

D&D 3.5 – SORCERER/WIZARD SPELL LIST

This is a list of the spells available to sorcerers and wizards, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol '–' in the left-hand margin signifies a spell that has changed in some way; '*' signifies a spell that is new in D&D 3.5. '+' signifies a spell that existed in 3.0, but was not on the sorcerer/wizard spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *daylight* was moved from level 2 to level 3). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either renamed, moved to a different level or removed from the sorcerer/wizard spell list entirely.

General Notes

Calling and summoning spells: When you use a calling or summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Illusion spells: If "Disbelief" appears in the Save(s) column then a character studying the illusion or interacting with it in some fashion is entitled to a Will saving throw. If successful, the character realises the illusion is false. Figments and phantasms revealed to be false still remain as a translucent outline. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a Will saving throw with a +4 bonus.

(D) Detection spells: Each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

(T) Magical traps: A Rogue (only) can use the Search skill to find these traps and Disable Device to thwart them. The DC in each case is 25 + spell level.

(P) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 0

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
* conj. (creation)		Acid Splash [acid]	Ranged touch attack deals 1d3 acid damage	V,S	1 action	Close	Missile of acid	Instant			196
	universal	Arcane Mark	Inscribes a personal rune or mark (visible or invisible)	V,S	1 action	0 ft	Rune/mark (up to 1 ft.sq.)	Permanent			201
– evocation		Dancing Lights [light]	Create illusory torches or other lights • Lights can move up to 100 ft. per round (no concentration required).	V,S	1 action	Medium	Up to 4 lights within 10-ft. radius	1 min. (D)			216
ench. (compulsion)		Daze [mind-affecting]	Target becomes dazed • Target can take no actions, but has no penalty to AC.	V,S,M	1 action	Close	1 humanoid (max. 4 HD)	1 rnd	Will negs	Yes	217
– divination		Detect Magic (D)	Detect presence and strength of magical auras	V,S	1 action	60 ft	Cone emanation	Conc., up to 1 min/lvl (D)			219
	divination	Detect Poison (D)	Detect presence of poison in a creature, object or area • Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison.	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
necro.		Disrupt Undead	Positive energy deals 1d6 hp damage to undead	V,S	1 action	Close	Ray	Instant		Yes	223
evocation		Flare [light]	Create a burst of bright light • When created directly in front of a sighted creature, target is dazzled (–1 to attacks, Spot, Search) for 1 min. (Fort negs, SR applies).	V	1 action	Close	Burst of light	Instant			232
illusion (figment)		Ghost Sound	Create sounds corresponding to 4 normal humans per level (max. 20)	V,S,M	1 action	Close	Illusory sounds	1 rnd/lvl (D)	Disbelief		235
– evocation		Light [light]	Touched object glows like a torch • Bright light for 20-ft. radius; dim light for additional 20-ft. radius.	V,M	1 action	Touch	1 object	10 min/lvl (D)			248
trans.		Mage Hand	Move an object at will from a distance • As a move action, object can be moved 15 ft. in any direction.	V,S	1 action	Close	1 object (nonmagical, unattended, up to 5 lb.)	Conc.			249
trans.		Mending	Repair a small break or tear in an object • Cannot restore a broken magic item's powers.	V,S	1 action	10 ft.	1 object (up to 1 lb.)	Instant	Will negs (h,obj)	Yes (h,obj)	253
1 trans.		Message [language-dependent]	Establish a whispered conversation at a distance • Blocked by <i>silence</i> or any barrier that blocks <i>detect magic</i> .	V,S,F	1 action	Medium	1 creature/lvl	10 min/lvl			253
– trans.		Open/Close	Open or close a door, chest, box, window, bag, etc. • If anything resists the activity (e.g. a bar on a door) the spell fails.	V,S,F	1 action	Close	1 openable object (up to 30 lb.) or portal	Instant	Will negs (obj)	Yes (obj)	258
	universal	Prestidigitation	Perform minor tricks	V,S	1 action	10 ft	(🗨)	1 hour			264
conj. (creation)		Ray of Frost [cold]	Deal 1d3 cold damage	V,S	1 action	Close	Ray	Instant		Yes	269
– divination		Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
abjur.		Resistance	Subject gains +1 resistance bonus on saving throws	V,S,M	1 action	Touch	1 creature	1 min	Will negs (h)	Yes (h)	272
* necro.		Touch of Fatigue	Touch attack causes target to become fatigued • Fatigue ends as soon as spell duration expires.	V,S,M	1 action	Touch	1 creature	1 rnd/lvl	Fort negs	Yes	294

LEVEL 1

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
– abjur.	Alarm	Sound mental or audible alarm if any creature enters warded area without speaking a chosen password	V,S,F	1 action	Close	20-ft. emanation	2 hr/lvl (D)			197
– trans.	Animate Rope	Rope or similar object obeys simple spoken commands • <i>Cannot animate objects carried or worn by a creature.</i>	V,S	1 action	Medium	1 ropelike object (up to 50 ft. + 5 ft./lvl)	1 rnd/lvl			199
– evocation	Burning Hands [fire]	Deal 1d4/lvl fire damage (max. 5d4) • Flammable materials burn; extinguishing them is a full-round action.	V,S	1 action	15 ft.	Cone burst	Instant	Ref half	Yes	207
– necro.	Cause Fear [fear, mind-affecting]	Target becomes frightened • <i>If the Will save succeeds, the target is merely shaken for 1 round.</i> • Counters and dispels <i>remove fear</i> .	V,S	1 action	Close	1 living creature (max. 5 HD)	1d4 rnds	Will part	Yes	208
Change Self ► <i>disguise self</i>										
ench. (charm)	Charm Person [mind-affecting]	Target regards caster as trusted friend and ally • Target receives a +5 bonus on its saving throw if it is currently being attacked by the caster or his allies.	V,S	1 action	Close	1 humanoid	1 hr/lvl	Will negs	Yes	209
necro.	Chill Touch	<i>Non-undead</i> : each touch deals 1d6 dmg and –1 STR • Successful save negates STR damage. <i>Undead</i> : flee as if panicked for 1d4+1/lvl rounds	V,S	1 action	Touch	Up to 1 creature/lvl	Instant	Fort part	Yes	209
– illusion (pattern)	Color Spray [mind-affecting]	Clashing colors affect <i>all sighted creatures</i> in area • 1 or 2 HD: unconscious (if living), <i>blinded and stunned</i> for 2d4 rnds, then blinded <i>and stunned</i> for 1d4 rnds, then stunned for 1 rnd. • 3 or 4 HD: blinded <i>and stunned</i> for 1d4 rnds, then stunned for 1 rnd. • 5 or more HD: stunned for 1 round.	V,S,M	1 action	15 ft.	Cone burst	Instant	Will negs	Yes	210
divination	Comprehend Languages	Understand any spoken or written language • You must touch the creature or the writing. Written material can be read at the rate of 1 page (250 words) per minute.	V,S,M	1 action	Personal	You	10 min/lvl			212
– divination	Detect Secret Doors (D)	Detect presence of secret doors, compartments, caches, etc.	V,S	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)			220
– divination	Detect Undead (D)	Detect presence and strength of undead auras	V,S,M							220
– illusion (glamer)	Disguise Self (<i>change self</i>)	Change caster's appearance (+10 bonus to Disguise) • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Personal	You	10 min/lvl (D)			222
– abjur.	Endure Elements	Subject avoids harm from hot or cold environments • Does not protect against fire or cold damage.	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
– trans.	Enlarge Person (<i>enlarge</i>)	Target's size increases to next larger size category • Height x 2, weight x 8; +2 size bonus to STR, –2 size penalty to DEX (min. 1), –1 size penalty to attacks and AC. • Multiple magical effects that increase size do not stack. • Counters and dispels <i>reduce person</i> .	V,S,M	1 round	Close	1 humanoid	1 min/lvl (D)	Fort negs	Yes	226
trans.	Erase	Make mundane or magical writing vanish	V,S	1 action	Close	1 scroll or 2 pages	Instant	(📖)		227
– trans.	Expeditious Retreat	Add +30 ft. enhancement bonus to base land speed • Other modes of movement (climb, fly, swim, etc.) are not affected.	V,S	1 action	Personal	You	1 min/lvl (D)			228
– trans.	Feather Fall	Free-falling objects or creatures fall slowly • A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc.	V	Free	Close	1 Medium (or smaller) obj. or creature/lvl (max. 20 ft. apart)	Until landing or 1 rnd/lvl	Will negs (h, obj)	Yes (obj)	229
conj. (creation)	Grease	Makes area or object slippery • Moving through a <i>greased</i> area requires a DC 10 Balance check. • A creature wearing <i>greased</i> armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.	V,S,M	1 action	Close	1 object or 10-ft square	1 rnd/lvl (D)	Ref part (📖)		237
– abjur.	Hold Portal	Holds door/chest/portal shut (adds +5 to break DC)	V	1 action	Medium	Portal (up to 20 sq.ft./lvl)	1 min/lvl (D)			241
ench. (compulsion)	Hypnotism [mind-affecting]	Nearby living creatures (2d4 HD total) become fascinated	V,S	1 action	Close	Living creatures (max. 30 ft. apart)	2d4 rnds (D)	Will negs	Yes	242
– divination	Identify	Determine all magical properties of a single object • Includes how to activate (if appropriate) and how many charges left. • Does not function when used on an artifact.	V,S,M (100)	1 hour	Touch	1 object	Instant			243
– trans.	Jump	Subject gains +10 enhancement bonus to Jump checks • Bonus increases to +20 at caster level 5, +30 at caster level 9.	V,S,M	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	246

– conj. (creation)	Mage Armor [force]	Subject gains +4 armor bonus to AC • Can't be bypassed by incorporeal creatures.	V,S,F	1 action	Touch	1 creature	1 hr/lvl (D)	Will negs (h)	Yes-(h)	249
evocation	Magic Missile [force]	Each missile deals 1d4+1 force damage to target • An additional missile is gained for every two caster levels above 1st (max. 5 missiles).	V,S	1 action	Medium	Up to 5 creatures (max. 15 ft. apart)	Instant		Yes	251
trans.	Magic Weapon	Weapon gains +1 enhancement bonus to attacks and damage	V,S	1 action	Touch	1 weapon	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	251
Message ► 0										
– conj. (summoning)	Mount	Summon light horse or pony to serve as mount	V,S,M	1 round	Close	1 mount	2 hr/lvl (D)			256
– illusion (glamer)	Nystul's Magic Aura	Item registers to <i>detect</i> spells etc. as if nonmagical , or a specified kind of magic item or subject to a specified spell • An examiner casting <i>identify</i> (or similar) must make a Will save to recognize that the aura is false and detect the item's actual qualities.	V,S,F	1 action	Touch	1 object (up to 5 lb./lvl)	1 day/lvl (D)			257
Nystul's Undetectable Aura ► Nystul's Magic Aura										
– conj. (creation)	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl			258
– abjur.	Prot. from Chaos [lawful] Prot. from Evil [good] Prot. from Good [evil] Prot. from Law [chaotic]	Magical barrier surrounds and moves with the subject: • Against attacks from creatures of the targeted alignment, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured creatures not of the spell's alignment cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature.	V,S,M	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes-(h)	266
– necro.	Ray of Enfeeblement	Target suffers 1d6+1 per 2 lvls (max. +5) STR damage • Target's Strength cannot be reduced below 1.	V,S	1 action	Close	Ray	1 min/lvl	Fort negs	Yes	269
– trans.	Reduce Person (reduce)	Target's size decreases to next smaller size category • Height ÷ 2, weight ÷ 8; +2 size bonus to DEX, –2 size penalty to STR (min. 1), +1 size bonus to attacks and AC. • Multiple magical effects that reduce size do not stack. • Counters and dispels <i>enlarge person</i> .	V,S,M	1 round	Close	1 humanoid	1 min/lvl (D)	Fort negs	Yes	269
– abjur.	Shield [force]	Negates <i>magic missile</i> and provides a +4 shield bonus to AC against attacks from one direction • Shield bonus applies against incorporeal touch attacks.	V,S	1 action	Personal	You	1 min/lvl (D)			278
– evocation	Shocking Grasp [electricity]	Melee touch deals 1d6/lvl (max. 5d6) electricity damage • Additional +3 attack bonus against metal armor/opponent.	V,S	1 action	Touch	1 creature/object	Instant		Yes	279
– illusion (figment)	Silent Image	Create illusion of an object, creature or force (visual only)	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (S)	Conc.	Disbelief		279
– ench. (compulsion)	Sleep [mind-affecting]	Put 4 HD of living creatures into comatose slumber • Creatures with the fewest HD are affected first.	V,S,M	1 round	Medium	10-ft. radius burst	1 min/lvl	Will negs	Yes	280
Spider Climb ► 2										
– conj. (summoning)	Summon Monster I	Summon an extraplanar creature to act as directed • The creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. • A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. • Creatures cannot be summoned into an environment that cannot support them.	V,S,F	1 round	Close	1 summoned creature	1 rnd/lvl (D)			285
evocation	Tenser's Floating Disk [force]	Floating disk can hold 100 lb./lvl; accompanies caster • If used to transport a liquid, its capacity is two gallons.	V,S,M	1 action	Close	3-ft. diameter disk of force	1 hr/lvl			294
divination	True Strike	Next attack roll gains +20 insight bonus • Also, caster is not affected by miss chances for concealment.	V,F	1 action	Personal	You	1 rnd			296
conj. (creation)	Unseen Servant	Invisible force performs simple tasks at caster's command	V,S,M	1 action	Close	1 invisible servant	1 hr/lvl			297
– illusion (figment)	Ventriloquism	Makes caster's voice seem to issue from somewhere else	V,F	1 action	Close	Speech or other sounds	1 min/lvl (D)	Disbelief		298

LEVEL 2

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	trans.	Alter Self	Assume form of a different creature of same type <ul style="list-style-type: none"> HD of new form can be no more than caster level (max. 5). Caster gains physical abilities only of new form while generally retaining his own abilities (☞). If used to create a disguise, grants a +10 bonus on the Disguise check. 	V,S	1 action	Personal	You	10 min/lvl (D)			197
	abjur.	Arcane Lock	Holds door/chest/portal shut (adds +10 to break DC) <ul style="list-style-type: none"> Knock suppresses an <i>arcane lock</i> for 10 min. (but does not dispel it). 	V,S,M (25)	1 action	Touch	Portal (up to 30 sq.ft./lvl)	Permanent			200
–	trans.	Bear's Endurance (endurance)	Subject gains +4 enhancement bonus to Constitution	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	203
–	necro.	Blindness/Deafness	Target becomes blinded or deafened (caster's choice)	V	1 action	Medium	1 living creature	Permanent (D)	Fort negs	Yes	206
–	illusion (glamer)	Blur	Attacks against subject have 20% miss chance <ul style="list-style-type: none"> See invisibility does not counteract the effect, but true seeing does. 	V	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	206
–	trans.	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
–	trans.	Cat's Grace	Subject gains +4 enhancement bonus to Dexterity	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	208
*	necro.	Command Undead	Target will not attack; may be given spoken orders <ul style="list-style-type: none"> Nonintelligent undead receive no saving throw. You must win an opposed Charisma check to convince an intelligent undead to do anything it wouldn't normally do. 	V,S,M	1 action	Close	1 undead creature	1 day/lvl	Will negs	Yes	211
	evocation	Continual Flame [light]	Object becomes a permanent, heatless torch <ul style="list-style-type: none"> Can be covered and hidden, but not smothered or quenched. 	V,S,M (50)	1 action	Touch	1 object	Permanent			213
–	evocation	Darkness [darkness]	Object radiates shadowy illumination in 20-ft radius <ul style="list-style-type: none"> All creatures in area gain concealment (20% miss chance), even those with darkvision, low-light vision etc. Normal lights are incapable of brightening the area, as are light spells of lower level. Higher-level light spells are not affected. If the object is placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Counters and dispels any light spell of equal or lower level. 	V,M	1 action	Touch	1 object	10 min/lvl (D)			216
–	trans.	Darkvision	Subject can see 60 ft. in total darkness	V,S,M	1 action	Touch	1 creature	1 hr/lvl	Will negs (h)	Yes (h)	216
Daylight ► 3											
*	ench. (compulsion)	Daze Monster [mind-affecting]	Target becomes dazed <ul style="list-style-type: none"> Target can take no actions, but has no penalty to AC. 	V,S,M	1 action	Medium	1 living creature (max. 6 HD)	1 rnd	Will negs	Yes	217
–	divination	Detect Thoughts [mind-affecting] (D)	Detect and eavesdrop on surface thoughts of nearby creatures	V,S,F	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)	Will negs (☞)		220
*	trans.	Eagle's Splendor	Subject gains +4 enhancement bonus to Charisma <ul style="list-style-type: none"> CHA-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	225
Endurance ► bear's endurance											
*	necro.	False Life	Caster gains 1d10 + 1/lvl (max. +10) temporary hp	V,S,M	1 action	Personal	You	1 hr/lvl			229
–	evocation	Flaming Sphere [fire]	Rolling ball of fire deals 2d6 fire damage <ul style="list-style-type: none"> Move action to direct the sphere, up to 30 ft./rnd. 	V,S,M	1 action	Medium	5-ft. diameter sphere	1 rnd/lvl	Ref negs	Yes	232
–	conj. (creation)	Fog Cloud	Bank of fog obscures all sight beyond 5 ft. <ul style="list-style-type: none"> A creature 5 ft. away has concealment (20% miss chance). 	V,S	1 action	Medium	20-ft radius spread, 20 ft. high	10 min/lvl			232
*	trans.	Fox's Cunning	Subject gains +4 enhancement bonus to Intelligence <ul style="list-style-type: none"> INT-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	233
	necro.	Ghoul Touch	Melee touch attack paralyses target <ul style="list-style-type: none"> Paralysed creature exudes stench; all (except caster) in 10-ft. radius must make a Fort save or become sickened. 	V,S,M	1 action	Touch	1 living humanoid	1d6+2 rnds	Fort negs	Yes	235
–	conj. (creation)	Glitterdust	Blind creatures and outline invisible things in area <ul style="list-style-type: none"> Dust cannot be removed until the spell expires; any creature covered by the dust takes a –40 penalty on Hide checks. 	V,S,M	1 action	Medium	10-ft. radius spread	1 rnd/lvl	Will negs (blinding only)	Yes	236

3	evocation	Gust of Wind [air]	Blast of air may knock down or damage creatures (🌀) • All creatures suffer -4 penalty to ranged attacks and Listen checks.	V,S	1 action	60 ft.	Line from caster	1 rnd	Fort negs	Yes	238
-	illusion (pattern)	Hypnotic Pattern [mind-affecting]	Sighted creatures (total HD 2d4+1/lvl (max. +10)) become fascinated	S,M	1 action	Medium	10-ft. radius spread	Conc. + 2 rnds	Will negs	Yes	242
-	illusion (glamer)	Invisibility	Subject remains invisible until it attacks	V,S,M	1 action	Touch	1 creature/object (up to 100 lb./lvl)	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
	trans.	Knock	Opens locked or magically sealed doors • Arcane lock spells are not removed, merely suppressed for 10 min.	V	1 action	Medium	1 door/box/chest (up to 10 sq.ft./lvl)	Instant			246
-	illusion (glamer)	Leomund's Trap	Makes lock or other small mechanism seem trapped • Spell fails if another Leomund's trap is active within 50 ft.	V,S,M (50)	1 action	Touch	1 object	Permanent (D)			247
-	trans.	Levitate	Subject moves up or down at caster's direction • Subject can be moved vertically up to 20 ft./rnd (move action). • When attacking with a weapon, subject is unstable: first attack has a penalty of -1, second -2, etc. (max. penalty -5). A full round spent stabilising allows the creature to begin again at -1.	V,S,F	1 action	Close	1 willing creature or 1 object (up to 100 lb./lvl)	1 min/lvl (D)			248
	divination	Locate Object	Indicates direction to object (specific or generic) • To find a specific object, it must have been observed first-hand. • Lead blocks the spell. Creatures cannot be found using this spell.	V,S,F	1 action	Long	Circle centered on caster	1 min/lvl			249
	illusion (glamer)	Magic Mouth	Speaks a message when specified event occurs • Message must be 25 words or less.	V,S,M (10)	1 action	Close	1 creature/object	Permanent (until discharge)	Will negs (obj)	Yes (obj)	251
	conj. (creation)	Melf's Acid Arrow [acid]	Ranged touch attack deals 2d4 acid damage per round	V,S,M, F	1 action	Long	1 arrow of acid	1 rnd (+ 1 rnd per 3 lvls)		Yes	253
	illusion (figment)	Minor Image	As <i>silent image</i> , plus minor sounds • Cannot produce understandable speech.	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (S)	Conc. + 2 rnds	Disbelief		254
-	illusion (figment)	Mirror Image	Creates decoy duplicates (1d4 + 1 per 3 lvls, max. 8) • A figment's AC is 10 + size modifier + DEX modifier.	V,S	1 action	Personal	You	1 min/lvl (D)			254
	illusion (glamer)	Misdirection	Subject aura <i>detects</i> as that of another chosen object • Caster of a detection spell on the subject must make a Will save to avoid being fooled.	V,S	1 action	Close	1 creature/object (up to 10-ft. cube in size)	1 hr/lvl			254
-	abjur.	Obscure Object	Mask object against divination and scrying	V,S,M	1 action	Touch	1 object (up to 100 lb./lvl)	8 hours (D)	Will negs (obj)	Yes (obj)	258
*	trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
-	abjur.	Protection from Arrows	Subject gains DR 10/magic against ranged weapons • Spell is discharged after absorbing 10/lvl (max. 100) hp damage. • Does not grant subject the ability to damage creatures with similar DR.	V,S,F	1 action	Touch	1 creature	1 hr/lvl (or until discharged)	Will negs (h)	Yes (h)	266
	trans.	Pyrotechnics	<u>Fireworks</u> : Blind creatures within 120 ft <u>Smoke Cloud</u> : 20-ft radius cloud blocks all vision; affected creatures suffer -4 penalty to STR and DEX • Penalties persist for 1d4+1 rnds after creature leaves the cloud.	V,S,M (fire source)	1 action	Long	1 fire source (up to 20-ft. cube)	1d4+1 rnds 1 rnd/lvl	Will negs Fort negs	Yes	267
-	abjur.	Resist Energy (resist elements)	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with protection from energy.	V,S	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
	trans.	Rope Trick	Rope connects to an extradimensional space which can hold up to 8 creatures	V,S,M	1 action	Touch	1 piece of rope (from 5 ft. to 30 ft. long)	1 hr/lvl (D)			273
-	necro.	Scare [fear, mind-affecting]	As <i>cause fear</i> , but affects multiple creatures • Creatures with more than 5 HD are not affected.	V,S,M	1 action	Medium	1 living creature / 3 lvls (max.30 ft. apart)	1 rnd/lvl	Will part	Yes	274
*	evocation	Scorching Ray [fire]	Ranged touch attack deals 4d6 fire damage • Can fire two rays at caster level 7, and three rays at caster level 11.	V,S	1 action	Close	1 or more rays (targets max.30 ft. apart)	Instant		Yes	274
-	divination	See Invisibility	Caster can see invisible and ethereal creatures and objects	V,S,M	1 action	Personal	You	10 min/lvl (D)			275

–	evocation	Shatter [sonic]	Destroy all nonmagical brittle objects in affected area	V,S,M	1 action	Close	5-ft radius spread	Instant	Will negs (obj)	Yes (obj)	278
			• Objects weighing more than 1 lb/lvl are not affected.				1 object (up to 10 lb./lvl)				
			Destroy single solid object (regardless of composition)				1 crystalline creature		Fort half		
	necro.	Spectral Hand	Disembodied hand can deliver touch spells of 4th level or lower, with +2 bonus to melee touch attack	V,S	1 action	Medium	1 spectral hand	1 min/lvl (D)			282
			• 1d4 hp are transferred from the caster when the hand is created; they return at the end of the spell unless the hand is destroyed.								
			• The hand is incorporeal, has improved evasion, caster's save bonuses and AC of at least 22; use caster's INT modifier as hand's DEX.								
1	trans.	Spider Climb	Subject can walk along vertical surfaces and ceilings	V,S,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	283
			• Subject must have hands free. It gains a Climb speed of 20 ft.								
	conj. (summoning)	Summon Monster II	Summon extraplanar creature(s) to act as directed	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
			• Can summon 1 level-2 creature, or 1d3 level-1 creatures.								
			• Summoned creatures act as described for <i>summon monster I</i> .								
–	conj. (summoning)	Summon Swarm	Swarm of small creatures attacks all creatures in area	V,S,M	1 round	Close	1 swarm of bats, rats or spiders (caster's choice)	Conc. + 2 rnds			289
			• If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can (caster has no control of it).								
–	ench. (compulsion)	Tasha's Hideous Laughter [mind-affecting]	Target falls prone and can take no actions	V,S,M	1 action	Close	1 creature (with INT at least 3)	1 rnd/lvl	Will negs	Yes	292
			• A creature of a different type to the caster receives a +4 bonus on its saving throw.								
*	ench. (compulsion)	Touch of Idiocy [mind-affecting]	Melee touch attack applies 1d6 penalty to target's INT, WIS and CHA scores	V,S	1 action	Touch	1 living creature	10 min/lvl		Yes	294
			• None of these scores can be reduced below 1.								
–	conj. (creation)	Web	Mass of sticky strands entangles creatures	V,S,M	1 action	Medium	20-ft. radius spread	10 min/lvl (D)	Ref part (📖)	Yes	301
			• Must be anchored to two or more solid, diametrically opposed points.								
			• Affected creatures must make Reflex saves or become stuck in the web, requiring a Strength (DC 20) or Escape Artist (DC 25) check to break free (full round action).								
			• Movement (for non-stuck creatures) required a Strength or Escape Artist check. Creature can move 5 ft. in a round for each full 5 points by which the check result exceeds 10.								
			• 5 ft. of web provides cover; 20 ft. provides total cover.								
–	trans.	Whispering Wind [air]	Send a message or sound to a specified location	V,S	1 action	1 mile per lvl	10-ft radius spread	1 hr/lvl (or until discharged)			301
			• Message can be no more than 25 words.								

LEVEL 3

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
* divination		Arcane Sight	Know location and power of all auras within 120 ft. • Concentrating on a specific creature (standard action) reveals the strength of the most powerful spell or spell-like ability it has available.	V,S	1 action	Personal	You	1 min/lvl (D)			201
trans.		Blink	Randomly 'blink' between Material and Ethereal planes • Physical attacks and spells have 50% miss chance (100).	V,S	1 action	Personal	You	1 rnd/lvl (D)			206
– divination (scrying)		Clairaudience/ Clairvoyance	Hear or see as if you were at a specified location • Location must be known, but line of effect is not needed.	V,S,F	1 action	Long	Magical sensor	1 min/lvl (D)			209
2 evocation		Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond • Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires). • Counters and dispels any darkness spell of equal or lower level.	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
* ench. (compulsion)		Deep Slumber [mind-affecting]	As sleep, but affects 10 HD of living creatures	V,S,M	1 round	Close	10-ft. radius burst	1 min/lvl	Will negs	Yes	217
– abjur.		Dispel Magic These spells cannot be dispelled by <i>dispel magic</i> : • any Instantaneous-duration spell • <i>antimagic field</i> • curses from <i>bestow curse</i> • <i>forbiddance</i> (unless dispeller's lvl is at least as high as caster's) • <i>forcecage</i> • <i>geas</i> (or lesser <i>geas</i>) • <i>globe</i> (or lesser <i>globe</i>) of invulnerability* • <i>mark of justice</i> • <i>Otiluke's resilient sphere</i> * • <i>Otiluke's telekinetic sphere</i> * • <i>prismatic sphere/wall</i> • <i>wall of force</i> * unless a targeted dispel is used	<u>Targeted dispel</u> : Cancel spells on one object or creature • Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. • Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. • For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. <u>Area dispel</u> : Cancel up to 1 spell on each object/creature in area • For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. • For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. • For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i> . • For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. <u>Counterspell</u> : Disrupt spell being cast • Make a dispel check to counter the other spellcaster's spell.	V,S	1 action	Medium	1 object or creature	Instant			223
– illusion (glamer)		Displacement	Attacks against subject have 50% miss chance	V,M	1 action	Touch	1 creature	1 rnd/lvl (D)	Will negs (h)	Yes (h)	223
– abjur.		Explosive Runes [force] (T)	Runes deal 6d6 damage in 10-ft. radius when read • Anyone close enough to read the runes receives no saving throw.	V,S	1 action	Touch	1 object (up to 10 lb.)	Until discharge (D)	Ref half	Yes	228
– evocation		Fireball [fire]	Burst of flame deals 1d6/lvl fire damage (max. 10d6)	V,S,M	1 action	Long	20-ft radius spread	Instant	Ref half	Yes	231
– trans.		Flame Arrow [fire]	Projectiles deal additional 1d6 fire damage on a hit • Can ignite flammable objects or structures.	V,S,M	1 action	Close	50 projectiles (in contact)	10 min/lvl		Yes	231
– trans.		Fly	Subject can fly with good maneuverability • Flying speed is 60 ft. (40 ft. if wearing medium or heavy armor); can ascend at half speed and descend at double speed. • If the spell expires or is dispelled while the subject is in flight, the subject drops 60 ft. per round for 1d6 rounds, then falls normally.	V,S,F	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	232
– trans.		Gaseous Form	Subject becomes insubstantial and gains DR 10/magic • Subject can fly at 10 ft./rnd with perfect maneuverability	S,M	1 action	Touch	1 willing corporeal creature	2 min/lvl (D)			234

	necro.	Gentle Repose	Protects remains of a dead creature from decay	V,S,M	1 action	Touch	1 corpse	1 day/lvl	Will negs (obj)	Yes (obj)	235
-	trans.	Greater Magic Weapon	As <i>magic weapon</i> , but +1 enhancement bonus per 4 lvls (max. +5)	V,S,M	1 action	Close	1 weapon or 50 projectiles (in contact)	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
	Gust of Wind ► 2										
	necro.	Halt Undead	Undead held immobile unless attacked or damaged • Nonintelligent undead receive no saving throw.	V,S,M	1 action	Medium	Up to 3 undead (max. 30 ft. apart)	1 rnd/lvl	Will negs	Yes	238
-	trans.	Haste	Subjects gain +1 bonus to attacks, +1 dodge bonus to AC and Reflex saves, +30 ft. to all movement modes • When making a full attack, a hasted creature may make one extra attack with any weapon held, at its full base attack bonus. • Dispers and counter <i>slow</i> . Multiple <i>haste</i> effects don't stack.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Fort negs (h)	Yes (h)	239
*	ench. (compulsion)	Heroism [mind-affecting]	Target gains +2 morale bonus on attacks, saves, and skill checks	V,S	1 action	Touch	1 creature	10 min./lvl	Will negs (h)	Yes (h)	240
-	ench. (compulsion)	Hold Person [mind-affecting]	Target freezes, paralyzed; can take no actions • Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity).	V,S,F	1 action	Medium	1 humanoid	1 rnd/lvl (D)	Will negs	Yes	241
-	illusion (phantasm)	Illusory Script [mind-affecting]	Message can be read only by the intended reader(s) • Unauthorised reading triggers implanted <i>suggestion</i> lasting 30 min.	V,S,M (50+)	1 min (at least)	Touch	1 object (up to 10 lb.)	1 day/lvl (D)	Will negs	Yes	243
-	illusion (glamer)	Invisibility Sphere	As <i>invisibility</i> , but affects all within 10 ft. of subject • The area is mobile with the recipient. If the recipient attacks, the spell ends. Other affected creatures who attack negate the effect only for themselves.	V,S,M	1 action	Touch	10-ft. radius emanation	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
-	trans.	Keen Edge	Double critical threat range of piercing/slashing weapon • For projectiles, the effect on a particular projectile ends after one use. • Multiple effects that increase a weapon's threat range don't stack. • This spell can't be cast on a natural weapon (e.g. a claw).	V,S	1 action	Close	1 weapon or 50 projectiles (in contact at time of casting)	10 min/lvl	Will negs (h,obj)	Yes (h,obj)	246
	evocation	Leomund's Tiny Hut [force]	Sphere shelters up to 10 Medium-size creatures • Sphere is immobile, and the spell ends if the caster leaves the sphere. • Sphere is opaque from outside, but transparent from inside.	V,S,M	1 action	20 ft.	Sphere, centered on caster	2 hr/lvl (D)			247
-	evocation	Lightning Bolt [electricity]	Bolt deals 1d6/lvl electricity damage (max. 10d6)	V,S,M	1 action	120 ft.	Line from caster	Instant	Ref half	Yes	248
-	abjur.	Magic Circle against Chaos [law] Magic Circle against Evil [good] Magic Circle against Good [evil] Magic Circle against Law [chaotic]	As <i>protection from chaos/evil/good/law</i> , but encompasses a larger area and lasts longer. • Can be focused inward rather than outward to imprison a called creature not of the spell's alignment.	V,S,M	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
	illusion (figment)	Major Image	As <i>minor image</i> , plus full sound, smell, thermal effects • While concentrating, caster can move the image within the range. • The image disappears when struck unless it is caused to respond appropriately.	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (s)	Conc. + 3 rnds	Disbelief		252
	abjur.	Nondetection	Hides subject from divination and scrying • To overcome, divination user must succeed at a caster level check (1d20 + caster level) against DC of 11 + your caster level (or 15 + your caster level if this spell was cast on yourself or an item currently in your possession).	V,S,M (50)	1 action	Touch	1 object or creature	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	257
-	conj. (creation)	Phantom Steed	Conjures a magical, horse-like mount • Steed's abilities depend on caster level (☞).	V,S	10 min	0 ft.	1 quasi-real, horse-like creature	1 hr/lvl (D)			260
-	abjur.	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) • Spell is discharged after absorbing 12/lvl (max. 120) hp damage. • Takes precedence over <i>resist energy</i> .	V,S	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266

* ench. (compulsion)	Rage [mind-affecting] (emotion: rage)	Affected creatures gain +2 morale bonus to STR and CON, +1 morale bonus on Will saves, –2 penalty to AC • As for barbarian's rage, except subject is not fatigued at end of rage.	V,S	1 action	Medium	1 willing living creature per 3 lvls (max. 30 ft. apart)	Conc. + 1 rnd/lvl (D)		Yes	268
* necro.	Ray of Exhaustion	Ranged touch attack makes target exhausted • If the save succeeds, the target is merely fatigued. • Exhaustion ends as soon as spell duration expires.	V,S	1 action	Close	Ray	1 min/lvl	Fort part	Yes	269
trans.	Secret Page	Change one page to hide its real content	V,S,M	10 min	Touch	1 page (up to 3 sq. ft.)	Permanent			275
conj. (creation)	Sepia Snake Sigil [force]	When text is read, symbol strikes the reader • If reader fails a Reflex save, it is encased in a force field, holding it in suspended animation until released by caster or 1d4+1/lvl days elapse. The field provides the target with no protection against injury.	V,S,M (500)	10 min	Touch	1 book or written work	Permanent (until discharge)			276
– trans.	Shrink Item	Shrinks nonmagical item to one-sixteenth normal size • Item's size reduced by 4 categories (e.g. from Large to Diminutive).	V,S	1 action	Touch	1 object (up to 2 cu.ft./lvl)	1 day/lvl	Will negs (obj)	Yes (obj)	279
– conj. (creation)	Sleet Storm [cold]	Sleet blocks all sight and slows movement by half • A creature attempting to move through the area must make a Balance check (DC 10). Failure means it can't move in that round; failure by 5 or more means it falls. • The sleet extinguishes torches and small fires.	V,S,M	1 action	Long	Cylinder (40-ft. radius, 20 ft. high)	1 rnd/lvl			280
– trans.	Slow	Targets suffer –1 penalty to AC, melee attacks, melee damage and Reflex saves, and move at half normal speed (rounded down to the next 5-ft. increment) • A slowed creature may take only a single move action or standard action each turn, but not both (nor may it take full-round actions). • Dispel and counters <i>haste</i> . Multiple <i>slow</i> effects don't stack.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Will negs	Yes	280
conj. (creation)	Stinking Cloud	As fog cloud, but causes nausea • Nauseated creatures can take no action except a single move action per turn. Nausea continues for 1d4+1 rounds after leaving the cloud. • Save must be made each round a creature is in the cloud.	V,S,M	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl	Fort negs	Yes	284
ench. (compulsion)	Suggestion [language-dependent, mind-affecting]	Target follows suggested reasonable course of action • A very reasonable suggestion may cause the target to take a penalty of –1 or –2 on the save (at the DM's discretion).	V,M	1 action	Close	1 living creature	1 hr/lvl (or until completed)	Will negs	Yes	285
conj. (summoning)	Summon Monster III	Summon extraplanar creature(s) to act as directed • Can summon 1 level-3 creature, or 1d3 level-2 creatures, or 1d4+1 level-1 creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
– divination	Tongues	Subject can speak and understand any language	V,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)		294
necro.	Vampiric Touch	Melee touch attack deals 1d6 dmg/two lvls (max. 10d6) and grants caster same number of temporary hp • Can't gain more than target's current hit points + 10. • Temporary hit points disappear after 1 hour.	V,S	1 action	Touch	1 living creature	Instant		Yes	298
trans.	Water Breathing	Subjects can breathe water freely • Divide the duration evenly between all affected creatures.	V,S,M	1 action	Touch	1 or more living creatures	2 hr/lvl	Will negs (h)	Yes (h)	300
– evocation	Wind Wall [air]	Vertical curtain of wind deflects arrows, small flying creatures, and gases • Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance.	V,S,M	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl		Yes	302

LEVEL 4

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
5	necro.	Animate Dead [evil]	Creates up to 2 HD/lvl of skeletons and zombies • Can control up to 4 HD/lvl of undead created via this spell.	V,S,M (25+)	1 action	Touch	1 or more corpses	Instant			198
–	divination (scrying)	Arcane Eye	Invisible floating eye moves up to 30 ft/rnd	V,S,M	10 min	Any	Magical sensor	1 min/lvl (D)			200
–	necro.	Bestow Curse	Place a curse on the target creature • Example curses: –6 effective decrease to an ability score (to a minimum of 1); –4 penalty on attacks, saves, and checks; or 50% chance each turn of losing its action. • Counters <i>remove curse</i> .	V,S	1 action	Touch	1 creature	Permanent	Will negs	Yes	203
	ench. (charm)	Charm Monster [mind-affecting]	As <i>charm person</i> , but can affect any living creature	V,S	1 action	Close	1 living creature	1 day/lvl	Will negs	Yes	209
	ench. (compulsion)	Confusion [mind-affecting]	Affected creatures become confused (☹) • Any confused creature which is attacked automatically attacks its attackers on its next turn.	V,S,M	1 action	Medium	15-ft radius burst	1 rnd/lvl	Will negs	Yes	212
–	necro.	Contagion [evil]	Infects target with chosen disease (☹)	V,S	1 action	Touch	1 living creature	Instant	Fort negs	Yes	213
*	ench. (compulsion)	Crushing Despair [mind-affecting] (emotion: despair)	Affected creatures suffer –2 penalty on attacks, saves, skill and ability checks, and weapon damage rolls • Counters and dispels <i>good hope</i> .	V,S,M	1 action	30 ft.	Cone	1 min/lvl	Will negs	Yes	215
–	divination	Detect Scrying	Alerts you to scrying spells or effects	V,S,M	1 action	40 ft.	Emanation from caster	24 hr			219
–	conj. (teleport.)	Dimension Door	Transport self and allies to any location within range • You cannot take any other actions until your next turn. • A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc.	V	1 action	Long	1 willing Medium (or smaller) object/creature per 3 lvls	Instant	Will negs (obj)	Yes (obj)	221
	abjur.	Dimensional Anchor	Block target from extradimensional travel	V,S	1 action	Medium	Ray	1 min/lvl		Yes (obj)	221
Emotion ► <i>rage, crushing despair</i>											
–	necro.	Enervation	Target suffers 1d4 negative levels for a limited time • Lost levels are regained after 1/lvl hours (max. 15). • Undead instead gain 1d4 x 5 temporary hit points for 1 hour.	V,S	1 action	Close	Ray	Instant		Yes	226
–	conj. (creation)	Evard's Black Tentacles	Tentacles grapple all creatures within affected area • Treat as Large creature, STR 19, BAB=lvl (grapple check=lvl+8). • The tentacles are immune to all types of damage. • Once grappling, the tentacles deal 1d6+4 bludgeoning damage each round on a successful grapple check. They continue to crush the opponent until the spell ends or the opponent escapes. • Movement through the affected area is reduced to half normal. Any creature entering the area is immediately attacked by the tentacles.	V,S,M	1 action	Medium	20-ft radius spread	1 rnd/lvl (D)			228
–	necro.	Fear [fear, mind-affecting]	Living creatures in affected area become panicked • If its Will save succeeds, a creature is merely shaken for 1 round.	V,S,M	1 action	30 ft.	Cone	1 rnd/lvl	Will part	Yes	229
	evocation	Fire Shield [fire / cold]	Protect against fire or cold-based attacks (caster's choice) • Caster takes half damage from attacks of the specified type; if the attack allows a Reflex save, the caster takes no damage on a successful save. • Melee attackers receive 1d6+1/lvl (max. +15) damage of the specified energy type (SR applies).	V,S,M	1 action	Personal	You	1 rnd/lvl (D)			230
–	abjur.	Fire Trap [fire] (T)	Item deals 1d4+1/lvl fire dmg (max. +20) when opened • Item is not harmed by the explosion.	V,S,M (25)	10 min	Touch	1 closeable object	Until discharged (D)	Ref half	Yes	231
–	illusion (glamer)	Greater Invisibility (improved invisibility)	As <i>invisibility</i> , but spell doesn't end if the subject attacks	V,S	1 action	Touch	1 creature	1 rnd/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
–	illusion (glamer)	Hallucinatory Terrain	Makes one type of natural terrain appear as another	V,S,M	10 min	Long	1 30-ft. cube/lvl (s)	2 hr/lvl (D)	Disbelief		238
–	evocation	Ice Storm [cold]	Hail deals 3d6 bludgeoning and 2d6 cold damage • Listen checks are at –4 and movement halved within affected area.	V,S,M	1 action	Long	Cylinder (20-ft radius, 40-ft high)	1 full round		Yes	243

	illusion (figment)	Illusory Wall	Image of wall/floor/ceiling looks real, but anything can pass through it	V,S	1 action	Close	Image (1 ft. x 10 ft. x 10 ft.)	Permanent	Disbelief		243
		Improved Invisibility ► <i>greater invisibility</i>									
	conj. (creation)	Leomund's Secure Shelter	Creates a sturdy and secure cottage or lodge	V,S,M, (F)	10 min	Close	20-ft. square structure	2 hr/lvl (D)			246
-	ench. (compulsion)	Lesser Geas [language-dependent, mind-affecting]	Compel a living creature to carry out a task <ul style="list-style-type: none"> Subject suffers -2 penalty to each ability score (cumulative, up to a maximum of -8, but ability scores cannot go below 1) each day it is prevented from obeying the <i>lesser geas</i>. Ability score penalties are removed 24 hours after the subject resumes obeying the <i>lesser geas</i>. 	V	1 round	Close	1 living creature (max. 7 HD)	1 day/lvl (or until discharged) (D)	Will negs	Yes	235
-	abjur.	Lesser Globe of Invulnerability (minor globe...)	Sphere excludes spell effects of 3rd level or lower <ul style="list-style-type: none"> Caster can leave and return to the immobile sphere without penalty. Spells already in effect when the globe is cast are not affected. 	V,S,M	1 action	10 ft.	10-ft. emanation from caster	1 rnd/lvl (D)			236
	divination	Locate Creature	Indicates direction to a known creature or creature of a known kind <ul style="list-style-type: none"> Running water blocks the spell. It cannot detect objects. 	V,S,M	1 action	Long	Circle centered on caster	10 min/lvl			249
*	trans.	Mass Enlarge Person	As <i>enlarge person</i> , but can affect multiple creatures	V,S,M	1 round	Close	1 humanoid/lvl (max. 30 ft. apart)	1 min/lvl (D)	Fort negs	Yes	227
*	trans.	Mass Reduce Person	As <i>reduce person</i> , but can affect multiple creatures	V,S,M	1 round	Close	1 humanoid/lvl (max. 30 ft. apart)	1 min/lvl (D)	Fort negs	Yes	269
	conj. (creation)	Minor Creation	Creates a nonmagical cloth or wooden object <ul style="list-style-type: none"> Must make an appropriate Craft check to make a complex object. 	V,S,M	1 min	0 ft	1 created object (up to 1 cu.ft/lvl)	1 hr/lvl			254
		Minor Globe of Invulnerability ► <i>lesser globe of invulnerability</i>									
-	evocation	Otiluke's Resilient Sphere [force]	Globe of force protects but traps target <ul style="list-style-type: none"> Cannot be damaged except by <i>disintegrate</i> or targeted <i>dispel magic</i>. The sphere cannot be physically moved. 	V,S,M	1 action	Close	1-ft./lvl diameter sphere	1 min/lvl (D)	Ref negs	Yes	258
	illusion (phantasm)	Phantasmal Killer [fear, mind-affecting]	Fearsome illusion kills target if not disbelieved <ul style="list-style-type: none"> Successful Fortitude save inflicts 3d6 damage instead. If target successfully disbelieves and is wearing a <i>helm of telepathy</i>, the illusion can be turned against the caster. 	V,S	1 action	Medium	1 living creature	Instant	Disbelief, then (if failed) Fort part	Yes	260
*	trans.	Polymorph	Change willing subject into new physical form <ul style="list-style-type: none"> HD of new form can be no more than caster level (max. 15), or subject's HD, whichever is lower. Subject regains hit points as though it had rested for a night. Subject gains STR, DEX and CON of new form but retains its own INT, WIS and CHA. It gains extraordinary special attacks of the new form, but not any other extraordinary, supernatural or spell-like abilities. 	V,S,M	1 action	Touch	1 willing living creature	1 min/lvl (D)			263
		Polymorph Other ► <i>polymorph</i> or <i>baleful polymorph</i>									
		Polymorph Self ► <i>alter self</i> or <i>polymorph</i>									
-	illusion (pattern)	Rainbow Pattern [mind-affecting]	Sighted creatures (up to 24 HD) become fascinated <ul style="list-style-type: none"> Can be moved 30 ft./rnd; fascinated creatures follow it, trying to remain within the area. If led into a dangerous area, a creature gets a second save. 	S,M,F	1 action	Medium	Colorful lights in a 20-ft radius spread	Conc. + 1 rnd/lvl (D)	Will negs	Yes	268
	trans.	Rary's Mnemonic Enhancer [Wiz only]	Prepare up to 3 additional levels of spells, or retain one just-cast spell of up to 3rd level	V,S,M, F (50)	10 min	Personal	You	Instant			268
	abjur.	Remove Curse	Frees object or creature from curses <ul style="list-style-type: none"> For a cursed shield, weapon or suit of armor, the spell does not remove the curse from the item but merely frees the victim from the item's effects. Counters and dispels <i>bestow curse</i>. 	V,S	1 action	Touch	1 creature or item	Instant	Will negs (h)	Yes (h)	270
-	divination (scrying)	Scrying	Observe subject from any distance away <ul style="list-style-type: none"> Will save DC is modified by caster's knowledge of target (□). If the target is on another plane, it gets a +5 bonus to its Will save. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. The scrying sensor has the caster's full visual acuity. These spells have a 5% chance per caster level of operating through the sensor: <i>detect magic</i>, <i>detect chaos/evil/good/law</i>, <i>message</i>. 	V,S,M, F (fine mirror, at least 2 ft. x 4 ft.) (1000+)	1 hour	Any	Magical sensor	1 min/lvl	Will negs	Yes	274

	illusion (shadow)	Shadow Conjunction	Mimic any Sorcerer or Wizard conjuration (creation) or conjuration (summoning) spell of 3rd level or lower • If recognised as an illusion (Will disbelief), spell's effect is 20% real.	V,S	1 action	(as for mimicked spell)					276
–	evocation	Shout [sonic]	Deafens creatures for 2d6 rnds and deals 5d6 damage • Successful Fort save negates deafness and halves damage. • Any exposed brittle/crystalline object or crystalline creature takes 1d6/lvl damage (max. 15d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves.	V	1 action	30 ft.	Cone burst	Instant	Fort/Ref partial	Yes (obj)	279
–	conj. (creation)	Solid Fog	As fog cloud, but reduces base speed to 5 ft.; all melee attack and damage rolls suffer a –2 penalty • Ranged attacks are ineffective (except magical rays and the like). • Falling damage is reduced by 1d6 for each 10 ft. a creature falls through.	V,S,M	1 action	Medium	20-ft. radius spread, 20 ft. high	1 min/lvl			281
5	trans.	Stone Shape [earth]	Sculpt stone into any desired shape • 30% chance that any shape including moving parts doesn't work.	V,S,M	1 action	Touch	Stone or stone object (up to 10 + 1/lvl cu. ft.)	Instant			284
–	abjur.	Stoneskin	Subject gains DR 10/adamantine • Spell is discharged after absorbing 10/lvl (max. 150) hp damage.	V,S,M (250)	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Will negs (h)	Yes (h)	284
	conj. (summoning)	Summon Monster IV	Summon extraplanar creature(s) to act as directed • Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
–	evocation	Wall of Fire [fire]	Creates immobile, opaque curtain of flame • One side (caster's choice) deals 2d4 fire damage to creatures within 10 ft. and 1d4 fire damage to creatures within 20 ft. (each round). • Wall deals 2d6+1/lvl fire dmg (max. +20) to creatures passing through it (double dmg to undead). • Any 5-ft. length of wall taking 20 points of cold damage in a round goes out (do not divide cold damage by 4, as is normal for objects). • If wall is evoked where creatures are, each takes damage as if passing through it (no save).	V,S,M	1 action	Medium	Wall up to 20-ft. high (either a sheet of flame up to 20 ft./lvl long, or a ring with radius up to 5 ft. per 2 lvls)	Conc. + 1 rnd/lvl		Yes	298
–	evocation	Wall of Ice [cold]	Creates anchored plane or hemisphere of ice • Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. • Vertical plane need only be anchored on the floor; a horizontal or slanting wall must be anchored on two opposite sides. • The ice is 1 in./lvl thick. Each 10-ft. square has 3 hp per inch of thickness. • Creatures stepping through a breach in the wall take 1d6+1/lvl cold damage (no save).	V,S,M	1 action	Medium	Anchored plane of ice (up to 1 10-ft. square/lvl), or hemisphere of ice (radius up to 3 ft. + 1 ft./lvl)	1 min/lvl	Ref negs	Yes	299

LEVEL 5

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	trans.	Animal Growth	Animals increase size to next larger size category <ul style="list-style-type: none"> Height x 2, weight x 8; +8 STR, +4 CON, –2 DEX, +2 natural armor, increased base damage (⚔). Each subject gains DR 10/magic and +4 resistance bonus on saves. When the spell ends, all damage a subject has taken while enlarged is divided by 2. Multiple magical effects that increase size do not stack. 	V,S	1 action	Medium	Up to 1 animal (Gargantuan or smaller) per 2 lvls (max. 30 ft. apart)	1 min/lvl	Fort negs	Yes	198
Animate Dead ► 4											
* trans.		Baleful Polymorph	Target becomes a Small or smaller animal (1 HD or less) <ul style="list-style-type: none"> Target takes on all statistics and special abilities of an average member of the new form in place of its own except as follows: <ul style="list-style-type: none"> Target retains its own alignment (and personality, within the limits of the new form's ability scores). Target retains the shapechanger subtype if it has it. Target retains its own hit points. Target is treated as having its normal HD for purposes of adjudicating effects based on HD (e.g. <i>sleep</i>), but uses the new form's base attack, base saves, and all other statistics derived from HD. Target retains the ability to understand (but not speak) the languages it understood in its original form. It can write in the languages it understands, but only if the new form is capable of writing in some manner. Target loses all special abilities it has in its normal form, including class features. All items worn or carried by the target fall to the ground at its feet. Target gets a +4 bonus on the save if the new form would be fatal. If the target remains in the new form for 24 consecutive hours, it must attempt a Will save. If the save fails, it loses its ability to understand language, as well as all memories of its previous form, and its HD and hit points change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended. Incorporeal or gaseous creatures are immune to this spell, and a creature with the shapechanger subtype can revert to its natural form as a standard action, which ends the spell's effect. 	V,S	1 action	Close	1 creature	Permanent	Fort negs then (if failed, after 24 hours) Will part	Yes	202
–	evocation	Bigby's Interposing Hand [force]	Hand provides cover (+4 AC) against 1 opponent <ul style="list-style-type: none"> Hand is Large, with caster's undamaged total in hp, and AC 20. It takes damage as a normal creature and makes saves as its caster. 	V,S,F	1 action	Medium	10-ft hand	1 rnd/lvl (D)		Yes	204
* necro.		Blight	Plant takes 1d6/lvl (max. 15d6) damage <ul style="list-style-type: none"> A normal plant (tree, shrub etc.) does not receive a saving throw. 	V,S	1 action	Touch	1 plant	Instant	Fort half	Yes	206
+ abjur.		Break Enchantment	Frees victims from enchantments, transmutations and curses <ul style="list-style-type: none"> Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects. 	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
– conj. (creation)		Cloudkill	As <i>fog cloud</i> , but also kills living creatures <ul style="list-style-type: none"> Successful save inflicts 1d4 CON damage each turn the creature is in the cloud instead. Creatures of 3 HD or less automatically fail the save; creatures above 6 HD automatically succeed. The vapors are heavier than air and automatically sink to the lowest level. The cloud moves away from the caster at 10 ft. per round. 	V,S	1 action	Medium	20-ft. radius spread, 20 ft. high	1 min/lvl	Fort part	Yes	210
– evocation		Cone of Cold [cold]	Deals 1d6/lvl cold damage (max. 15d6)	V,S,M	1 action	60 ft.	Cone burst	Instant	Ref half	Yes	212
– divination		Contact Other Plane	Ask questions (1 per 2 lvls) of extraplanar entities (⚡)	V	10 min	Personal	You	Conc.			212
– abjur.		Dismissal	Banish an extraplanar creature <ul style="list-style-type: none"> Save DC = spell's DC – creature's HD + caster's level. 	V,S	1 action	Close	1 extraplanar creature	Instant	Will negs	Yes	222

-	ench. (compulsion)	Dominate Person [mind-affecting]	Control a humanoid (Medium-size or smaller) telepathically <ul style="list-style-type: none"> If you and the subject have no common language, only basic commands can be communicated. You know what the subject is experiencing, but do not receive direct sensory input from it, nor can it communicate with you telepathically. A <i>dominated</i> creature continues to attempt to carry out its orders to the exclusion of all other activities except those necessary for day-to-day survival. A Sense Motive check against DC 15 (rather than the usual 25) can determine that the creature's behavior is being influenced by an enchantment effect. Changing your instructions or giving a new command is a move action. By concentrating fully on the spell (a standard action) you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. A subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are ignored. If you do not spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw. Protection from evil or similar prevents you from exercising control or using the telepathic link while the subject is warded, but neither prevents the establishment of domination nor dispels it. 	V,S	1 round	Close	1 humanoid	1 day/lvl	Will negs	Yes	224
	illusion (phantasm)	Dream * [mind-affecting]	Send a message to a sleeping creature	V,S	1 min.	Any	1 living creature	(📖)		Yes	225
	trans.	Fabricate	Transform raw materials into (non-magic) items <ul style="list-style-type: none"> When working with a mineral, limit is 1 cu.ft./lvl and casting time is one full round per 1 cu.ft. 	V,S,M (raw materials)	1 round (per 10 cu. ft.)	Close	Up to 10 cu.ft./lvl	Instant			229
-	illusion (glamer)	False Vision	Divination (scrying) into affected area receives false image (as <i>major image</i>) defined at time of casting <ul style="list-style-type: none"> The image can be changed as desired by concentration. While you are not concentrating, the image remains static. 	V,S,M (250)	1 action	Touch	40-ft radius emanation	1 hr/lvl (D)			229
-	ench. (compulsion)	Feeblemind [mind-affecting]	Target's Intelligence and Charisma drop to 1 <ul style="list-style-type: none"> Target cannot cast spells, use INT- or CHA-based skills, understand language, or communicate coherently. Creatures who cast arcane spells or use arcane spell-like effects suffer a -4 penalty on their saving throw. 	V,S,M	1 action	Medium	1 creature	Instant	Will negs	Yes	230
Greater Shadow Conjuration ► 7											
	ench. (compulsion)	Hold Monster [mind-affecting]	As <i>hold person</i> , but can affect any living creature	V,S,M	1 action	Medium	1 living creature	1 rnd/lvl (D)	Will negs	Yes	241
	conj. (summoning)	Leomund's Secret Chest	Hide expensive chest on the Ethereal Plane <ul style="list-style-type: none"> Chest can be retrieved by concentrating (standard action). 	V,S,F (5,050+)	10 min	Any	1 chest and up to 1 cu.ft./lvl of goods	60 days (or until discharged)			247
-	conj. (calling)	Lesser Planar Binding	Traps elemental/outsider (up to 6 HD) until it performs a specified task <ul style="list-style-type: none"> Trap is created using a <i>magic circle</i> spell, focused inward. A calling diagram (see PHB p. 249) can be used to make the trap more secure. 	V,S	10 min	Close	1 called creature	Instant	Will negs	Yes (📖)	261
	necro.	Magic Jar	Transfers caster's soul into gem or large crystal, allowing possession of the body of another creature within range	V,S,F (100)	1 action	Medium	1 creature	1 hr/lvl (or until you return to your body)	Will negs	Yes	250
	conj. (creation)	Major Creation	As <i>minor creation</i> , but object can be stone, metal etc.	V,S,M	10 min	Close	1 created object (up to 1 cu.ft./lvl)	(📖)			252
	ench. (compulsion)	Mind Fog [mind-affecting]	Affected creatures suffer -10 competence penalty to WIS checks and Will saves <ul style="list-style-type: none"> Penalties remain for 2d6 rnds after affected creature leaves the fog. 	V,S	1 action	Medium	Fog filling 20-ft. cube	30 min.	Will negs	Yes	253
	illusion (glamer)	Mirage Arcana	As <i>hallucinatory terrain</i> , and can also disguise structures	V,S	1 action	Long	1 20-ft. cube/lvl (S)	Conc. + 1 hr/lvl (D)	Disbelief		254
	conj. (creation)	Mordenkainen's Faithful Hound	Immobile phantom watchdog guards 30-ft. radius area <ul style="list-style-type: none"> Barks for 1 rnd/lvl if any Small or larger creature enters the area. Can bite intruders within 5 ft. (+10 attack, 2d6+3 damage). 	V,S,M	1 action	Close	Phantom watchdog (invisible to all but caster)	1 hr/lvl (or until discharged)			255
*	abjur.	Mordenkainen's Private Sanctum	Area cannot be penetrated by sight, sound, scrying, darkvision, or detect thoughts	V,S,M	10 min	Close	1 30-ft. cube/lvl (S)	24 hr (D)			256

-	illusion (phantasm)	Nightmare * [evil, mind-affecting]	Vision deals 1d10 damage and prevents restful sleep <ul style="list-style-type: none">Will save DC is modified by caster's knowledge of target (☞).Dispel evil cast on the recipient while you are casting dispels the nightmare and stuns you for 10 minutes per caster level of the dispel evil spell.	V,S	10 min	Any	1 living creature	Instant	Will negs	Yes	257
*	trans.	Overland Flight	As fly, but speed is 40 ft. (30 ft. in medium/heavy armor) <ul style="list-style-type: none">Can hustle without nonlethal damage; can cover 64 miles in 8 hours.	V,S	1 action	Personal	You	1 hr/lvl			259
-	trans.	Passwall	Create a passage through wooden/plaster/stone walls <ul style="list-style-type: none">When the spell ends, creatures within are ejected out the nearest exit.	V,S,M	1 action	Touch	5-ft x 8-ft opening, 10 ft. deep (+ 5 ft. deep per 3 additional lvls)	1 hr/lvl (D)			259
-	universal	Permanency	Make a selected spell permanent <ul style="list-style-type: none">Your caster level must be at least 8 + the level of the spell to be made permanent. The XP cost is 500 × the spell's level. (In both cases, treat 0-level spells as being of level 1.)The following spells can be made permanent in regard to yourself (but not other creatures): arcane sight, comprehend languages, darkvision, detect magic, protection from arrows, read magic, see invisibility, tongues. You cast the desired spell and then follow it with the permanency spell. This application of permanency can only be dispelled by a caster of higher level than you were when you cast the spell.In addition to personal use, permanency can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate): enlarge person, magic fang, greater magic fang, Rary's telepathic bond (note: only bonds two creatures per casting of permanency), reduce person, resistance.Additionally, the following spells can be cast upon objects or areas only and rendered permanent: alarm, animate objects, dancing lights, ghost sound, gust of wind, invisibility, magic mouth, Mordenkainen's private sanctum, phase door, prismatic sphere, prismatic wall, shrink item, solid fog, stinking cloud, symbol of death, symbol of fear, symbol of insanity, symbol of pain, symbol of persuasion, symbol of sleep, symbol of stunning, symbol of weakness, teleportation circle, wall of fire, wall of force, web. Spells cast on other creatures, objects or locations (not on you) are vulnerable to dispel magic as normal.	V,S,X	2 rounds	(as for selected spell)	Permanent			259	
	illusion (figment)	Persistent Image	As major image, but follows script with no concentration needed	V,S,M	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (S)	1 min/lvl (D)	Disbelief		260
	divination	Prying Eyes	Levitating eyes can be commanded to scout for you (☞)	V,S,M	1 min	1 mile	1d4+1/lvl floating eyes	1 hr/lvl (☞)			266
-	divination	Rary's Telepathic Bond	Subjects can communicate telepathically regardless of language <ul style="list-style-type: none">All subjects must have INT 3 or higher. Once established, the bond works over any distance.	V,S,M	1 action	Close	You (optional) + 1 willing creature / 3 lvls (max. 30 ft. apart)	10 min/lvl (D)			268
	illusion (glamer)	Seeming	As disguise self, but can affect other creatures as well <ul style="list-style-type: none">An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Close	1 creature per 2 lvls (max. 30 ft. apart)	12 hours (D)	Will negs (h)	Yes (h)	275
	evocation	Sending	Transmit message (25 words or less) to a known subject <ul style="list-style-type: none">Subject can reply (25 words or less) immediately. If the subject is on another plane, there is a 5% chance that the sending does not arrive.	V,S,M	10 min	Any	1 creature	1 rnd			275
	illusion (shadow)	Shadow Evocation	Mimic any Sor/Wiz evocation spell of 4th level or lower <ul style="list-style-type: none">If recognised as an illusion (Will disbelief), spell's effect is 20% real.	V,S	1 action	(as for mimicked spell)					277
Stone Shape ► 4											
	conj. (summoning)	Summon Monster V	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none">Can summon 1 level-5 creature, or 1d3 level-4 creatures, or 1d4+1 lower-level creatures.Summoned creatures act as described for summon monster I.	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
*	necro.	Symbol of Pain (T) [evil] (symbol: pain)	Creatures suffer -4 penalty to attacks, saves, checks <ul style="list-style-type: none">Penalty lasts 1 hour after the creature moves away from the symbol.	V,S,M (1000+)	10 min or longer (☞)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Fort negs	Yes	290
*	ench. (compulsion)	Symbol of Sleep (T) [mind-affecting] (symbol: sleep)	Creatures (of 10 HD or less) sleep for 3d6 x 10 min. <ul style="list-style-type: none">Sleeping creatures cannot be woken by nonmagical means.						Will negs		291
-	trans.	Telekinesis	<u>Sustained force</u> : Move target up to 20 ft./rnd <ul style="list-style-type: none">Object can be telekinetically manipulated as if with one hand. <u>Combat maneuver</u> : Bull rush/disarm/grapple/pin/trip <ul style="list-style-type: none">No attack of opportunity provoked; use caster level instead of BAB and spellcasting modifier in place of STR or DEX. <u>Violent thrust</u> : Hurl objects or creatures at any target within 10 ft./lvl of all of them <ul style="list-style-type: none">Attack rolls needed to hit target (use BAB + spellcasting modifier).	V,S	1 action	Long	1 creature/object (up to 25 lb./lvl, max. 375) 1 creature 1 object/creature per lvl (max. 10 ft. apart) (up to 25 lb./lvl, max. 375)	Conc., up to 1 rnd/lvl Conc., up to 1 rnd/lvl Instant	Will negs (obj)	Yes (obj) Yes	292
-	conj. (teleport.)	Teleport	Transport caster and allies to designated location <ul style="list-style-type: none">Chance of arriving safely depends on knowledge of destination (☞).You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc.	V	1 action	100 miles/lvl	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	292

	trans.	Transmute Mud to Rock	Transform mud or quicksand into soft stone • Counters and dispels <i>transmute rock to mud</i> .	V,S,M	1 action	Medium	Up to 2 10-ft. cubes/lvl (s)	Permanent	(📖)		295
	trans.	Transmute Rock to Mud	Transform natural, unworked rock into mud					(📖)			295
-	evocation	Wall of Force [force]	Create invisible, immobile wall of force • Blocks damage of all kinds, including spells and breath weapons (but not gaze attacks). Blocks ethereal as well as material creatures.	V,S,M	1 action	Close	Up to 1 10-ft. square/lvl	1 rnd/lvl (D)			298
Wall of Iron ► 6											
-	conj. (creation)	Wall of Stone [earth]	Create wall of rock, merging into adjoining rock surfaces • Wall is 1 in. thick per 4 lvls (area can be doubled if thickness is halved). Each 5-ft. square has 15 hp/in. of thickness, with hardness 8. Break DC is 20 + 2 per inch of thickness. • If wall is shaped to entrap creatures, they can avoid it with successful Reflex saves.	V,S,M	1 action	Medium	Stone wall, area up to one 5-ft. square/lvl (s)	Instant			299
*	necro.	Waves of Fatigue	Affected living creatures become fatigued • An already fatigued creature is not affected.	V,S	1 action	30 ft.	Cone burst	Instant		Yes	301

* If the recipient is awake when the spell begins, the caster (or, for *dream*, the caster's messenger) may choose to end the spell, or enter a trance until the recipient goes to sleep, whereupon he becomes alert again and finishes casting. While in the trance, the caster/messenger is defenseless, both physically and mentally, and the spell ends if he is disturbed (for *nightmare*, the caster can prevent the spell being ended by making a Concentration check). Creatures who don't sleep or dream (such as elves, but not half-elves) can't be affected by these spells.

LEVEL 6

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	conj. (creation)	Acid Fog [acid]	As <i>solid fog</i> , but also deals 2d6 hp/rnd acid damage	V,S,M	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl		Yes	196
–	divination	Analyze Dweomer	Determine magical properties of creatures or objects <ul style="list-style-type: none"> Can examine one creature or object each round (as a free action). In the case of a magic item, you learn its functions and how to activate them (as for <i>identify</i>). For an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. An attended object may attempt a Will save to resist the effect, if its holder so desires. If it succeeds, it cannot be affected by another <i>analyze dweomer</i> spell for at least 24 hours. This spell does not function when used on an artifact. 	V,S,F (1500+)	1 action	Close	1 creature/object per lvl	1 rnd/lvl (D)	Will negs (obj)		197
	abjur.	Antimagic Field	Suppresses (but does not dispel) all magic, and prevents the functioning of magical items <ul style="list-style-type: none"> Wall of force, prismatic sphere, prismatic wall, or another antimagic field are unaffected. 	V,S,M	1 action	10 ft.	Emanation from caster	10 min/lvl (D)		(📖)	200
–	evocation	Bigby's Forceful Hand [force]	Hand pursues and pushes away designated opponent <ul style="list-style-type: none"> Treat as bull rush with a +14 bonus on the Strength check. 	V,S,F	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	204
–	evocation	Chain Lightning [electricity]	Bolt deals 1d6/lvl electricity damage (max. 20d6) to primary target; extra bolts hit secondary targets, each dealing half as much damage as the primary bolt did	V,S,F	1 action	Long	Primary target + 1 sec. target/lvl (each within 30 ft. of primary)	Instant	Ref half	Yes	208
–	necro.	Circle of Death [death]	Kills 1d4/lvl HD of living creatures (max. 20d4 HD) <ul style="list-style-type: none"> Creatures with the fewest HD are affected first; no creature with 9 or more HD is affected. 	V,S,M (500+)	1 action	Medium	40-ft. radius burst	Instant	Fort negs	Yes	209
	evocation	Contingency	Set trigger condition for automatic casting of another spell affecting the caster <ul style="list-style-type: none"> Contingent spell must be no higher than one-third caster level. 	V,S,M, F (1500+)	At least 10 min	Personal	You	1 day/lvl (D) (or until discharged)			213
–	trans.	Control Water [water]	Raises or lowers an area of water (📖)	V,S,M	1 action	Long	Water (up to 10 ft./lvl x 10 ft./lvl x 2 ft./lvl) (S)	10 min/lvl (D)			214
Control Weather ▶ 7											
+	necro.	Create Undead [evil]	Create a ghoul, ghast, mummy, or mohrg	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
–	trans.	Disintegrate	Ranged touch attack deals 2d6/lvl damage (max. 40d6) <ul style="list-style-type: none"> Successful save inflicts 5d6 damage instead. If reduced to 0 hp, target is entirely disintegrated, leaving only dust (a disintegrated creature's equipment is unaffected). Against an object, no more than one 10-ft. cube will be disintegrated. 	V,S,M	1 action	Medium	Ray	Instant	Fort part (obj)	Yes	222
–	necro.	Eyebite [evil]	Can target one foe (as a move action) each round <ul style="list-style-type: none"> Effect depends on the target's HD – 10+: sickened; 5 to 9: panicked and sickened; 4 or less: comatose, panicked, and sickened. Sickened condition lasts for 10 min./lvl, and cannot be negated by <i>remove disease</i> or <i>heal</i> (but <i>remove curse</i> is effective). Panicked condition lasts 1d4 rounds; afterwards the target is shaken for 10 min./lvl, and automatically becomes panicked again if it sees the caster during that time. Comatose condition lasts 10 min./lvl; target cannot be awakened by any means short of dispelling the effect. Elves are not immune. 	V,S	1 action	Close	1 living creature	1 rnd per 3 lvls	Fort negs	Yes	228
	trans.	Flesh to Stone	Subject and all its possessions turns into a statue	V,S,M	1 action	Medium	1 creature	Instant	Fort negs	Yes	232
–	ench. (compulsion)	Geas/Quest [language-dependent, mind-affecting]	As <i>lesser geas</i> , but can affect any living creature <ul style="list-style-type: none"> Subject suffers 3d6 damage each day it is prevented from obeying the <i>geas</i>, and must make a Fortitude save each day or become sickened. These effects end 24 hours after the creature attempts to resume the <i>geas</i>. 	V	10 min	Close	1 living creature	1 day/lvl (or until discharged) (D)		Yes	234
–	abjur.	Globe of Invulnerability	As <i>lesser globe of invulnerability</i> , but excludes spell effects of 4th level or lower	V,S,M	1 action	10 ft.	Emanation from caster	1 rnd/lvl (D)			236

–	abjur.	Greater Dispel Magic (greater dispelling)	As <i>dispel magic</i> , but max. +20 on dispel check • Unlike <i>dispel magic</i> , this spell can affect curses from <i>bestow curse</i> , and <i>geas/quest</i> , <i>lesser geas</i> , and <i>mark of justice</i> .	V,S	1 action	Medium	see <i>dispel magic</i>	Instant			223
*	ench. (compulsion)	Greater Heroism [mind-affecting]	Target gains +4 morale bonus on attacks, saves, and skill checks, immunity to <i>fear</i> effects, and 1/lvl (max. 20) temporary hit points	V,S	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	240
Greater Shadow Conjuration ► 8											
	abjur.	Guards and Wards	Protect stronghold with array of magical effects (📖)	V,S,M,F	30 min	Area	Up to 200 sq.ft./lvl (S)	2 hr/lvl (D)	(📖)	(📖)	237
	divination	Legend Lore	Bring to mind legends about an important person, place or thing	V,S,M (250), F (50)	(📖)	Personal	You	Instant			246
*	trans.	Mass Bear's Endurance	Subjects gain +4 enhancement bonus to Constitution	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	203
*	trans.	Mass Bull's Strength	Subjects gain +4 enhancement bonus to Strength	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	207
*	trans.	Mass Cat's Grace	Subjects gain +4 enhancement bonus to Dexterity	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	208
*	trans.	Mass Eagle's Splendor	Subjects gain +4 enhancement bonus to Charisma • CHA-based spellcasters do not gain any additional bonus spells.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	225
*	trans.	Mass Fox's Cunning	Subjects gain +4 enhancement bonus to Intelligence • INT-based spellcasters do not gain any additional bonus spells.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	233
Mass Haste ► <i>haste</i> (level 3)											
*	trans.	Mass Owl's Wisdom	Subjects gain +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	259
	ench. (compulsion)	Mass Suggestion [language-dependent, mind-affecting]	As <i>suggestion</i> , but can affect multiple creatures • The same <i>suggestion</i> applies to each target creature.	V,M	1 action	Medium	1 creature/lvl (max. 30 ft. apart)	1 hr/lvl (or until completed)	Will negs	Yes	285
	illusion (glamer)	Mislead	As <i>greater invisibility</i> with caster as subject, and also creates illusory double of caster	S	1 action	Close	You + 1 illusory double	Conc. + 3 rnds	Disbelief		255
	trans.	Mordenkainen's Lucubration	Recall one spell of 5th level or lower that you have cast during the previous 24 hours	V,S	1 action	Personal	You	Instant			256
–	trans.	Move Earth [earth]	Digs trenches and builds hills • Cannot be used for tunnelling. Has no effect on earth creatures.	V,S,M	10 min (per 150 ft. square)	Long	Area of dirt (up to 750 ft. sq. and 10 ft. deep) (S)	Instant			257
–	evocation	Otiluke's Freezing Sphere [cold]	Exploding sphere deals 1d6/lvl (max. 15d6) cold damage • An elemental (water) creature takes 1d8/lvl (max. 15d8) cold dmg. • If the sphere strikes a body of water (or similar liquid), it freezes it to a depth of 6 in. over area equal to 100 sq.ft./lvl (max. 1500 sq.ft.); ice lasts for 1 rnd/lvl. Creatures swimming on the surface of the water become trapped, and must make a Strength or Escape Artist check (DC 25) to break free (as a full round action). • The sphere can be held for firing in a later round (a standard action; treat as for holding a touch spell). You can hold the sphere for up to 1 rnd/lvl, after which it explodes, centered on you (and you receive no saving throw against its effects).	V,S,F	1 action	Long	10 ft. radius burst	Instant	Ref half	Yes	258
	illusion (figment)	Permanent Image	As <i>major image</i> , but image is permanent • While concentrating, caster can move the image within the range.	V,S,M (100)	1 action	Long	1 20-ft. cube + 1 10-ft.cube/lvl (S)	Permanent (D)	Disbelief		260
–	conj. (calling)	Planar Binding	As <i>lesser planar binding</i> , but up to 12 HD of creatures	V,S	10 min	Close	Up to 3 creatures (max. 30 ft. apart)	Instant	Will negs	Yes (📖)	261
	illusion (figment)	Programmed Image	As <i>major image</i> , but image is triggered by specific event (as for <i>magic mouth</i>)	V,S,M (25)	1 action	Long	1 20-ft. cube + 1 10-ft.cube/lvl (S)	Until triggered, then 1 rnd/lvl	Disbelief		265
Project Image ► 7											
–	abjur.	Repulsion	Creatures can't approach caster • If caster moves closer to an affected creature, it is not forced back.	V,S,F (50)	1 action	Up to 10 ft/lvl	Emanation from caster	1 rnd/lvl (D)	Will negs	Yes	271
Shades ► 9											

7	illusion (shadow)	Shadow Walk	Use the Plane of Shadow for rapid travel • Rate of travel is 50 miles/hr, but you reappear on the Material plane a random distance from desired endpoint (1d4). • Travel to other planes requires transit of Plane of Shadow (1d4 hr).	V,S	1 action	Touch	1 creature/lvl	1 hr/lvl (D)	Will negs	Yes	277
	trans.	Stone to Flesh	Restore a petrified creature to its normal state • Subject must make a Fort save (DC 15) to survive the process. Convert stone into fleshy substance • Flesh is inert unless a life force or magical energy is available.	V,S,M	1 action	Medium	1 petrified creature Cylinder (1 to 3 ft. diameter, 10 ft. long)	Instant	Fort negs (obj)	Yes (obj)	285
	conj. (summoning)	Summon Monster VI	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-6 creature, or 1d3 level-5 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
*	necro.	Symbol of Fear (T) [fear, mind-affecting] (symbol: fear)	Creatures become panicked for 1 rnd/lvl	V,S,M (1000+)	10 min or longer (🕒)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Will negs	Yes	290
*	ench. (charm)	Symbol of Persuasion (T) [mind-affecting] (symbol: persuasion)	Creatures become charmed (as <i>charm monster</i>) for 1 hr/lvl						Will negs		290
–	trans.	Tenser's Transformation	Caster swaps spellcasting abilities for fighting prowess • Caster gains +4 enhancement bonuses to STR, DEX and CON, +4 natural armor bonus to AC, +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons • BAB equals character level (this may give caster multiple attacks). • Caster loses spellcasting ability, including the ability to use spell activation or spell completion magic items.	V,S,M (potion of bull's strength)	1 action	Personal	You	1 rnd/lvl			294
	divination	True Seeing	Subject sees all things within 120 ft. as they really are • Subject can see through normal or magical darkness, notice secret doors hidden by magic, ignore <i>blur</i> and <i>displacement</i> effects, see invisible objects or creatures, see through illusions, see the true form of <i>polymorphed</i> , changed, or transmuted things, and see into the Ethereal Plane.	V,S,M (250)	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	296
*	necro.	Undeath to Death	Kills 1d4/lvl HD of undead creatures (max. 20d4 HD) • Creatures with the fewest HD are affected first; no creature with 9 or more HD is affected.	V,S,M (500+)	1 action	Medium	40-ft. radius burst	Instant	Will negs	Yes	297
	illusion (glamer)	Veil	As <i>seeming</i> , but no restriction on new appearance • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Long	1 or more creatures (max. 30 ft. apart)	Conc. + 1 hr/lvl (D)	Will negs	Yes	298
5	conj. (creation)	Wall of Iron	Creates a flat, vertical iron wall • Wall is 1 in. thick per 4 lvls (area can be doubled if thickness is halved). Each 5-ft. square has 30 hp/in. of thickness, with hardness 10. Break DC is 25 + 2 per inch of thickness. • Can be rigged to topple over onto foes (Strength DC 40 to push it). Large or smaller creatures failing a Reflex save take 10d6 damage.	V,S,M (50)	1 action	Medium	Iron wall (area up to one 5-ft. square/lvl)	Instant			299

LEVEL 7

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Banishment	Banish one or more extraplanar creatures <ul style="list-style-type: none"> You must present at least one object or substance that the target hates, fears or otherwise opposes. For each such object presented, you gain +1 on your caster level check to overcome SR and +2 on the saving throw DC. 	V,S,F	1 action	Close	1 or more extra-planar creatures (up to 2 HD/lvl) (max. 30 ft. apart)	Instant	Will negs	Yes	203
– evocation	Bigby's Grasping Hand [force]	Hand can grapple one opponent per round <ul style="list-style-type: none"> BAB = caster level + spellcasting modifier + 10 (STR) –1 (size Large). Grapple bonus is same except with +4 size modifier instead of –1. The hand holds but does not harm creatures that it grapples. Can bull rush (as <i>Bigby's forceful hand</i>) with +16 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>). 	V,S,F	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	204
necro.	Control Undead	Command undead via vocal communication <ul style="list-style-type: none"> After the spell is over, intelligent undead remember being controlled. 	V,S,M	1 action	Close	Up to 2 HD/lvl of undead creatures (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	214
6 trans.	Control Weather	Change weather conditions in local area (☁)	V,S	10 min (☁)	2 miles	Circle centered on caster	4d12 hr (☁)			214
evocation	Delayed Blast Fireball [fire]	Deal 1d6/lvl fire damage (max. 20d6); detonation can be delayed for up to 5 rounds	V,S,M	1 action	Long	20-ft. radius spread	Up to 5 rounds (☁)	Ref half	Yes	217
conj. (summoning)	Drawmij's Instant Summons	Object that has been previously <i>arcane marked</i> appears in your hand	V,S,M (1000+)	1 action	Any	1 object (up to 10 lb., longest dimension 6ft. or less)	Until discharged			225
trans.	Ethereal Jaunt	You and your equipment shift to the Ethereal Plane	V,S	1 action	Personal	You	1 rnd/lvl (D)			227
– necro.	Finger of Death [death]	Kills target creature <ul style="list-style-type: none"> Successful save inflicts 3d6+1/lvl (max. +25) damage instead. 	V,S	1 action	Close	1 living creature	Instant	Fort part	Yes	230
evocation	Forcecage [force]	<i>Barred cage</i> : has half-inch-wide bands of force for bars, with half-inch gaps between them <i>Windowless cell</i> : totally sealed box (6 walls of force)	V,S,M (1500)	1 action	Close	20-ft. cube 10-ft. cube	2 hr/lvl (D)			233
* divination	Greater Arcane Sight	As <i>arcane sight</i> , but you automatically know the spells or magical effects active on any individual/object seen	V,S	1 action	Personal	You	1 min/lvl (D)			201
– divination (scrying)	Greater Scrying	As <i>scrying</i> , but casts faster and lasts longer <ul style="list-style-type: none"> All spells noted under <i>scrying</i> can be cast reliably through the sensor, as well as <i>read magic</i> and <i>tongues</i>. 	V,S	1 action	Any	Magical sensor	1 hr/lvl	Will negs	Yes	275
5 illusion (shadow)	Greater Shadow Conjunction	Mimic any Sorcerer or Wizard conjuration (creation) or conjuration (summoning) spell of 6th level or lower <ul style="list-style-type: none"> If recognised as an illusion (Will disbelief), spell's effect is 60% real. 	V,S	1 action	(as for mimicked spell)					276
– conj. (teleport.)	Greater Teleport (teleport without error)	As <i>teleport</i> , but no range limit and no chance of off-target arrival <ul style="list-style-type: none"> Must have at least a reliable description of the destination. 	V	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	293
ench. (compulsion)	Insanity [mind-affecting]	Target suffers a continuous <i>confusion</i> effect	V,S	1 action	Medium	1 living creature	Instant	Will negs	Yes	244
universal	Limited Wish	Alters reality, within spell limits (☁)	V,S, X (☁)	1 action	(☁)	(☁)	(☁)	(☁)	(☁)	248
* ench. (compulsion)	Mass Hold Person [mind-affect.]	As <i>hold person</i> , but can affect multiple creatures	V,S,F	1 action	Medium	Humanoid(s) (max. 30 ft. apart)	1 rnd/lvl (D)	Will negs	Yes	241
– illusion (glamer)	Mass Invisibility	As <i>invisibility</i> , but can affect any number of creatures <ul style="list-style-type: none"> Effect is mobile with the group and is broken when anyone in the group attacks. Effect is broken for any individual who moves more than 180 ft. away from the nearest member of the group. 	V,S,M	1 action	Long	Any number of creatures (max. 180 ft. apart)	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
– conj. (creation)	Mordenkainen's Magnificent Mansion	Creates doorway to secure extradimensional mansion <ul style="list-style-type: none"> Only those designated by caster may enter; entry point is 4 x 8 ft. portal which is shut and made invisible after caster enters. 	V,S,F (15+)	1 action	Close	Extradimensional mansion (up to three 10-ft. cubes/lvl) (S)	2 hr/lvl (D)			256
evocation	Mordenkainen's Sword [force]	Swordlike plane of force attacks designated target <ul style="list-style-type: none"> Attack bonus is caster level + spellcasting modifier, with +3 enhancement bonus. Deals 4d6+3 damage (critical 19-20/x2). Has AC 13 against touch attacks. 	V,S,M (250)	1 action	Close	1 sword	1 rnd/lvl (D)		Yes	256

–	conj. (creation)	Phase Door	Create ethereal passage through wood/plaster/stone • Only accessible to caster unless a triggering condition is set.	V	1 action	0 ft.	5-ft x 8-ft opening, 10 ft. deep (+ 5 ft. deep per 3 additional lvls)	1 usage per two levels			261
–	conj. (teleport.)	Plane Shift	Move subject(s) to another plane • Subjects appear 5d% miles from intended destination.	V,S,F	1 action	Touch	1 creature (or up to 8 willing creatures joining hands)	Instant	Will negs	Yes	262
8	ench. (compulsion)	Power Word, Blind [mind-affecting]	Target becomes blinded • Duration of blindness depends on target's current hp: 50 or less: Permanent; 51 to 100: 1d4+1 min.; 101 to 200: 1d4+1 rnds.	V	1 action	Close	1 creature (must have no more than 200 current hp)	(see text at left)		Yes	263
Power Word, Stun ▶ 8											
–	evocation	Prismatic Spray	Multicolored beams hit subjects; variety of effects (📖)	V,S	1 action	60 ft.	Cone burst	Instant	(📖)	(📖)	264
6	illusion (shadow)	Project Image	Shadow duplicate of caster; can talk and cast spells • Duplicate mimics caster unless directed otherwise (as a move action).	V,S,M (5)	1 action	Medium	1 shadow duplicate	1 rnd/lvl (D)	Disbelief		265
	trans.	Reverse Gravity	Objects and creatures fall upward in affected area • Provided there is something to hold onto, affected creatures can attempt Reflex saves to secure themselves when the spell strikes.	V,S,M	1 action	Medium	Up to 1 10-ft. cube per two lvls (S)	1 rnd/lvl (D)			273
	abjur.	Sequester	Subject becomes invisible and completely hidden from divination and scrying	V,S,M	1 action	Touch	1 willing creature/ object (to 2 ft. cube/lvl)	1 day/lvl (D)	Will negs (obj)	Yes (obj)	276
Shadow Walk ▶ 6											
–	illusion (shadow)	Simulacrum	Create partially real double of a creature • Simulacrum has one-half of the real creature's levels or HD (with appropriate hit points, feats, abilities etc.).	V,S, M (100), X (100 per HD)	12 hours	0 ft.	1 duplicate creature	Instant			279
	abjur.	Spell Turning	Reflects 1d4+6 spell levels back at their caster • Only non-touch spells that have you as a target are turned.	V,S,M	1 action	Personal	You	10 min/lvl (or until expended)			282
–	trans.	Statue	Subject and all its possessions turn into a statue • Subject retains its own hit points, but gains hardness of 8. • Subject can return to its normal form, act, and return instantly to statue state (free action), at will.	V,S,M	1 round	Touch	1 creature	1 hr/lvl (D)	Will negs (h)	Yes (h)	284
*	ench. (compulsion)	Symbol of Stunning (T) [mind-aff.] (symbol: stunning)	Creatures become stunned for 1d6 rounds	V,S,M (5000+)	10 min or longer (📖)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Will negs	Yes	291
*	necro.	Symbol of Weakness (T) (symbol)	Creatures suffer 3d6 Strength damage						Fort negs		291
	conj. (summoning)	Summon Monster VII	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-7 creature, or 1d3 level-6 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
–	conj. (teleport.)	Teleport Object (vanish)	As <i>teleport</i> , but affects a touched object • Creatures and magical forces (e.g. a <i>delayed blast fireball</i> bead) cannot be teleported. There is a 1% chance that a teleported item is disintegrated instead. • Optionally, target can be banished to the Ethereal plane instead. The point from which the object was teleported remains faintly magical until the item is retrieved (by a successful targeted <i>dispel magic</i> cast on that point).	V	1 action	Touch	1 object (up to 50 lb./lvl and 3 cu.ft./lvl)	Instant	Will negs (obj)	Yes (obj)	293
Teleport Without Error ▶ <i>greater teleport</i>											
Vanish ▶ <i>teleport object</i>											
	divination	Vision	As <i>legend lore</i> , but much quicker and more strenuous • Information obtained via a successful caster level check; DC depends on caster's knowledge of the person/place/object of interest (📖).	V,S, M (250), X (100)	1 action	Personal	You	Instant			298
*	necro.	Waves of Exhaustion	Affected living creatures become exhausted • An already exhausted creature is not affected.	V,S	1 action	60 ft.	Cone burst	Instant		Yes	301

LEVEL 8

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
-	ench. (compulsion)	Antipathy [mind-affecting]	Object or location repels creatures of specified type <ul style="list-style-type: none"> On a successful save, a creature can stay in the area or touch the item but suffers a -4 DEX penalty while doing so. Counters and dispels <i>sympathy</i>. 	V,S,M	1 hour	Close	1 location (up to 10-ft cube/lvl) or 1 object	2 hr/lvl (D)	Will part	Yes	200
-	evocation	Bigby's Clenched Fist [force]	Hand can move (60 ft.) and attack once per round <ul style="list-style-type: none"> BAB = caster level + spellcasting modifier + 11 (STR) -1 (size Large). Deals 1d8+11 damage; creature struck must make Fort save or be stunned for 1 round. Can bull rush (as <i>Bigby's forceful hand</i>) with +15 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>). 	V,S,F	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	203
	ench. (compulsion)	Binding [mind-affecting]	Array of techniques to restrain a creature (📖)	V,S,M (500+)	1 min	Close	1 living creature	(📖) (D)	Will negs (📖)	Yes	204
	necro.	Clone	Creates duplicate creature, which awakens when the original is slain	V,S,M (1000), F (500)	10 min (📖)	0 ft.	1 clone	Instant			210
+	necro.	Create Greater Undead [evil]	Create a shadow, wraith, spectre or devourer	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
	ench. (compulsion)	Demand [mind-affecting]	As <i>sending</i> , but can also contain a <i>suggestion</i> <ul style="list-style-type: none"> Successful save negates the <i>suggestion</i>. 	V,S,M	10 min	Any	1 creature	1 rnd	Will part	Yes	217
*	abjur.	Dimensional Lock	Prohibit extradimensional travel into or out of affected area	V,S	1 action	Medium	20-ft radius emanation	1 day/lvl		Yes	221
-	divination	Discern Location	Find exact location of a known creature or object <ul style="list-style-type: none"> Only <i>mind blank</i> successfully blocks this spell. 	V,S	10 min	Any	1 creature/object	Instant			222
Etherealness ▶ 9											
-	conj. (calling)	Greater Planar Binding	As <i>lesser planar binding</i> , but up to 18 HD of creatures	V,S	10 min	Close	Up to 3 creatures (max. 30 ft. apart)	Instant	Will negs	Yes (📖)	261
*	divination	Greater Prying Eyes	As <i>prying eyes</i> , but eyes have <i>true seeing</i> <ul style="list-style-type: none"> Maximum Spot modifier for eyes is +25 instead of +15. 	V,S,M	1 min	1 mile	1d4+1/lvl floating eyes	1 hr/lvl (📖)			267
6	illusion (shadow)	Greater Shadow Evocation	Mimic any Sor/Wiz evocation spell of 7th level or lower <ul style="list-style-type: none"> If recognised as an illusion (Will disbelief), spell's effect is 60% real. 	V,S	1 action	(as for mimicked spell)					277
*	evocation	Greater Shout [sonic]	Affected creatures are stunned for 1 rnd, deafened for 4d6 rnds and suffer 10d6 sonic damage <ul style="list-style-type: none"> Successful Fort save negates stunning and halves damage and duration of deafness. Any exposed brittle/crystalline object or crystalline creature takes 1d6/lvl damage (max. 20d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves. 	V,S,F	1 action	60 ft.	Cone burst	Instant	Fort/Ref partial	Yes (obj)	279
-	necro.	Horrid Wilting	Deals 1d6/lvl (max. 20d6) damage to living creatures <ul style="list-style-type: none"> Water elementals and plant creatures take 1d8/lvl (max. 20d8) dmg. 	V,S,M	1 action	Long	Living creature(s) (max. 60 ft. apart)	Instant	Fort half	Yes	242
-	conj. (creation)	Incendiary Cloud [fire]	As <i>fog cloud</i> , but also deals 4d6 hp/rnd fire damage <ul style="list-style-type: none"> Cloud moves away from caster at 10 ft./rnd; by concentrating, caster can move it up to 60 ft./rnd 	V,S	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl	Ref half	Yes	244
	trans.	Iron Body	Caster's body becomes living iron (similar to iron golem) (📖)	V,S,M	1 action	Personal	You	1 min/lvl (D)			245
-	ench. (charm)	Mass Charm Monster [mind-affect] (mass charm)	As <i>charm monster</i> , but can affect multiple creatures <ul style="list-style-type: none"> Can affect a number of creatures whose combined HD do not exceed twice the caster's level, or at least one creature regardless of HD. 	V	1 action	Close	1 or more living creatures (max. 30 ft. apart)	1 day/lvl	Will negs	Yes	209
-	conj. (teleport.)	Maze	Target is trapped in extradimensional maze <ul style="list-style-type: none"> Must make an INT check (DC 20) to escape (full round action). 	V,S	1 action	Close	1 creature	10 min		Yes	252
	abjur.	Mind Blank	Subject is protected from all mind-affecting spells and effects, as well as all divination spells and effects	V,S	1 action	Close	1 creature	24 hr	Will negs (h)	Yes (h)	253
*	divination	Moment of Prescience	Gain +1/lvl (max. +25) insight bonus on a single attack roll, opposed ability/skill check, or saving throw <ul style="list-style-type: none"> Can also be applied to AC against a single attack. Can't have more than one <i>moment of prescience</i> active at same time. 	V,S	1 action	Personal	You	1 hr/lvl (or until discharged)			255

	evocation	Otiluke's Telekinetic Sphere [force]	As <i>Otiluke's resilient sphere</i> , but can be moved telekinetically • Can be moved within Medium range, at 30 ft/rnd (standard action).	V,S,M	1 action	Close	1-ft./lvl diameter sphere	1 min/lvl (D)	Ref negs (obj)	Yes (obj)	259
–	ench. (compulsion)	Otto's Irresistible Dance [mind-affecting]	Target suffers –4 penalty to AC, –10 to Reflex saves • Any AC bonus granted by a shield the target holds is negated. • <i>Target provokes attacks of opportunity each round on its turn.</i>	V	1 action	Touch	1 living creature	1d4+1 rnds		Yes	259
*	evocation	Polar Ray [cold]	Ranged touch attack deals 1d6/lvl (max. 25d6) cold dmg	V,S,F	1 action	Close	Ray	Instant		Yes	262
	trans.	Polymorph Any Object	As <i>polymorph</i> , but changes any object or creature into another (☞)	V,S,M	1 action	Close	1 creature/object (up to 100 cu.ft./lvl)	(☞)	Fort negs (obj)	Yes (obj)	263
	Power Word, Blind ► 7										
7	ench. (compulsion)	Power Word, Stun [mind-affecting]	Target becomes stunned • Duration of stunning depends on target's current hp: 50 or less: 4d4 rnds; 51 to 100: 2d4 rnds; 101 to 150: 1d4 rnds.	V	1 action	Close	1 creature (must have no more than 150 current hp)	(see text at left)		Yes	263
–	abjur.	Prismatic Wall	Wall's colors have array of effects (☞)	V,S	1 action	Close	Wall (4 ft/lvl wide, 2 ft/lvl high)	10 min/lvl (D)	(☞)	(☞)	264
	abjur.	Protection from Spells	Subjects gain +8 resistance bonus on saving throws against spells and spell-like abilities	V,S, M (500), F (1000)	1 action	Touch	Up to 1 creature per 4 lvls	10 min/lvl	Will negs (h)	Yes (h)	266
*	illusion (pattern)	Scintillating Pattern [mind-affecting]	Clashing colors affect a number of sighted creatures (total HD 1/lvl, max. 20) • Creatures with the fewest HD are affected first. • 6 or less HD: unconscious (if living, otherwise stunned) for 2d4 rounds, then stunned for 1d4 rounds, then confused for 1d4 rounds. • 7 to 12 HD: stunned for 1d4 rounds, then confused for 1d4 rounds. • 13 or more HD: confused for 1d4 rounds.	V,S,M	1 action	Close	20-ft. radius spread	Conc. + 2 rnds		Yes	274
	illusion (glamer)	Screen	Illusion hides area from direct observation and scrying • Scrying attempts automatically detect the specified image, with no save. Direct observation may allow a save (as per a normal illusion).	V,S	10 min	Close	1 30-ft. cube/lvl (S)	24 hr	Disbelief		274
	conj. (summoning)	Summon Monster VIII	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-8 creature, or 1d3 level-7 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
–	evocation	Sunburst [light]	Radiance deals 6d6 damage and blinds creatures • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 25d6); undead vulnerable to sunlight are destroyed on a failed save.	V,S,M	1 action	Long	80-ft. radius burst	Instant	Ref half (and negates blinding)	Yes	289
	Symbol ► <i>symbol of pain, symbol of sleep, symbol of fear, symbol of persuasion, symbol of stunning, symbol of weakness, symbol of death, symbol of insanity</i>										
*	necro.	Symbol of Death (T) [death] (symbol: death)	Creatures within active radius are slain • Only slays creatures whose combined current hp do not exceed 150.	V,S,M (5000+)	10 min or longer (☞)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Fort negs	Yes	289
*	ench. (compulsion)	Symbol of Insanity (T) [mind-aff.] (symbol: insanity)	Creatures become permanently insane (as <i>insanity</i>)						Will negs		290
–	ench. (compulsion)	Sympathy [mind-affecting]	Object or location attracts creatures of specified type • On a successful save, a creature is released, but must make another save 1d6 x 10 min. later or be forced to return. • Counters and dispels <i>antipathy</i> .	V,S,M (1500)	1 hour	Close	1 location (up to 10-ft cube/lvl) or 1 object	2 hr/lvl (D)	Will part	Yes	292
9	trans.	Temporal Stasis	Target put into suspended animation • Requires a successful melee touch attack. • For the creature, time ceases to flow and its condition becomes fixed. It does not grow older. Its bodily functions virtually cease, and no force or effect can harm it.	V,S,M (5000+)	1 action	Touch	1 creature	Permanent (until effect is removed, e.g. by a successful <i>dispel magic</i> or <i>freedom</i> spell)	Fort negs	Yes	293
	conj. (summoning)	Trap the Soul	Traps target's body and life force inside a gem • If the creature's name is spoken in the casting, SR does not apply and save DC increases by 2. • Can also be used to create a special trigger object inscribed with the target's name, which automatically places the creature in the gem (no save or SR applies) when target picks up or accepts trigger object.	V,S,M (1000 per HD)	1 action	Close	1 creature	Permanent (or until gem is broken)	Will negs	Yes	295

LEVEL 9

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
	necro.	Astral Projection	Projects caster and allies into the Astral Plane	V,S,M (1000+)	30 min	Touch	You + 1 willing creature per 2 lvls	(☞)		Yes	201
–	evocation	Bigby's Crushing Hand [force]	Hand can crush selected opponent <ul style="list-style-type: none"> Grapple bonus = caster level + spellcasting modifier + 12 (STR) + 4 (size Large). Deals 2d6+12 dmg on each successful grapple check. Can bull rush (as <i>Bigby's forceful hand</i>) with +18 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>). 	V,S,M,F	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	203
–	ench. (compulsion)	Dominate Monster [mind-affecting]	As <i>dominate person</i> , but can affect any creature	V,S	1 round	Close	1 creature	1 day/lvl	Will negs	Yes	224
	necro.	Energy Drain	Target gains 2d4 negative levels for 24 hours <ul style="list-style-type: none"> After 24 hours, target must make a Fort save for each negative level to prevent permanent loss of a character level. Undead instead gain 2d4x5 temporary hp for 1 hour. 	V,S	1 action	Close	Ray	Instant		Yes	226
8	trans.	Etherealness	As <i>ethereal jaunt</i> , but you can take allies with you	V,S	1 action	Touch	You + 1 willing creature per 3 lvls	1 min/lvl (D)		Yes	228
	divination	Foresight	"Sixth sense" warns of impending danger to subject <ul style="list-style-type: none"> If caster is subject, he gains +2 insight bonus to AC and Reflex saves. 	V,S,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
–	abjur.	Freedom	Release subject from spells and effects restricting movement	V,S	1 action	Close (☞)	1 creature	Instant	Will negs (h)	Yes	233
–	conj. (calling)	Gate	<u>Calling</u> : Summon extraplanar creature(s) to your service	V,S, X (1000)	1 action	Medium (☞)		Instant			234
	conj. (creation)		<u>Planar travel</u> : opens a gateway to another plane	V,S			Gateway (5 to 20 ft. diameter)	Conc., up to 1 rnd/lvl			
–	abjur.	Imprisonment	Subject is entombed beneath the surface of the earth <ul style="list-style-type: none"> Can only be released with a <i>freedom</i> spell cast at spot where the imprisonment took place. If target's name and some facts about its life are known to the caster, the target takes a –4 penalty on its saving throw. 	V,S	1 action	Touch	1 creature	Instant	Will negs	Yes	244
*	ench. (compulsion)	Mass Hold Monster [mind-affect.]	As <i>hold monster</i> , but can affect multiple creatures	V,S,M	1 action	Medium	Living creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)	Will negs	Yes	241
–	evocation	Meteor Swarm [fire]	Four 2-ft. diameter spheres explode; each deals 6d6 fire damage to all creatures in affected area <ul style="list-style-type: none"> If desired, a sphere can be aimed at a creature (ranged touch attack) to deal 2d6 bludgeoning damage (and creature receives no save against the sphere's fire damage) before exploding. 	V,S	1 action	Long	Four 40-ft. radius spreads	Instant	Ref half (separate save against each sphere)	Yes	253
–	abjur.	Mordenkainen's Disjunction	Dispels magic and disenchant magic items <ul style="list-style-type: none"> 1%/lvl chance to destroy an <i>antimagic field</i>; if the field survives, no items within it are disjoined. 1%/lvl chance to destroy an artifact, in which case the caster must make a Will save (DC 25) or permanently lose all spellcasting abilities. 	V	1 action	Close	40-ft. radius burst	Instant	Will negs (obj)		255
–	ench. (compulsion)	Power Word, Kill [death, mind-affecting]	Target is instantly killed	V	1 action	Close	1 creature (must have no more than 100 current hp)	Instant		Yes	263
–	abjur.	Prismatic Sphere	As <i>prismatic wall</i> , but surrounds caster on all sides	V	1 action	10 ft.	Sphere centered on caster	10 min/lvl (D)	(☞)	(☞)	264
–	conj. (teleport.)	Refuge	Prepared token teleports its possessor (and equipment up to max. load) to caster's abode when broken	V,S,M (1500)	1 action	Touch	1 object	Until discharged			269
6	illusion (shadow)	Shades	Mimic any Sorcerer or Wizard conjuration (creation) or conjuration (summoning) spell of 8th level or lower <ul style="list-style-type: none"> If recognised as an illusion (Will disbelief), spell's effect is 80% real. 	V,S	1 action	(as for mimicked spell)					276

– trans.	Shapechange	As <i>polymorph</i> , but caster can assume the form of any single nonunique creature or object <ul style="list-style-type: none"> New form can be from Fine to Colossal size, with up to 1/lvl HD (max. 25). Incorporeal and gaseous forms can be assumed. You gain all extraordinary and supernatural abilities of the assumed form (but lose your own supernatural abilities). You also gain the type of the new form in place of your own. You can become just about anything you are familiar with, and can change form once each round as a free action (either immediately before your regular action or immediately after it, but not during it). 	V,S,F (1500)	1 action	Personal	You	10 min/lvl (D)			277
necro.	Soul Bind	Traps soul in gem, preventing raising or resurrection	V,S,F (1000 per HD)	1 action	Close	1 corpse (dead no more than 1 rnd/lvl)	Permanent	Will negs		281
conj. (summoning)	Summon Monster IX	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
– conj. (teleport.)	Teleportation Circle (T)	Circle teleports (as <i>greater teleport</i>) any creature that stands in it to a designated location	V,M (1000)	10 min	0 ft.	5-ft. radius circle	10 min/lvl (D)		Yes	293
Temporal Stasis ► 8										
– trans.	Time Stop	Time seems to stop for all but caster <ul style="list-style-type: none"> Cannot target others with attacks or spells while <i>time stop</i> is in effect. You are undetectable while <i>time stop</i> lasts. You cannot enter an area protected by an <i>antimagic field</i>, or by a protection from chaos/evil/good/law spell, or by a magic circle, while under the effect of <i>time stop</i>. 	V	1 action	Personal	You	1d4+1 rnds (apparent time)			294
– necro.	Wail of the Banshee [death, sonic]	Scream kills 1 creature/lvl within affected area <ul style="list-style-type: none"> Creatures closest to the caster are affected first. 	V	1 action	Close	40-ft. radius spread	Instant	Fort negs	Yes	298
– illusion (phantasm)	Weird [fear, mind-affecting]	As <i>phantasmal killer</i> , but can affect multiple creatures <ul style="list-style-type: none"> Successful Fortitude save inflicts 3d6 damage instead. Also, the creature is stunned for 1 round and takes 1d4 temporary STR damage for 10 minutes. 	V,S	1 action	Medium	Creature(s) (max. 30 ft. apart)	Instant	Disbelief, then (if failed) Fort part	Yes	301
universal	Wish	As <i>limited wish</i> , but fewer limits (📖)	V, X (📖)	1 action	(📖)	(📖)	(📖)	(📖)	(📖)	302

Spells Without Verbal or Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which sorcerer/wizard spells lack verbal and/or somatic components.

V components only (no S/M/F)	V+M/F components (no S)	S+M/F components (no V)	S components only (no V/M/F)
0 Flare	0 Light	2 Hypnotic Pattern	6 Mislead
1 Feather Fall	1 True Strike	3 Gaseous Form	
1 Hold Portal	1 Ventriloquism	4 Rainbow Pattern	
2 Blindness/Deafness	2 Darkness		
2 Blur	3 Displacement		
2 Knock	3 Suggestion		
4 Dimension Door	3 Tongues		
4 Lesser Geas	6 Mass Suggestion		
4 Shout	9 Teleportation Circle		
5 Contact Other Plane			
5 Teleport			
6 Geas/Quest			
7 Greater Teleport			
7 Phase Door			
8 7 Power Word, Blind			
7 Teleport Object			
8 Mass Charm Monster			
8 Otto's Irresistible Dance			
7 8 Power Word, Stun			
9 Mordenkainen's Disjunction			
9 Power Word, Kill			
9 Prismatic Sphere			
9 Time Stop			
9 Wail of the Banshee			
9 Wish			