannot lie	Ench

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Bigby's Clenched Fist	x	x	x	x	8	8		PHB	203	1 a	Medium	Att lv+abi mod+10	1 rd/lvl (D)	-	Y	Large hand attacks, 1d8+11 & stun	Evoc
Bigby's Crushing Hand	x	x	x	x	9	9		PHB	203	1 a	Medium	Att lv+abi mod+15	1 rd/lvl (D)	-	Y	Grapple, push, crush 2d6+12 dmg	Evoc
Bigby's Forceful Hand	x	x	x	x	6	6		PHB	204	1 a	Medium	Bull rush, Str 14	1 rd/lvl (D)	-	Y	Hand pushes creatures away	Evoc
Bigby's Grasping Hand	x	x	x	x	7	7		PHB	204	1 a	Medium	Attack lv+abi mod+9	1 rd/lvl (D)	-	Y	Provides cover, pushes, grapples	Evoc
Bigby's Interposing Hand	x	x	x	x	5	5		PHB	204	1 a	Medium	AC 20, HP as caster	1 rd/lvl (D)	-	Y	+4 AC	Evoc
Blade Barrier	x	6	x	x	x	x		PHB	205	1 a	Medium	Wall 20-ft long/lvl	1 min/lvl (D)	Ref half	Y	Blades deal 1d6 damage/lvl	Evoc
Blasphemy	x	7	x	x	x	x		PHB	205	1 a	30-ft	40-ft radius	Instantaneous	-	Y	Kills, paralyzes, weakens nonevil	Evoc
Burning Hands	x	x	x	x	1	1		PHB	207	1 a	15-ft	Cone	Instantaneous	Ref half	Y	1d4 fire dmg/lvl (5d4)	Evoc
Call Lightning	x	x	3	x	x	x		PHB	207	1 rnd	Medium	Vertical bolt/lvl (10)	1 min/lvl	Ref half	Y	Lightning Bolt 3d6 (3d10 in storms)	Evoc
Call Lightning Storm	x	x	5	x	x	x		PHB	207	1 rnd	Long	Vertical bolt/lvl (15)	1 min/lvl	Ref half	Y	Lightning Bolt 5d6 (5d10 in storms)	Evoc
Chain Lightning	x	x	x	x	6	6		PHB	208	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Y	1d6 damage/level, secondary bolts	Evoc
Chaos Hammer	x	x	1	x	1	x		PHB	208	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	Hammer deals 1d8/2lv to law/ntrl	Evoc
Cone of Cold	x	x	x	x	5	5		PHB	212	1 a	60-ft	Cone	Instantaneous	Ref half	Y	1d6 cold damage/lvl (15d6)	Evoc
Consecrate	x	2	x	x	x	x		PHB	212	1 a	Close	20-ft radius	2 hr/lvl	-	-	Fill area with positive energy	Evoc
Contingency	x	x	x	x	6	6		PHB	213	10 min	Self	Caster	1 day/lvl (D)	-	-	Sets trigger condition for spell	Evoc
Continual Flame	x	3	x	x	2	2		PHB	213	1 a	Touch	Magical flame	Permanent	-	-	Permanent and heatless torch	Evoc
Dancing Lights	0	x	x	x	0	0		PHB	216	1 a	Medium	10-ft radius	1 min (D)	-	-	Figment torches or other lights	Evoc
Darkness	2	x	x	x	2	2		PHB	216	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	Supernatural darkness	Evoc
Daylight	3	3	3	3	3	3		PHB	216	1 a	Touch	Item 60-ft radius	10 min/lvl (D)	-	-	60-ft radius of bright light	Evoc
Deeper Darkness	x	3	x	x	x	x		PHB	217	1 a	Touch	Item 60-ft radius	1 day/lvl	-	-	Supernatural darkness	Evoc
Delayed Blast Fireball	x	x	x	x	7	7		PHB	217	1 a	Long	1d6/lvl, max 10d6	Instantaneous	Ref half	Y	1d6 dmg/lvl, 20-ft radius, 5 rnds	Evoc
Demand	x	x	x	x	8	8		PHB	217	10 min	Special	One creature	1 round	Will part	Y	Send a message with a suggestion	Evoc
Desecrate	x	2	x	x	x	x		PHB	218	1 a	Close	20-ft radius	2 hr/lvl	-	Y	Fill area with negative energy	Evoc
Dictum	x	7	x	x	x	x		PHB	220	1 a	40-ft	40-ft radius	Instantaneous	-	Y	Kills, paralyzes, weakens nonlawful	Evoc
Divine Favor	x	1	x	1	x	x		PHB	224	1 a	Self	Caster	1 min	-	-	You gain att, dmg bonus +1/3 lvls	Evoc
Divine Power	x	4	x	x	x	x		PHB	224	1 a	Self	Caster	1 rd/lvl	-	-	+lvl as Att bonus, +6 Str, 1 hp/lvl	Evoc
Earthquake	x	8	x	x	x	x		PHB	225	1 a	Long	80-ft/lvl radius	1 rd/lvl	Special	-	Intense tremor causes cave-in 8d6 dmg	Evoc
Faerie Fire	x	x	1	x	x	x		PHB	229	1 a	Long	Creatures in 5-ft	1 min/lvl (D)	-	Y	Outlines target with light	Evoc
Fire Shield	x	x	x	x	4	4		PHB	230	1 a	Self	Caster	1 rd/lvl (D)	-	-	Creatures attacking take 1d6+1/lvl	Evoc
Fire Storm	x	8	x	x	x	x		PHB	231	1 rnd	Medium	2 10-ft cubes/level	Instantaneous	Ref half	Y	Deals 1d6 damage/lvl (20d6)	Evoc
Fireball	x	x	x	x	3	3		PHB	231	1 a	Long	20-ft radius	Instantaneous	Ref half	Y	1d6 dmg/lvl fire burst (10d6)	Evoc
Flame Blade	x	2	x	x	x	x		PHB	231	1 a	0-ft	Swordlike Beam	1 min/lvl (D)	-	Y	Blade deals 1d8+1/2lvls	Evoc
Flame Strike	x	5	x	x	x	x		PHB	231	1 a	Medium	10-ft radius	Instantaneous	Ref half	Y	Smites foes with divine fire 1d6/lvl (15)	Evoc
Flaming Sphere	x	2	x	x	2	2		PHB	232	1 a	Medium	5-ft sphere	1 rd/lvl	Ref negs	Y	Burning globe, 2d6 dmg, 30-ft move	Evoc
Flare	0	x	0	x	0	0		PHB	232	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Y	Dazzles 1 creature (-1 attack)	Evoc
Forcecage	x	x	x	x	7	7		PHB	233	1 a	Close	20-ft cube/10-ft cube	2 hr/lvl	-	-	Cube of force imprisons all inside	Evoc
Gust of Wind	x	2	x	x	2	2		PHB	238	1 a	60-ft	Blast of air	1 min or till used	Fort negs	Y	Blows away or knocks down creats	Evoc
Hallow	x	5	x	x	x	x		PHB	238	1 day	Touch	40-ft radius	Instantaneous	Special	Sp	Designates location as holy	Evoc
Helping Hand	x	3	x	x	x	x		PHB	239	1 a	5 miles	Ghostly hand	1 hr/lvl	-	-	Ghostly hand leads target to you	Evoc
Holy Smite	x	x	x	x	x	x		PHB	241	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	Deals 1d8/2lv to evil, half to neutral	Evoc
Holy Sword	x	x	4	x	x	x		PHB	242	1 a	Touch	Weapon	1 rd/lvl	-	-	+5 Holy weapon, +2d6 dmg vs evil	Evoc
Holy Word	x	7	x	x	x	x		PHB	242	1 a	40-ft	40-ft radius	Instantaneous	Special	Y	Kills, paralyzes, weakens nongood	Evoc
Ice Storm	x	4	x	x	4	4		PHB	243	1 a	Long	20-ft radius	1 round	-	Y	Hail does 3d6 bludgeon, 2d6 cold	Evoc
Imbue with Spell Ability	x	4	x	x	x	x		PHB	243	10 min	Touch	One creature	Till used	Will negs	Y	Transfer spells to target	Evoc
Implosion	x	9	x	x	x	x		PHB	243	1 a	Close	1 corporeal creat/rnd	Conc, up to 4 rnds	Fort negs	Y	Kills one creature/round	Evoc
Invisibility Purge	x	3	x	x	x	x		PHB	245	1 a	Self	Caster	1 min/lvl (D)	-	-	Dispels invisibility within 5-ft/level	Evoc
Leomund's Tiny Hut	3	x	x	x	3	3		PHB	247	1 a	20-ft	20-ft radius	2 hr/lvl (D)	-	-	Creates shelter for 10 creatures	Evoc
Light	0	0	0	x	0	0		PHB	248	1 a	Touch	One item	10 min/lvl (D)	-	-	Item shines like a torch 20-ft glow	Evoc
Lightning Bolt	x	x	x	x	3	3		PHB	248	1 a	120-ft	120-ft line	Instantaneous	Ref half	Y	Electricity deals 1d6 dmg/lvl (10)	Evoc
Magic Missile	x	x	x	x	1	1		PHB	251	1 a	Medium	Max 15-ft apart	Instantaneous	-	Y	1d4+1 dmg, +1 missile lvls 3,5,7,9	Evoc
Meteor Swarm	x	x	x	x	9	9		PHB	253	1 a	Long	40-ft radius	Instantaneous	-/ Ref half	Y	4 Spheres doing 2d6 + 6d6 fire burst	Evoc
Miracle	x	9	x	x	x	x		PHB	254	1 a	Special	Special	Special	Special	Y	Requests miracle from diety	Evoc
Mordenkainen's Sword	x	x	x	x	7	7		PHB	256	1 a	Close	One sword	1 rd/lvl (D)	-	Y	Magic blade, 4d6+3 dmg, 19-20/x2	Evoc
Order's Wraith	x	x	x	x	x	x		PHB	258	1 a	Medium	30-ft cube	Instantaneous	Will part	Y	Deals 1d8/2lv to evil, half to neutral	Evoc
Otiluke's Freezing Sphere	x	x	x	x	6	6		PHB	258	1 a	Long	Special	Special	Ref half	Y	10-ft radius, 1d8/lvl dmg (15)	Evoc
Otiluke's Resilient Sphere	x	x	x	x	4	4		PHB	258	1 a	Close	1-ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Y	Sphere protects but traps target	Evoc
Otiluke's Telekinetic Sphere	x	x	x	x	8	8		PHB	259	1 a	Close	1-ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Y	Movable sphere protects but traps target	Evoc
Polar Ray	x	x	x	x	8	8		PHB	262	1 a	Close	Ray	Instantaneous	-	Y	1d6 cold dmg/lvl	Evoc
Prismatic Spray	x	x	x	x	9	9		PHB	264	1 a	Close	Cone	Instantaneous	Special	Y	Rays hit with random effects	Evoc
Produce Flame	x	x	1	x	x	x		PHB	265	1 a	0-ft	Flame in hand	1 rd/lvl (D)	-	Y	1d6+1/lvl damage (5)	Evoc
Ray of Frost	x	x	x	x	0	0		PHB	269	1 a	Close	Ray	Instantaneous	-	Y	1d3 cold damage	Evoc
Scorching Ray	x	x	x	x	2	2		PHB	274	1 a	Close	Rays	Instantaneous	-	Y	Ray +1/4lvls, 4d6 fire damage	Evoc
Searing Light	x	3	x	x	x	x		PHB	275	1 a	Medium	Ray	Instantaneous	-	Y	Dmg 1d8/2 lvls, undead 1d6/1d8/lvl	Evoc
Sending	x	4	x	x	5	5		PHB	275	10 min	Special	One creature	1 round	-	-	Delivers short message anywhere	Evoc
Shatter	2	x	x	x	2	2		PHB	278	1 a	Close	5-ft radius, 1 lb/lvl	Instantaneous	Special	Y	Sonic vibration damages items	Evoc
Shocking Grasp	x	x	x	x	1	1		PHB	279	1 a	Touch	One creature or item	Instantaneous	-	Y	1d6 dmg/lvl electricity (5d6)	Evoc
Shout	4	x	x	x	4	4		PHB	279	1 a	30-ft	Cone	Instantaneous	Fort part Ref negs	Y	5d6 sonic dmg, deaf 2d6 rounds	Evoc
Shout, Greater	6	x	x	x	8	8		PHB	279	1 a	60-ft	Cone	Instantaneous	Fort part Ref negs	Y	10d6 sonic dmg, deaf 4d6 rounds, stunned 1 round	Evoc
Sound Burst	2	2	x	x	x	x		PHB	281	1 a	Close	10-ft radius	Instantaneous	Fort part	Y	1d8 sonic damage, may stun 1 round	Evoc
Spiritual Weapon	x	2	x	x	x	x		PHB	283	1 a	Medium	Magical weapon	1 rd/lvl (D)	-	Y	1d8 +1/3lvls damage, attacks by itself	Evoc
Sunbeam	x	x	x	x	4	4		PHB	289	1 a	60-ft	Line from hand	1 rd/lvl or till used	Ref part	Y	Blinds, 4d6 dmg, 1 beam/3 lvls (6)	Evoc
Sunburst	x	8	x	x	8	8		PHB	289	1 a	Long	80-ft radius	Instantaneous	Ref part	Y	Blinds all within, 6d6 damage	Evoc
Sympathetic Vibration	6	x	x	x	x	x		PHB	291	10 min	Touch	Structure	1 rd/lvl	-	Y	2d10/rnd dmg to freestanding structure	Evoc
Tenser's Floating Disk	x	x	x	x	1	1		PHB	294	1 a	Close	3-ft diameter disc	1 hr/lvl	-	-	Carries 100 lbs/lvl	Evoc
Unhallow	x	5	x	x	x	x		PHB	297	1 day	Touch	40-ft/lvl radius	Instantaneous	Special	Sp	Unholy local, magic circle, -4 turning	Evoc
Unholy Blight	x	x	x	x	x	x		PHB	297	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	Deals 1d8/2lv to good half to neutral	Evoc
Wall of Fire	x	x	5	x	4	4		PHB	298	1 a	Medium	20-ft/lvl or 5-ft/2 lvls	Conc + 1 rd/lvl	-	Y	2d4 dmg within 10-ft, 1d4 within 20-ft	Evoc
Wall of Force	x	x	x	x	5	5		PHB	298	1 a	Close	10-ft sq/lvl	1 min/lvl (D)	-	-	Immovable wall immune to all dmg	Evoc
Wall of Ice	x	x	x	x	4	4		PHB	299	1 a	Medium	10-ft sq/lvl or 3+1/lvl	1 min/lvl	Ref negs	Y	Ice wall with 3 HP/lvl	Evoc
Whirlwind	x	8	x	x	x	x		PHB	301	1 a	Long	10-30-ft wide, 30 tall	1 rd/lvl (D)	Ref negs	Y	Cyclone 1d8 dmg, picks up creatures	Evoc
Wind Wall	x	3	x	2	3	3		PHB	302	1 a	Medium	10/lvl long,5/lvl high	1 rd/lvl	-	Y	Deflects arrows, small creatures, gases	Evoc
Word of Chaos	x	7	x	x	x	x		PHB	303	1 a							

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Blur	2	x	x	x	x	2	2	PHB	206	1 a	Touch	Concealment	1 min/lvl (D)	Will negs	Y	Attacks miss target 20% of time	Illus
Color Spray	x	x	x	x	1	1		PHB	210	1 a	15-ft	Cone	Instantaneous	Will negs	Y	Knocks unconscious etc. 1d6 creats	Illus
Disguise Self	1	x	x	x	1	1		PHB	222	1 a	Self	Caster	10 min/lvl	-	-	Change appearance, +10 Disguise	Illus
Displacement	3	x	x	x	3	3		PHB	223	1 a	Touch	One creature	1 rd/lvl (D)	Will negs	Y	Attacks miss target 50% of time	Illus
Dream	5	x	x	x	5	5		PHB	225	1 min	Unlimited	One living creature	Special	-	Y	Sends message to anyone sleeping	Illus
False Vision	5	x	x	x	5	5		PHB	229	1 a	Touch	40-ft radius	1 hr/lvl (D)	-	-	Fools scrying with an illusion	Illus
Ghost Sound	0	x	x	x	0	0		PHB	235	1 a	Close	Noise of 4humans/lvl	1 rd/lvl (D)	Will dsblf	-	Figment sounds	Illus
Hallucinatory Terrain	4	x	x	x	4	4		PHB	238	10 min	Long	One 30-ft cube/lvl	2 hr/lvl (D)	Will dsblf	-	Changes natural terrain's appearance	Illus
Hypnotic Pattern	2	x	x	x	2	2		PHB	242	1 a	Medium	10-ft radius	Conc +2 rnds	Will negs	Y	Fascinates 2d4+1 HD/lvl creatures	Illus
Illusory Script	3	x	x	x	3	3		PHB	243	see text	Touch	Weight 10 lb	1 day/level (D)	Will negs	Y	Only designated can decipher	Illus
Illusory Wall	x	x	x	x	4	4		PHB	243	1 a	Close	1 x 10 x 10-ft	Permanent	Will dsblf	-	Wall, floor or ceiling looks real	Illus
Invisibility	2	x	x	x	2	2		PHB	245	1 a	Prsl.touch	Touch	1 min/lvl (D)	Will negs	Y	Invisible until attacks	Illus
Invisibility Sphere	3	x	x	x	3	3		PHB	245	1 a	Prsl.touch	10-ft radius	1 min/lvl (D)	Will negs	Y	Invisibility to all within 10-ft	Illus
Invisibility, Greater	4	x	x	x	4	4		PHB	245	1 a	Prsl.touch	One creature	1 min/lvl (D)	Will negs	Y	Invisible (even if attacks)	Illus
Invisibility, Mass	x	x	x	x	7	7		PHB	245	1 a	Long	Any in 180-ft	1 min/lvl (D)	Will negs	Y	Invisible until anyone attacks	Illus
Leomund's Trap	x	x	x	x	2	2		PHB	247	1 a	Touch	One item	Permanent (D)	-	-	Makes items seem trapped	Illus
Magic Mouth	1	x	x	x	2	2		PHB	251	1 a	Close	Creature or item	Till used	Will negs	Y	Speaks once when triggered	Illus
Major Image	3	x	x	x	3	3		PHB	252	1 a	Long	4 10-ft cubes+1/lvl	Concentrate +3 rnd	Will dsblf	-	Illusion with sound, smell, heat	Illus
Minor Image	2	x	x	x	2	2		PHB	254	1 a	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will dsblf	-	Minor illusion with some sound	Illus
Mirage Arcana	5	x	x	x	5	5		PHB	254	1 a	Long	One 20-ft cube/lvl	Conc +1 hr/lvl (D)	Will dsblf	-	Changes natural terrain's appearance	Illus
Mirror Image	2	x	x	x	2	2		PHB	254	1 a	Self	Self	1 min/lvl (D)	-	-	1d4 + 1/3 lvls caster images (8)	Illus
Misdirection	2	x	x	x	2	2		PHB	254	1 a	Close	Item, 10-ft cube	1 hr/lvl	Will negs	-	Misdirect information from divinations	Illus
Mislead	5	x	x	x	6	6		PHB	255	1 a	Close	Caster / illusory double	1 rd/lvl Conc +3 rnds	Will dsblf	-	Improved invisibility and creates illusion	Illus
Nightmare	5	x	x	x	5	5		PHB	257	10 min	Unlimited	One living creature	Instantaneous	Will negs	Y	Restless sleep dealing 1d10 damage	Illus
Nystul's Magic Aura	1	x	x	x	1	1		PHB	257	1 a	Touch	Item to 5 lb/lvl	1 day/lvl (D)	-	-	Grants false magical aura	Illus
Permanent Image	6	x	x	x	6	6		PHB	260	1 a	Long	20-ft cube+10-ft cube/lvl	Permanent (D)	Will dsblf	-	Creates static illusory scene	Illus
Persistent Image	5	x	x	x	5	5		PHB	260	1 a	Long	4 10-ft cubes+1/lvl	1 min/lvl (D)	Will dsblf	-	Creates repeating illusory scene	Illus
Phantasmal Killer	x	x	x	x	4	4		PHB	260	1 a	Medium	One living creature	Instantaneous	Will dsblf, Fort part	Y	Illusion kills else does 3d6 dmg	Illus
Programmed Image	6	x	x	x	6	6		PHB	265	1 a	Long	20-ft cube+1 10-ft cube/lvl	Till used	Will dsblf	-	Event triggered illusory scene	Illus
Project Image	6	x	x	x	7	7		PHB	265	1 a	Medium	Shadow duplicate	1 rd/lvl (D)	Will dsblf	-	Illusory double can talk, cast spells	Illus
Rainbow Pattern	4	x	x	x	4	4		PHB	268	1 a	Medium	20-ft radius	Conc +1 rd/lvl	Will negs	Y	Prevent 24 HD creatures attacking	Illus
Scintillating Pattern	x	x	x	x	8	8		PHB	274	1 a	Close	20-ft radius	Conc +2 rounds	-	Y	Stun, confuse lvl in HD of creatures	Illus
Screen	x	x	x	x	8	8		PHB	274	10 min	Close	30-ft cube/lvl	1 day	Will dsblf	-	Hides area from vision, scrying	Illus
Seeming	5	x	x	x	5	5		PHB	275	1 a	Close	One creature/2 lvls	12 hr	Special	Sp	Change appearance of creatures	Illus
Shades	x	x	x	x	9	9		PHB	276	1 a	Special	Special	Special	Special	Y	Mimics conjuring up to 8th level	Illus
Shadow Conjunction	x	x	x	x	4	4		PHB	276	1 a	Special	Special	Special	Special	Y	Mimics conjuring up to 3rd level	Illus
Shadow Conjunction, Greater	x	x	x	x	7	7		PHB	276	1 a	Special	Special	Special	Special	Y	Mimics conjuring up to 6th level	Illus
Shadow Evocation	x	x	x	x	5	5		PHB	277	1 a	Special	Special	Special	Special	Y	Mimics evocation up to 4th level	Illus
Shadow Evocation, Greater	x	x	x	x	8	8		PHB	277	1 a	Special	Special	Special	Special	Y	Mimics evocation up to 7th level	Illus
Shadow Walk	5	x	x	x	6	6		PHB	277	1 a	Touch	One creature/level	1 hr/lvl (D)	Will negs	Y	Step into shadow to travel rapidly	Illus
Silence	2	2	x	x	x	x		PHB	279	1 a	Long	20-ft radius	1 min/lvl (D)	Will negs	Y	All sound is stopped	Illus
Silent Image	1	x	x	x	1	1		PHB	279	1 a	Long	4 10-ft cubes+1 10-ft cube/lvl	Concentrate	Will dsblf	-	Creates minor illusion of item	Illus
Simulacrum	x	x	x	x	7	7		PHB	279	12 hr	0-ft	One duplicate	Instantaneous	-	-	Partially real double of creature	Illus
Veil	6	x	x	x	6	6		PHB	298	1 a	Long	Creatures in 30-ft	Conc +1 hr/lvl	Will negs	Y	Change appearance of creatures	Illus
Ventriloquism	1	x	x	x	1	1		PHB	298	1 a	Close	Usually speech	1 min/lvl (D)	Will dsblf	-	Throw voice	Illus
Weird	x	x	x	x	9	9		PHB	301	1 a	Medium	Creatures in 30-ft	Instantaneous	Will dis, Fort part	Y	Illusion kills else does 3d6 dmg 1d4 Str	Illus
Zone of Silence	4	x	x	x	x	x		PHB	303	1 rnd	Self	5-ft radius	1 hr/lvl (D)	-	-	Silence isolates internal and external	Illus

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Animate Dead	x	3	x	x	x	4	4	PHB	198	1 a	Touch	Max 2HD/lvl	Instantaneous	-	-	Creates skeletons and zombies	Necro
Astral Projection	x	9	x	x	9	9		PHB	201	30 min	Touch	You + 1 creat/2 lvls	Special	-	Y	Projects you & company to astral plane	Necro
Bestow Curse	x	3	x	x	4	4		PHB	203	1 a	Touch	One creature	Permanent	Will negs	Y	-6 abi / -4 att, saves, checks etc.	Necro
Blight	x	5	4	x	x	5	5	PHB	206	1 a	Touch	Touch target	Instantaneous	Fort half	Y	1d6 dam/lvl to plant creature or blights 100-ft spread.	Necro
Blindness/Deafness	2	3	x	x	2	2		PHB	206	1 a	Medium	One living creature	Permanent (D)	Fort negs	Y	Makes target blind or deaf	Necro
Cause Fear	1	1	x	x	1	1		PHB	208	1 a	Close	One living creature	1d4 rnds	Will part	Y	Creature frightened or shaken 1 rnd	Necro
Chill Touch	x	x	x	x	1	1		PHB	209	1 a	Touch	One creature/lvl	Instantaneous	Fort part	Y	1 touch/lvl deals 1d6 dmg, -1 Str	Necro
Circle of Death	x	x	x	x	6	6		PHB	209	1 a	Medium	40-ft radius	Instantaneous	Fort negs	Y	Kills 1d4 HD/level	Necro
Clone	x	x	x	x	8	8		PHB	210	10 min	0-ft	One clone	Instantaneous	-	-	Clone awakens when original dies	Necro
Command Undead	x	5	x	x	2	2		PHB	211	1 a	Close	One undead creature	1 day/lvl	Will negs	Y	Control undead creatures	Necro
Contagion	x	3	3	x	4	4		PHB	213	1 a	Touch	One living creature	Instantaneous	Fort negs	Y	Infects with chosen disease	Necro
Control Undead	x	x	x	x	7	7		PHB	214	1 a	Close	2 HD of undead/lvl	1 min/lvl	Will negs	Y	Command undead creatures	Necro
Create Greater Undead	x	8	x	x	8	8		PHB	215	1 hr	Close	One dead creature	Instantaneous	-	-	Mummy, spectre, vampire, ghost	Necro
Create Undead	x	6	x	x	6	6		PHB	215	1 hr	Close	One dead creature	Instantaneous	-	-	Ghoul, shadow, ghost, wight, wraith	Necro
Curse Water	x	1	x	x	x	1		PHB	216	1 min	Touch	Water flask	Instantaneous	Will negs	Y	Make unholy water	Necro
Death Knell	x	2	x	x	x	x		PHB	217	1 a	Touch	One living creature	10 min / creat HD	Will negs	Y	Gain 1d8 temp hp, +2 Str, +1 level	Necro
Death Ward	x	4	5	4	x	x		PHB	217	1 a	Touch	One living creature	10 min/lvl	-	-	Immunity to death spells/effects	Necro
Deathwatch	x	1	x	x	x	8		PHB	217	1 a	30-ft	Cone	10 min/lvl	-	-	Sees how wounded targets are	Necro
Destruction	x	7	x	x	x	x		PHB	218	1 a	Close	One creature	Instantaneous	Fort part	Y	Kill target, destroy remains or 10d6	Necro
Disrupt Undead	x	x	x	x	0	0		PHB	223	1 a	Close	Ray	Instantaneous	-	-	Deals 1d6 damage to one undead	Necro
Doom	x	1	x	x	x	x		PHB	225	1 a	Medium	One living creature	1 min/lvl	Will negs	Y	-2 on attacks, dmg, saves, skills	Necro
Energy Drain	x	9	x	x	9	9		PHB	226	1 a	Close	Negative energy ray	Instantaneous	Fort part	Y	Target gains 2d4 negative levels	Necro
Enervation	x	x	x	x	4	4		PHB	226	1 a	Close	Negative energy ray	Instantaneous	-	-	Target gains 1d4 negative levels	Necro
Eyebite	6	x	x	x	6	6		PHB	228	1 a	Close	One living creature	1 rnd/3 lvls	Fort negs	Y	Charm, fear, sicken or sleep target	Necro
False Life	x	x	x	x	2	2		PHB	229	1 a	Self	Caster	1 hr/lvl	-	-	1d10 + 1/lvl temporary HPs	Necro
Fear	3	x	x	x	4	4		PHB	229	1 a	30-ft	Cone	1 rnd/lvl	Will part	Y	Targets panic for 1 rnd/lvl	Necro
Finger of Death	x	8	x	x	7	7		PHB	230	1 a	Close	One living creature	Instantaneous	Fort part	Y	Kills target else does 3d6+1/lvl dmg	Necro
Gentle Repose	x	2	x	x	3	3		PHB	235	1 a	Touch	One dead creature	1 day/lvl	Will negs	Y	Preserves one corpse	Necro
Ghoul Touch	x	x	x	x	2	2		PHB	235	1 a	Touch	Stench 10-ft radius	1d6+2 rnds	Fort negs	Y	Paralyzes one target	Necro
Halt Undead	x	x	x	x	3	3		PHB	238	1 a	Medium	1-3 undead in 30-ft	1 rnd/lvl	Will negs	Y	Immobilizes undead for 1 rnd/lvl	Necro
Harm	x	6	x	x	x	x		PHB	239	1 a	Touch	One creature	Instantaneous	Will half	Y	10/lvl damage (150)	Necro
Horrid Wilting	x	x	x	x	8	8		PHB	242	1 a	Long	Living creatures	Instantaneous	Fort half	Y	1d6 dmg/lvl (20d6) in 60-ft	Necro
Inflict Critical Wounds	x	4	x	x	x	x		PHB	244	1 a	Touch	One creature	Instantaneous	Will half	Y	Deal 4d8+1/lvl dmg (+20)	Necro
Inflict Critical Wounds, Mass	x	8	x	x	x	x		PHB	244	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Deal 4d8+1/lvl dmg (+40)	Necro
Inflict Light Wounds	x	1	x	x	x	x		PHB	244	1 a	Touch	One creature	Instantaneous	Will half	Y	Deal 1d8+1/lvl dmg (+5)	Necro
Inflict Light Wounds, Mass	x	5	x	x	x	x		PHB	244	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Deal 1d8+1/lvl dmg (+25)	Necro
Inflict Minor Wounds	x	0	x	x	x	x		PHB	244	1 a	Touch	One creature	Instantaneous	Will negs	Y	Deal 1 dmg	Necro
Inflict Moderate Wounds	x	2	x	x	x	x		PHB	244	1 a	Touch	One creature	Instantaneous	Will half	Y	Deal 2d8+1/lvl dmg (+10)	Necro
Inflict Moderate Wounds, Mass	x	6	x	x	x	x		PHB	244	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Deal 2d8+1/lvl dmg (+30)	Necro
Inflict Serious Wounds	x	3	x	x	x	x		PHB	244	1 a	Touch	One creature	Instantaneous	Will half	Y	Deal 3d8+1/lvl dmg (+15)	Necro
Inflict Serious Wounds, Mass	x	7	x	x	x	x		PHB	244	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Deal 3d8+1/lvl dmg (+35)	Necro
Magic Jar	x	x	x	x	5	5		PHB	250	1 a	Medium	One creature	1 hr/lvl	Will negs	Y	Enables possession of creature	Necro
Mark of Justice	x	5	4	x	x	x		PHB	252	10 min	Touch	One creature	Permanent	-	-	Designates act that triggers curse	Necro
Poison	x	4	3	x	x	x		PHB	262	1 a	Touch	One living creature	Instantaneous	Fort negs	Y	Touch 1d10 Con dmg, repeats 1min	Necro
Ray of Enfeeblement	x	x	x	x	1	1		PHB	269	1 a	Close	Ray	1 min/lvl	-	-	Reduces Str by 1d6+1/2lvls (+5)	Necro
Ray of Exhaustion	x	x	x	x	3	3		PHB	269	1 a	Close	Ray	1 min/lvl	Fort part	Y	Target becomes exhausted	Necro
Scare	2	x	x	x	2	2		PHB	274	1 a	Medium	One living creature/3lvls in 30-ft	1 rnd/lvl	Will part	Y	Panics creatures up to 5 HD	Necro
Slay Living	x	5	x	x	x	x		PHB	280	1 a	Touch	One living creature	Instantaneous	Fort part	Y	Kills target else 3d6 + 1/lvl dmg	Necro
Soul Bind	x	9	x	x	9	9		PHB	281	1 a	Close	One dead creature	Permanent	Will negs	-	Traps soul to prevent resurrection	Necro
Speak with Dead	x	3	x	x	x	x		PHB	281	10 min	10-ft	One dead creature	1 min/lvl	Will negs	-	Corpse answers one question/2lvls	Necro
Spectral Hand	x	x	x	x	2	2		PHB	282	1 a	Medium	One spectral hand	1 min/lvl (D)	-	-	+2 on touch attack	Necro
Symbol of Death	x	8	x	x	8	8		PHB	289	10 min	0-ft	60-ft radius	Special	Fort negs	Y	Slays all, combined hps <150	Necro
Symbol of Fear	x	6	x	x	6	6		PHB	290	10 min	0-ft	60-ft radius	Special	Will negs	Y	Panics all for 1 rnd/lvl	Necro
Symbol of Insanity	x	8	x	x	8	8		PHB	290	10 min	0-ft	60-ft radius	Special	Will negs	Y	All become insane	Necro
Symbol of Pain	x	5	x	x	5	5		PHB	290	10 min	0-ft	60-ft radius	Special	Fort negs	Y	Suffer -4 att, skill & ability checks	Necro
Symbol of Persuasion	x	6	x	x	6	6		PHB	290	10 min	0-ft	60-ft radius	Special	Will negs	Y	All become charmed	Necro
Symbol of Sleep	x	5	x	x	5	5		PHB	291	10 min	0-ft	60-ft radius	Special	Will negs	Y	All <10HD sleep for 3d6x10 minutes	Necro
Symbol of Stunning	x	7	x	x	7	7		PHB	291	10 min	0-ft	60-ft radius	Special	Will negs	Y	All become stunned for 1d6 rounds	Necro
Symbol of Weakness	x	7	x	x	7	7		PHB	291	10 min	0-ft	60-ft radius	Special	Will negs	Y	Weakness deals 3d6 Str dmg	Necro
Touch of Fatigue	x	x	x	x	0	0		PHB	294	1 a	Touch	One creature	1 rnd/lvl	Fort negs	Y	Target becomes fatigued	Necro
Undeath to Death	x	6	x	x	6	6		PHB	297	1 a	Medium	40-ft radius	Instantaneous	Will negs	Y	Destroys 1d4 HD/level undead	Necro
Vampiric Touch	x	x	x	x	3	3		PHB	298	1 a	Touch	One living creature	Inst / 1 hr	-	-	Deals 1d6/2 lvls (10), caster gains hps	Necro
Wail of the Banshee	x	x	x	x	9	9		PHB	298	1 a	Close	Living in 40-ft radius	Instantaneous	Fort negs	Y	Kills one living creature/level	Necro
Waves of Exhaustion	x	x	x	x	7	7		PHB	301	1 a	60-ft	Cone	Instantaneous	-	-	All living creatures become exhausted	Necro
Waves of Fatigue	x	x	x	x	5	5		PHB	301	1 a	30-ft	Cone	Instantaneous	-	-	All living creatures become fatigued	Necro

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Air Walk	x	4	4	x	x	x	x	PHB	196	1 a	Touch	One creature	10 min/lvl	-	Y	Target treads on air as if solid	Trans
Align Weapon	x	2	x	x	x	x	x	PHB	197	1 a	Touch	Weapon	1 min/lvl	Will negs	Y	Adds alignment to weapon	Trans
Alter Self	2	x	x	x	2			PHB	197	1 a	Self	Caster, +10 disguise	10 min/lvl (D)	-	-	Changes appearance	Trans
Animal Growth	x	5	x	4	5	5		PHB	198	1 a	Medium	1 animal/2 lvls	1 min/lvl	Fort negs	Y	Animal/2 lvls increases size category	Trans
Animal Shapes	x	8	x	x	x	x		PHB	198	1 a	Close	One creature/lvl	1 hr/lvl (D)	-	Y	1 ally/lvl polymorphs into animal	Trans
Animate Objects	6	x	x	x	x	x		PHB	199	1 a	Medium	One small item/lvl	1 rnd/lvl	-	-	Items attack your foes	Trans
Animate Plants	x	7	x	x	x	x		PHB	199	1 a	Close	1 plant/3lvls	1 rnd/lvl	-	-	Animated plant	Trans
Animate Rope	1	x	x	x	1	1		PHB	199	1 a	Medium	1 ropelike item	1 rnd/lvl	-	-	Rope moves at your command	Trans
Awaken	x	5	x	x	x	x		PHB	202	1 day	Touch	Animal or tree	Instantaneous	Will negs	Y	Animal/tree gains human intellect	Trans
Baleful Polymorph	x	x	x	x	5	5		PHB	202	1 a	Close	One creature	Permanent	Fort negs	Y	Target becomes a harmless creature	Trans
Barkskin	x	2	x	2	x	x		PHB	203	1 a	Touch	One living creature	10 min/lvl	-	Y	+1/3lvls natural armour (5)	Trans
Bear's Endurance	x	2	x	2	2	2		PHB	203	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Con	Trans
Bear's Endurance, Mass	x	6	x	x	6	6		PHB	203	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Con to 1 creature/lvl	Trans
Bless Water	x	1	x	1	x	x		PHB	205	1 min	Touch	Water flask	Instantaneous	Will negs	Y	Make holy water	Trans
Bless Weapon	x	x	1	x	x	x		PHB	205	1 a	Touch	Weapon	1 min/lvl	-	-	Blesses weapon against evil foes	Trans
Blink	3	x	x	x	3	3		PHB	206	1 a	Self	Caster	1 rnd/lvl (D)	-	-	Randomly vanish and reappear	Trans
Bull's Strength	x	2	2	x	2	2		PHB	207	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Str	Trans
Bull's Strength, Mass	x	6	x	x	6	6		PHB	207	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Str to 1 creature/lvl	Trans
Cat's Grace	2	x	2	x	2	2		PHB	208	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Dex	Trans
Cat's Grace, Mass	6	x	6	x	6	6		PHB	208	1 a	Touch	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Dex to 1 creature/lvl	Trans
Changestaff	x	7	x	x	x	x		PHB	208	1 rnd	Touch	Staff	1 hr/lvl (D)	-	-	Your staff becomes a treant	Trans
Chill Metal	x	2	x	x	x	x		PHB	209	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Y	Cold metal damages if touched	Trans
Command Plants	x	x	x	x	2	2		PHB	211	1 a	Close	2 HD/lvl in 30-ft	1 day/lvl	Will negs	Y	Plants animate and entangle	Trans
Control Plants	x	8	x	x	x	x		PHB	213	1 a	Close	2 HD of plants/lvl	1 min/lvl	Will negs	-	Talk and control plants and fungi	Trans
Control Water	x	4	x	x	6	6		PHB	214	1 a	Long	10ftx10ftx2ft/lvl	10 min/lvl (D)	-	-	Raises, lowers or parts water	Trans
Control Weather	x	7	x	x	7	7		PHB	214	10 min	2 miles	2 mile radius	4d12 hours	-	-	Changes weather in local area	Trans
Control Winds	x	5	x	x	x	x		PHB	214	1 a	40-ft/lvl	40-ft/lvl radius	10 min/lvl	Fort negs	-	Change wind direction and speed	Trans
Darkvision	x	x	x	3	2	2		PHB	216	1 a	Touch	One creature	1 hr/lvl	Will negs	Y	See 60-ft in total darkness	Trans
Diminish Plants	x	3	x	3	x	x		PHB	221	1 a	Special	Special	Instantaneous	-	-	Reduces size of plants	Trans
Disintegrate	x	x	x	x	6	6		PHB	222	1 a	Medium	Ray, 10-ft cube	Instantaneous	Fort part	Y	Disintegrates creat/obj or 5d6 dmg	Trans
Disrupting Weapon	5	x	x	x	x	x		PHB	223	1 a	Touch	One weapon	1 rnd/lvl	Will negs	Y	Undeath save vs lvl or be destroyed	Trans
Eagle's Splendor	2	2	x	2	x	2		PHB	225	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Cha	Trans
Eagle's Splendor, Mass	6	6	x	x	6	6		PHB	225	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Cha to 1 creature/lvl	Trans
Enlarge Person	x	x	x	x	1	1		PHB	226	1 rnd	Close	One humanoid	1 min/lvl (D)	Fort negs	Y	+2 Str, -2 Dex, -1 Att, -1 AC	Trans
Enlarge Person, Mass	x	x	x	x	4	4		PHB	227	1 rnd	Close	Humanoid/lvl in 30-ft	1 min/lvl (D)	Fort negs	Y	+2 Str, -2 Dex, -1 Att, -1 AC	Trans
Entangle	x	1	x	1	x	x		PHB	227	1 a	Long	40-ft radius	1 min/lvl (D)	Ref part	-	Plants entangle	Trans
Erase	1	x	x	x	1	1		PHB	227	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	Mundane or magical writing vanishes	Trans
Ethereal Jaunt	7	x	x	x	7	7		PHB	227	1 a	Self	Caster	1 rnd/lvl (D)	-	-	Become ethereal for 1 round/lvl	Trans
Etherealness	x	9	x	x	9	9		PHB	228	1 a	Touch	You + creature/3lvls	1 min/lvl (D)	-	Y	Become ethereal with companions	Trans
Expeditious Retreat	1	x	x	x	1	1		PHB	228	1 a	Self	Caster	1 min/lvl (D)	-	-	Increase speed by 30-ft/rnd	Trans
Fabricate	x	x	x	5	5			PHB	229	see text	Close	Up to 10 cu ft/lvl	Instantaneous	-	-	Transform raw material into items	Trans
Feather Fall	1	x	x	x	1	1		PHB	229	Free	Close	Creature/lvl in 20-ft	Land or 1 rnd/lvl	Will negs	Y	Items or creatures fall slowly	Trans
Flame Arrow	x	x	x	x	3	3		PHB	231	1 a	Close	+1d6 fire damage	10 min/lvl	-	-	Projectiles +1d6 fire damage	Trans
Flesh to Stone	x	x	x	x	6	6		PHB	232	1 a	Medium	One creature	Instantaneous	Fort negs	Y	Turns target into stone	Trans
Fly	x	x	x	x	3	3		PHB	232	1 a	Touch	One creature	1 min/lvl	Will negs	Y	Target flies at 60-ft/round	Trans
Fox's Cunning	2	2	x	x	2	2		PHB	233	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Int	Trans
Fox's Cunning, Mass	6	x	x	x	6	6		PHB	233	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Int to 1 creature/lvl	Trans
Gaseous Form	3	x	x	x	3	3		PHB	234	1 a	Touch	Touch	2 min/lvl (D)	-	-	Become insubstantial, 10 dmg reduct	Trans
Giant Vermin	x	4	x	x	x	x		PHB	235	1 a	Close	1-3 vermin in 30-ft	1 min/lvl	-	Y	Turn insects into giant vermin	Trans
Glibness	3	x	x	x	x	x		PHB	235	1 a	Self	Caster	10 min/lvl (D)	-	-	Fluent and believable +30 Bluff	Trans
Goodberry	x	1	x	x	x	x		PHB	237	1 a	Touch	2d4 fresh berries	1 day/lvl	-	Y	2d4 berries each cure 1 hp	Trans
Haste	3	x	x	x	3	3		PHB	239	1 a	Close	One creature/lvl	1 rnd/lvl	Fort negs	Y	Extra att, +1 AC, +1 ref save, +30-ft m	Trans
Heat Metal	x	2	x	x	x	x		PHB	239	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Y	Hot metal damages if touched	Trans
Iron Body	x	x	x	x	8	8		PHB	245	1 a	Self	Caster	1 min/lvl (D)	-	-	Body becomes iron, Dmg reduction 15	Trans
Ironwood	x	6	x	x	x	x		PHB	246	1 m/lb	0-ft	5 lb of wood/lvl	1 day/level (D)	-	-	Magical wood is strong as steel	Trans
Jump	x	1	x	1	1	1		PHB	246	1 a	Touch	One creature	1 min/lvl (D)	Will negs	Y	+10 jump checks,+20/5th, +30/9th	Trans
Keen Edge	x	x	x	x	3	3		PHB	246	1 a	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Y	Doubles weapon's threat range	Trans
Knock	x	x	x	x	2	2		PHB	246	1 a	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-	Open locked or magic sealed doors	Trans
Levitate	x	x	x	x	2	2		PHB	248	1 a	Prsl,close	100 lb/lvl, 20-ft/rnd	10 min/lvl (D)	-	-	Target moves up/down	Trans
Liveoak	x	6	x	x	x	x		PHB	248	10 min	Touch	Tree	1 day/level (D)	-	-	Oak becomes treant guardian	Trans
Longstrider	x	1	x	1	x	x		PHB	249	1 a	Self	Caster	1 hr/lvl (D)	-	-	Movement increases +10-ft/rnd	Trans
Mage Hand	0	x	x	x	0	0		PHB	249	1 a	Close	Nonmagical Item	Concentrate	-	-	Telekinesis of 5-lb item	Trans
Magic Fang	x	1	x	1	x	x		PHB	250	1 a	Touch	One living creature	1 min/lvl	Will negs	Y	Natural weapon +1 att/dmg	Trans
Magic Fang, Greater	x	3	x	3	x	x		PHB	250	1 a	Close	One living creature	1 hr/lvl	Will negs	Y	Natural weapon +1/4lv att/dmg (5)	Trans
Magic Stone	x	1	x	3	x	x		PHB	251	1 a	Touch	1-3 Stones	30 min or till used	Will negs	Y	+1 att,1d6+1 dmg, 2d6+2 vs undead	Trans
Magic Vestment	x	3	x	x	x	x		PHB	251	1 a	Touch	Armor/shield	1 hr/lvl	Will negs	Y	Armor/shield gains +1/4lvls	Trans
Magic Weapon	x	1	x	1	x	1		PHB	251	1 a	Touch	Weapon	1 min/lvl	Will negs	Y	Weapon gets +1 att/dmg	Trans
Magic Weapon, Greater	x	4	x	3	x	3		PHB	251	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will negs	Y	Weapon gets +1/4 lv att/dmg (5)	Trans
Make Whole	x	2	x	x	x	x		PHB	252	1 a	Close	Item, 10 cu ft/lvl	Instantaneous	Will negs	Y	Completely repairs an item	Trans
Meld into Stone	x	3	x	x	x	x		PHB	252	1 a	Self	Caster	10 min/lvl	-	-	You and possessions meld into stone	Trans
Mending	0	0	x	x	0	0		PHB	253	1 a	10-ft	Item, 1 lb	Instantaneous	Will negs	Y	Makes minor repairs of item	Trans
Message	0	x	x	x	0	0		PHB	253	1 a	Medium	One creature/lvl	10 min/lvl	-	-	Whispered conversation at distance	Trans
Mordenkainen's Lucubration	x	x	x	x	x	6		PHB	256	1 a	Self	Caster	Instantaneous	-	-	Recalls one 1-5th level spell	Trans
Move Earth	x	6	x	x	6	6		PHB	257	see text	Long	750-ft sq, 10-ft deep	Instantaneous	-	-	Digs trenches and builds hills	Trans
Open/Close	0	x	x	x	0	0		PHB	258	1 a	Close	Item to 30 lbs	Instantaneous	Will negs	Y	Opens/closes small or light things	Trans
Overland Flight	x	x	x	x	5	5		PHB	259	1 a	Self	Caster	1 hr/lvl	Will negs	Y	Target flies at 40-ft/round	Trans
Owl's Wisdom	2	2	2	2	2	2		PHB	259	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Wis	Trans
Owl's Wisdom, Mass	x	6	x	x	6	6		PHB	259	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Wis to 1 creature/lvl	Trans
Pass without Trace	x	1	x	1	x	x		PHB	259	1 a	Touch	One creature/lvl	1 hr/lvl (D)	Will negs	Y	Leave no tracks, trail or scent	Trans
Passwall	x	x	x	x	5	5		PHB	259	1 a	Touch	5x8-ft, 10-ft+5-ft/3vl deep	1 hr/lvl (D)	-	-	Passage appears in wooden, stone wall	Trans
Plant Growth	x	3	x	3	x	x		PHB	262	1 a	Special	Special	Instantaneous	-	-	Grows vegetation, improves crops	Trans
Polymorph	x	x	x	x	4	4		PHB	263	1 a	Touch	One living creature	1 min/lvl (D)	-	-	Transform willing target to new form	Trans
Polymorph Any Object	x	x	x	x	8	8		PHB	263	1 a	Close	Creat/obj 100 cu.ft/lvl	Special	-	Y	Transform target into new form	Trans
Purify Food and Drink	x	0	x	x	x	x											

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Rope Trick	x	x	x	x	x	2	2	PHB	273	1 a	Touch	Rope	1 hr/lvl (D)	-	-	Extradimensional space for 8 creatures	Trans
Rusting Grasp	x	x	4	x	x	x	x	PHB	273	1 a	Touch	Ferrous obj/creat	1 rd/lvl	-	-	Your touch corrodes iron and alloys	Trans
Sculpt Sound	3	x	x	x	x	x	x	PHB	275	1 a	Close	One creat or obj/lvl	1 hr/lvl (D)	Will negs	Y	Creates new or masking sounds	Trans
Secret Page	3	x	x	x	x	3	3	PHB	275	10 min	Touch	Up to 3 sq ft	Permanent	-	-	Changes page to hide real content	Trans
Shapechange	x	x	9	x	x	9	9	PHB	277	1 a	Self	Caster	10 min/lvl (D)	-	-	Transform into new form	Trans
Shillelagh	x	x	1	x	x	x	x	PHB	278	1 a	Touch	Oak club/quarterstaff	1 min/lvl	Will negs	Y	Weapon +1 att, damage 1d10+1	Trans
Shrink Item	x	x	x	x	x	3	3	PHB	279	1 a	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will negs	Y	Item shrinks to 1/16th normal size	Trans
Slow	3	x	x	x	x	3	3	PHB	280	1 a	Close	One creature/lvl in 30-ft	1 rd/lvl	Will negs	Y	Make only single move or standard action	Trans
Snare	x	x	3	x	2	x	x	PHB	280	3 rnds	Touch	Vine, rope or thong	Until triggered	-	-	Creates magical booby trap	Trans
Soften Earth and Stone	x	x	2	x	x	x	x	PHB	280	1 a	Close	10-ft sq/lvl	Instantaneous	-	-	Stone to clay or dirt to sand/mud	Trans
Spellstaff	x	x	6	x	x	x	x	PHB	282	10 min	Touch	Wooden Quarterstaff	Till used (D)	Will neg	Y	Stores one spell in quarterstaff	Trans
Spider Climb	x	x	2	x	x	2	2	PHB	283	1 a	Touch	One creature	10 min/lvl	Will negs	Y	Walk on walls/ceiling as a spider	Trans
Spike Growth	x	x	3	x	2	x	x	PHB	283	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Y	1d4 dmg/5-ft moved, may be slowed	Trans
Spike Stones	x	x	4	x	x	x	x	PHB	283	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Y	1d8 dmg/5-ft moved, may be slowed	Trans
Statue	x	x	x	x	7	7	7	PHB	284	1 rnd	Touch	One creature	1 hr/lvl (D)	Will negs	Y	Target can become statue at will	Trans
Stone Shape	x	3	3	x	x	4	4	PHB	284	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	Sculpts stone into any form	Trans
Stone to Flesh	x	x	x	x	x	6	6	PHB	285	1 a	Medium	1-3 ft diam,10-ft long	Instantaneous	Fort negs	Y	Restores petrified creature	Trans
Telekinesis	x	x	x	x	5	5	5	PHB	292	1 a	Long	Special	Conc (spec) or Inst	Will negs	Y	Lifts or moves 25 lb/lvl, long range	Trans
Temporal Stasis	x	x	x	x	8	8	8	PHB	293	1 a	Touch	One creature	Permanent	Fort negs	Y	Target placed in suspended animation	Trans
Tenser's Transformation	x	x	x	x	x	6	6	PHB	294	1 a	Self	Caster	1 rd/lvl	-	-	+4 Str, Con, Dex, AC, +5 Fort save	Trans
Time Stop	x	x	x	x	9	9	9	PHB	294	1 a	Self	Caster	1d4+1 rounds	-	-	You act freely for 1d4+1 rounds	Trans
Transmute Metal to Wood	x	x	7	x	x	x	x	PHB	294	1 a	Long	40-ft radius	Instantaneous	-	Y	All metal becomes wood	Trans
Transmute Mud to Rock	x	x	5	x	x	5	5	PHB	295	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	Transforms sand or mud to soft stone	Trans
Transmute Rock to Mud	x	x	5	x	x	5	5	PHB	295	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	Transforms unworked stone to mud	Trans
Transport via Plants	x	x	6	x	x	x	x	PHB	295	1 a	Unlimited	Willing creatures	1 round	-	-	Move instantly from plant to plant	Trans
Tree Shape	x	x	2	x	3	x	x	PHB	296	1 a	Self	Caster	1 hr/lvl (D)	-	-	You look exactly like tree	Trans
Tree Stride	x	x	5	x	4	x	x	PHB	296	1 a	Self	Caster	1 hr/lvl	-	-	Step from tree to another tree	Trans
Virtue	x	0	0	1	x	x	x	PHB	298	1 a	Touch	One creature	1 min	Fort negs	Y	Target gains 1 temporary hp	Trans
Warp Wood	x	x	2	x	x	x	x	PHB	300	1 a	Close	Small item/lvl	Instantaneous	Will negs	Y	Bends wooden item within 20-ft	Trans
Water Breathing	x	3	3	x	x	3	3	PHB	300	1 a	Touch	Living creatures	2 hr/lvl	Will negs	Y	Targets can breath underwater	Trans
Water Walk	x	3	x	x	3	x	x	PHB	300	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Y	Target treads on water as if solid	Trans
Whispering Wind	2	x	x	x	2	2	2	PHB	301	1 a	1 mile/lvl	10-ft radius	1 hr/lvl or till used	-	-	Sends a spoken message	Trans
Wind Walk	x	6	7	x	x	x	x	PHB	301	1 a	Touch	You +1 creat/3 lvls	1 hr/lvl (D)	Will negs	Y	Become vapours and move at 60 mph	Trans
Wood Shape	x	x	2	x	x	x	x	PHB	303	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	Will negs	Y	Shape wooden items	Trans
Word of Recall	x	6	8	x	x	x	x	PHB	303	1 a	Unlimited	Willing creatures	Instantaneous	Will negs	Y	Teleports you to designated place	Trans

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Arcane Mark	x	x	x	x	x	0	0	PHB	201	1 a	Touch	Rune or mark	Permanent	-	-	Inscribes a personal rune	Univ
Limited Wish	x	x	x	x	x	7	7	PHB	248	1 a	Special	Special	Special	Special	Y	Duplicates lower level spell	Univ
Permanency	x	x	x	x	x	5	5	PHB	259	2 rnds	Special	Special	Special	-	-	Make permanent certain spells	Univ
Prestidigitation	0	x	x	x	x	0	0	PHB	264	1 a	10-ft	1 lb, 1 cu. Ft	1 hr	-	-	Performs minor tricks	Univ
Wish	x	x	x	x	x	9	9	PHB	302	1 a	Special	Special	Special	Special	Y	Alters reality	Univ