

SPELL LIST II

DRUID SPELLS

0-LEVEL DRUID SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Flare: Dazzles one creature (–1 penalty on attack rolls).

Guidance: +1 on one attack roll, saving throw, or skill check.

Know Direction: You discern north.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 bonus on saving throws.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL DRUID SPELLS

Calm Animals: Calms (2d4 + level) HD of animals.

Charm Animal: Makes one animal your friend.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius.

Faerie Fire: Outlines subjects with light, canceling *blur*, concealment, and the like.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Your speed increases by 10 ft.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.

Obscuring Mist: Fog surrounds you.

Pass without Trace: One subject/level leaves no tracks.

Produce Flame: 1d6 damage +1/level, touch or thrown.

Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Calls creature to fight.

2ND-LEVEL DRUID SPELLS

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Chill Metal: Cold metal damages those who touch it.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Fire Trap^M: Opened object deals 1d4 +1/level damage.

Flame Blade: Touch attack deals 1d8 +1/two levels damage.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Fog Cloud: Fog obscures vision.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Make metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Reduce Animal: Shrinks one willing animal.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Nature's Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Warp Wood: Bends wood (shaft, handle, door, plank).

Wood Shape: Rearranges wooden objects to suit you.

3RD-LEVEL DRUID SPELLS

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Contagion: Infects subject with chosen disease.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. radius of bright light.

Diminish Plants: Reduces size or blights growth of normal plants.

Dominate Animal: Subject animal obeys silent mental commands.

Magic Fang, Greater: One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).

Meld into Stone: You and your gear merge with stone.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Quench: Extinguishes nonmagical fires or one magic item.

Remove Disease: Cures all diseases affecting subject.

Sleet Storm: Hampers vision and movement.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.

Stone Shape: Sculpts stone into any shape.

Summon Nature's Ally III: Calls creature to fight.

Water Breathing: Subjects can breathe underwater.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL DRUID SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Command Plants: Sway the actions of one or more plant creatures.

Control Water: Raises or lowers bodies of water.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Dispel Magic: Cancels spells and magical effects.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Reincarnate: Brings dead subject back in a random body.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Rusting Grasp: Your touch corrodes iron and alloys.

Scrying^F: Spies on subject from a distance.

Spike Stones: Creatures in area take 1d8 damage, may be *slowed*.

Summon Nature's Ally IV: Calls creature to fight.

5TH-LEVEL DRUID SPELLS

Animal Growth: One animal/two levels doubles in size.

Atonement: Removes burden of misdeeds from subject.

Awaken^X: Animal or tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.

Commune with Nature: Learn about terrain for 1 mile/level.

Control Winds: Change wind direction and speed.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to all death spells and negative energy effects.

Hallow^M: Designates location as holy.

Insect Plague: Locust swarms attack creatures.

Stoneskin^M: Ignore 10 points of damage per attack.

Summon Nature's Ally V: Calls creature to fight.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Tree Stride: Step from one tree to another far away.

Unhallow^M: Designates location as unholy.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of Thorns: Thorns damage anyone who tries to pass.

6TH-LEVEL DRUID SPELLS

Antilife Shell: 10-ft.-radius field hedges out living creatures.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Find the Path: Shows most direct way to a location.

Fire Seeds: Acorns and berries become grenades and bombs.

Ironwood: Magic wood is strong as steel.

Liveoak: Oak becomes treant guardian.

Move Earth: Digs trenches and builds hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Repel Wood: Pushes away wooden objects.

Spellstaff: Stores one spell in wooden quarterstaff.

Stone Tell: Talk to natural or worked stone.

Summon Nature's Ally VI: Calls creature to fight.

Transport via Plants: Move instantly from one plant to another of the same kind.

Wall of Stone: Creates a stone wall that can be shaped.

7TH-LEVEL DRUID SPELLS

Animate Plants: One or more plants animate and fight for you.

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Creeping Doom: Swarms of centipedes attack at your command.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Fire Storm: Deals 1d6/level fire damage.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Scrying, Greater: As *scrying*, but faster and longer.

Summon Nature's Ally VII: Calls creature to fight.

Sunbeam: Beam blinds and deals 4d6 damage.

Transmute Metal to Wood: Metal within 40 ft. becomes wood.

True Seeing^M: Lets you see all things as they really are.

Wind Walk: You and your allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS

Animal Shapes: One ally/level polymorphs into chosen animal.

Control Plants: Control actions of one or more plant creatures.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Earthquake: Intense tremor shakes 80-ft.-radius.

Finger of Death: Kills one subject.

Repel Metal or Stone: Pushes away metal and stone.

Reverse Gravity: Objects and creatures fall upward.

Summon Nature's Ally VIII: Calls creature to fight.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Whirlwind: Cyclone deals damage and can pick up creatures.

Word of Recall: Teleports you back to designated place.

9TH-LEVEL DRUID SPELLS

Antipathy: Object or location affected by spell repels certain creatures.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Elemental Swarm: Summons multiple elementals.

Foresight: “Sixth sense” warns of impending danger.

Regenerate: Subject’s severed limbs grow back, cures 4d8 damage +1/level (max +35).

Shambler: Summons 1d4+2 shambling mounds to fight for you.

Shapechange^F: Transforms you into any creature, and change forms once per round.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Nature’s Ally IX: Calls creature to fight.

Sympathy^M: Object or location attracts certain creatures.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Bless: Allies gain +1 on attack rolls and +1 on saves against fear.

Bless Water: Makes holy water.

Bless Weapon: Weapon strikes true against evil foes.

Create Water: Creates 2 gallons/level of pure water.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Poison: Detects poison in one creature or small object.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Endure Elements: Exist comfortably in hot or cold environments.

Magic Weapon: Weapon gains +1 bonus.

Protection from Chaos/Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Virtue: Subject gains 1 temporary hp.

2ND-LEVEL PALADIN SPELLS

Bull’s Strength: Subject gains +4 to Str for 1 min./level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Eagle’s Splendor: Subject gains +4 to Cha for 1 min./level.

Owl’s Wisdom: Subject gains +4 to Wis for 1 min./level.

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Shield Other^F: You take half of subject’s damage.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL PALADIN SPELLS

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. radius of bright light.

Discern Lies: Reveals deliberate falsehoods.

Dispel Magic: Cancels spells and magical effects.

Heal Mount: As *heal* on warhorse or other special mount.

Magic Circle against Chaos: As *protection from chaos*, but 10-ft. radius and 10 min./level.

Magic Circle against Evil: As *protection from evil*, but 10-ft. radius and 10 min./level.

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

4TH-LEVEL PALADIN SPELLS

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Death Ward: Grants immunity to death spells and negative energy effects.

Dispel Chaos: +4 bonus against attacks by chaotic creatures.

Dispel Evil: +4 bonus against attacks by evil creatures.
Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.
Mark of Justice: Designates action that will trigger *curse* on subject.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Restoration ^M: Restores level and ability score drains.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Alarm: Wards an area for 2 hours/level.
Animal Messenger: Sends a Tiny animal to a specific place.
Calm Animals: Calms (2d4 + level) HD of animals.
Charm Animal: Makes one animal your friend.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Animals or Plants: Detects kinds of animals or plants.
Detect Poison: Detects poison in one creature or object.
Detect Snares and Pits: Reveals natural or primitive traps.
Endure Elements: Exist comfortably in hot or cold environments.
Entangle: Plants entangle everyone in 40-ft.-radius circle.
Hide from Animals: Animals can't perceive one subject/level.
Jump: Subject gets bonus on Jump checks.
Longstrider: Increases your speed.
Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Pass without Trace: One subject/level leaves no tracks.
Read Magic: Read scrolls and spellbooks.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Speak with Animals: You can communicate with animals.
Summon Nature's Ally I: Calls animal to fight for you.

2ND-LEVEL RANGER SPELLS

Barkskin: Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Hold Animal: Paralyzes one animal for 1 round/level.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Snare: Creates a magic booby trap.
Speak with Plants: You can talk to normal plants and plant creatures.
Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.
Summon Nature's Ally II: Calls animal to fight for you.
Wind Wall: Deflects arrows, smaller creatures, and gases.

3RD-LEVEL RANGER SPELLS

Command Plants: Sway the actions of one or more plant creatures.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Darkvision: See 60 ft. in total darkness.
Diminish Plants: Reduces size or blights growth of normal plants.
Magic Fang, Greater: One natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max +5).
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Plant Growth: Grows vegetation, improves crops.
Reduce Animal: Shrinks one willing animal.
Remove Disease: Cures all diseases affecting subject.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Summon Nature's Ally III: Calls animal to fight for you.
Tree Shape: You look exactly like a tree for 1 hour/level.
Water Walk: Subject treads on water as if solid.

4TH-LEVEL RANGER SPELLS

Animal Growth: One animal/two levels doubles in size.
Commune with Nature: Learn about terrain for 1 mile/level.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Freedom of Movement: Subject moves normally despite impediments.
Nondetection^M: Hides subject from divination, scrying.
Summon Nature's Ally IV: Calls animal to fight for you.
Tree Stride: Step from one tree to another far away.

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

Abjur

Resistance: Subject gains +1 on saving throws.

Conj

Acid Splash: Orb deals 1d3 acid damage.

Div

Detect Poison: Detects poison in one creature or small object.

Detect Magic: Detects spells and magic items within 60 ft.

Read Magic: Read scrolls and spellbooks.

Ench

Daze: Humanoid creature of 4 HD or less loses next action.

Evoc

Dancing Lights: Creates torches or other lights.

Flare: Dazzles one creature (–1 on attack rolls).

Light: Object shines like a torch.

Ray of Frost: Ray deals 1d3 cold damage.

Illus

Ghost Sound: Figment sounds.

Necro

Disrupt Undead: Deals 1d6 damage to one undead.

Touch of Fatigue: Touch attack fatigues target.

Trans

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Univ

Arcane Mark: Inscribes a personal rune (visible or invisible).

Prestidigitation: Performs minor tricks.

1ST-LEVEL SORCERER/WIZARD SPELLS

Abjur

Alarm: Wards an area for 2 hours/level.

Endure Elements: Exist comfortably in hot or cold environments.

Hold Portal: Holds door shut.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Shield: Invisible disc gives +4 to AC, blocks *magic missiles*.

Conj

Grease: Makes 10-ft. square or one object slippery.

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Summon Monster I: Calls extraplanar creature to fight for you.

Unseen Servant: Invisible force obeys your commands.

Div

Comprehend Languages: You understand all spoken and written languages.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Identify^M: Determines properties of magic item.

True Strike: +20 on your next attack roll.

Ench

Charm Person: Makes one person your friend.

Hypnotism: Fascinates 2d4 HD of creatures.

Sleep: Puts 4 HD of creatures into magical slumber.

Evoc

Burning Hands: 1d4/level fire damage (max 5d4).

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

Illus

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Disguise Self: Changes your appearance.

Magic Aura: Alters object's magic aura.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 min./level.

Necro

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.

Trans

Animate Rope: Makes a rope move at your command.

Enlarge Person: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Jump: Subject gets bonus on Jump checks.

Magic Weapon: Weapon gains +1 bonus.

Reduce Person: Humanoid creature halves in size.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur

Arcane Lock ^M: Magically locks a portal or chest.

Obscure Object: Masks object against scrying.

Protection from Arrows: Subject immune to most ranged attacks.

Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

Conj

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Fog Cloud: Fog obscures vision.

Glitterdust: Blinds creatures, outlines invisible creatures.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Web: Fills 20-ft.-radius spread with sticky spiderwebs.

Div

Detect Thoughts: Allows "listening" to surface thoughts.

Locate Object: Senses direction toward object (specific or type).

See Invisibility: Reveals invisible creatures or objects.

Ench

Daze Monster: Living creature of 6 HD or less loses next action.

Hideous Laughter: Subject loses actions for 1 round/level.

Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

Evoc

Continual Flame ^M: Makes a permanent, heatless torch.

Darkness: 20-ft. radius of supernatural shadow.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

Shatter: Sonic vibration damages objects or crystalline creatures.

Illus

Blur: Attacks miss subject 20% of the time.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Magic Mouth^M: Speaks once when triggered.
Minor Image: As *silent image*, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection: Misleads divinations for one creature or object.
Phantom Trap^M: Makes item seem trapped.

Necro

Blindness/Deafness: Makes subject blinded or deafened.
Command Undead: Undead creature obeys your commands.
False Life: Gain 1d10 temporary hp +1/level (max +10).
Ghoul Touch: Paralyzes one subject, which exudes stEnch that makes those nearby sickened.
Scare: Panics creatures of less than 6 HD.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Trans

Alter Self: Assume form of a similar creature.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Darkvision: See 60 ft. in total darkness.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Fox's Cunning: Subject gains +4 Int for 1 min./level.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Rope Trick: As many as eight creatures hide in extradimensional space.
Spider Climb: Grants ability to walk on walls and ceilings.
Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dispel Magic: Cancels magical spells and effects.
Explosive Runes: Deals 6d6 damage when read.
Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.
Nondetection^M: Hides subject from divination, scrying.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Conj

Phantom Steed: Magic horse appears for 1 hour/level.
Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.
Sleet Storm: Hampers vision and movement.
Stinking Cloud: Nauseating vapors, 1 round/level.
Summon Monster III: Calls extraplanar creature to fight for you.

Div

Arcane Sight: Magical auras become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Tongues: Speak any language.

Ench

Deep Slumber: Puts 10 HD of creatures to sleep.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
Suggestion: Compels subject to follow stated course of action.

Evoc

Daylight: 60-ft. radius of bright light.
Fireball: 1d6 damage per level, 20-ft. radius.
Lightning Bolt: Electricity deals 1d6/level damage.
Tiny Hut: Creates shelter for ten creatures.
Wind Wall: Deflects arrows, smaller creatures, and gases.

Illus

Displacement: Attacks miss subject 50%.

Illusory Script ^M: Only intended reader can decipher.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Necro

Gentle Repose: Preserves one corpse.

Halt Undead: Immobilizes undead for 1 round/level.

Ray of Exhaustion: Ray makes subject exhausted.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

Trans

Blink: You randomly vanish and reappear for 1 round/level.

Flame Arrow: Arrows deal +1d6 fire damage.

Fly: Subject flies at speed of 60 ft.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Keen Edge: Doubles normal weapon's threat range.

Magic Weapon, Greater: +1/four levels (max +5).

Secret Page: Changes one page to hide its real content.

Shrink Item: Object shrinks to one-sixteenth size.

Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.

Water Breathing: Subjects can breathe underwater.

4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dimensional Anchor: Bars extradimensional movement.

Fire Trap ^M: Opened object deals 1d4 damage +1/level.

Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Remove Curse: Frees object or person from curse.

Stoneskin ^M: Ignore 10 points of damage per attack.

Conj

Black Tentacles: Tentacles grapple all within 20 ft. spread.

Dimension Door: Teleports you short distance.

Minor Creation: Creates one cloth or wood object.

Secure Shelter: Creates sturdy cottage.

Solid Fog: Blocks vision and slows movement.

Summon Monster IV: Calls extraplanar creature to fight for you.

Div

Arcane Eye: Invisible floating eye moves 30 ft./round.

Detect Scrying: Alerts you of magical eavesdropping.

Locate Creature: Indicates direction to familiar creature.

Scrying ^F: Spies on subject from a distance.

Ench

Charm Monster: Makes monster believe it is your ally.

Confusion: Subjects behave oddly for 1 round/level.

Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.

Geas, Lesser: Commands subject of 7 HD or less.

Evoc

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Resilient Sphere: Force globe protects but traps one subject.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of Ice: *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

Illus

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).

Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.

Necro

Animate Dead ^M: Creates undead skeletons and zombies.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Contagion: Infects subject with chosen disease.

Enervation: Subject gains 1d4 negative levels.

Fear: Subjects within cone flee for 1 round/level.

Trans

Enlarge Person, Mass: Enlarges several creatures.

Mnemonic Enhancer ^F: *Wizard only*. Prepares extra spells or retains one just cast.

Polymorph: Gives one willing subject a new form.

Reduce Person, Mass: Reduces several creatures.

Stone Shape: Sculpts stone into any shape.

5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Dismissal: Forces a creature to return to native plane.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Conj

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

Mage's Faithful Hound: Phantom dog can guard, attack.

Major Creation: As *minor creation*, plus stone and metal.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Secret Chest ^F: Hides expensive chest on Ethereal Plane; you retrieve it at will.

Summon Monster V: Calls extraplanar creature to fight for you.

Teleport: Instantly transports you as far as 100 miles/level.

Wall of Stone: Creates a stone wall that can be shaped.

Div

Contact Other Plane: Lets you ask question of extraplanar entity.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Telepathic Bond: Link lets allies communicate.

Ench

Dominate Person: Controls humanoid telepathically.

Feeblemind: Subject's Int and Cha drop to 1.

Hold Monster: As *hold person*, but any creature.

Mind Fog: Subjects in fog get -10 to Wis and Will checks.

Symbol of Sleep ^M: Triggered rune puts nearby creatures into catatonic slumber.

Evoc

Cone of Cold: 1d6/level cold damage.

Interposing Hand: Hand provides cover against one opponent.

Sending: Delivers short message anywhere, instantly.

Wall of Force: Wall is immune to damage.

Illus

Dream: Sends message to anyone sleeping.

False Vision ^M: Fools scrying with an illusion.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As *major image*, but no concentration required.

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

Necro

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Magic Jar ^F: Enables possession of another creature.

Symbol of Pain ^M: Triggered rune wracks nearby creatures with pain.

Waves of Fatigue: Several targets become fatigued.

Trans

Animal Growth: One animal/two levels doubles in size.

Baleful Polymorph: Transforms subject into harmless animal.

Fabricate: Transforms raw materials into finished items.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Passwall: Creates passage through wood or stone wall.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Univ

Permanency^x: Makes certain spells permanent.

6TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Antimagic Field: Negates magic within 10 ft.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.

Guards and Wards: Array of magic effects protect area.

Repulsion: Creatures can't approach you.

Conj

Acid Fog: Fog deals acid damage.

Planar Binding: As *lesser planar binding*, but up to 12 HD.

Summon Monster VI: Calls extraplanar creature to fight for you.

Wall of Iron^M: 30 hp/four levels; can topple onto foes.

Div

Analyze Dweomer^F: Reveals magical aspects of subject.

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

True Seeing^M: Lets you see all things as they really are.

Ench

Geas/Quest: As *lesser geas*, plus it affects any creature.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Evoc

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency^F: Sets trigger condition for another spell.

Forceful Hand: Hand pushes creatures away.

Freezing Sphere: Freezes water or deals cold damage.

Illus

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Includes sight, sound, and smell.

Programmed Image^M: As *major image*, plus triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Veil: Changes appearance of group of creatures.

Necro

Circle of Death^M: Kills 1d4/level HD of creatures.

Create Undead^M: Creates ghouls, ghosts, mummies, or mohrgs.

Eyebite: Target becomes panicked, sickened, and comatose.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Undeath to Death^M: Destroys 1d4/level HD of undead (max 20d4).

Trans

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Control Water: Raises or lowers bodies of water.

Disintegrate: Makes one creature or object vanish.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Flesh to Stone: Turns subject creature into statue.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.

Mage's Lucubration: Wizard only. Recalls spell of 5th level or lower.

Move Earth: Digs trenches and build hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Stone to Flesh: Restores petrified creature.

Transformation^M: You gain combat bonuses.

7TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Banishment: Banishes 2 HD/level of extraplanar creatures.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conj

Instant Summons^M: Prepared object appears in your hand.

Mage's Magnificent Mansion^F: Door leads to extradimensional mansion.

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift^F: As many as eight subjects travel to another plane.

Summon Monster VII: Calls extraplanar creature to fight for you.

Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.

Teleport Object: As *teleport*, but affects a touched object.

Div

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Scrying, Greater: As *scrying*, but faster and longer.

Vision^{M^x}: As *legend lore*, but quicker and strenuous.

Ench

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous *confusion*.

Power Word Blind: Blinds creature with 200 hp or less.

Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Evoc

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Forcecage^M: Cube or cage of force imprisons all inside.

Grasping Hand: Hand provides cover, pushes, or grapples.

Mage's Sword^F: Floating magic blade strikes opponents.

Prismatic Spray: Rays hit subjects with variety of effects.

Illus

Invisibility, Mass: As *invisibility*, but affects all in range.

Project Image: Illusory double can talk and cast spells.

Shadow Conjuration, Greater: As *shadow conjuration*, but up to 6th level and 60% real.

Simulacrum^{M^x}: Creates partially real double of a creature.

Necro

Control Undead: Undead don't attack you while under your command.

Finger of Death: Kills one subject.

Symbol of Weakness^M: Triggered rune weakens nearby creatures.

Waves of Exhaustion: Several targets become exhausted.

Trans

Control Weather: Changes weather in local area.

Ethereal Jaunt: You become ethereal for 1 round/level.

Reverse Gravity: Objects and creatures fall upward.

Statue: Subject can become a statue at will.

Univ

Limited Wish^x: Alters reality—within spell limits.

8TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells^{M^F}: Confers +8 resistance bonus.

Conj

Incendiary Cloud: Cloud deals 4d6 fire damage/round.

Maze: Traps subject in extradimensional maze.

Planar Binding, Greater: As *lesser planar binding*, but up to 18 HD.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Trap the Soul^{M^F}: Imprisons subject within gem.

Div

Discern Location: Reveals exact location of creature or object.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Prying Eyes, Greater: As *prying eyes*, but eyes have *true seeing*.

Ench

Antipathy: Object or location affected by spell repels certain creatures.

Binding^M: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Demand: As *sending*, plus you can send *suggestion*.

Irresistible Dance: Forces subject to dance.

Power Word Stun: Stuns creature with 150 hp or less.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Sympathy^F: Object or location attracts certain creatures.

Evoc

Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

Polar Ray: Ranged touch attack deals 1d6/level cold damage.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Illus

Scintillating Pattern: Twisting colors *confuse*, stun, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As *shadow evocation*, but up to 7th level and 60% real.

Telekinetic Sphere: As *resilient sphere*, but you move sphere telekinetically.

Necro

Clone^{MF}: Duplicate awakens when original dies.

Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Symbol of Death^M: Triggered rune slays nearby creatures.

Trans

Iron Body: Your body becomes living iron.

Polymorph Any Object: Changes any subject into anything else.

Temporal Stasis^M: Puts subject into suspended animation.

9TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Freedom: Releases creature from *imprisonment*.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchant magic items.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Conj

Gate^X: Connects two planes for travel or summoning.

Refuge^M: Alters item to transport its possessor to you.

Summon Monster IX: Calls extraplanar creature to fight for you.

Teleportation Circle^M: Circle teleports any creature inside to designated spot.

Div

Foresight: "Sixth sense" warns of impending danger.

Ench

Dominate Monster: As *dominate person*, but any creature.

Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Power Word Kill: Kills one creature with 100 hp or less.

Evoc

Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Illus

Shades: As *shadow conjuration*, but up to 8th level and 80% real.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Necro

Astral Projection^M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

Soul Bind^F: Traps newly dead soul to prevent *resurrection*.

Wail of the Banshee: Kills one creature/level.

Trans

Etherealness: Travel to Ethereal Plane with companions.

Shapechange^F: Transforms you into any creature, and change forms once per round.

Time Stop: You act freely for 1d4+1 rounds.

Univ

Wish^x: As *limited wish*, but with fewer limits.