

Know n	Memorize d /Cast	Scrol l	Spell
<b>0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)</b>			
			<i>Abjuration</i>
			<b>Resistance:</b> Subject gains +1 on saving throws.
			<i>Conjuration</i>
			<b>Acid Splash:</b> Orb deals 1d3 acid damage.
			<i>Divination</i>
			<b>Detect Poison:</b> Detects poison in one creature or small object.
			<b>Detect Magic:</b> Detects spells and magic items within 60 ft.
			<b>Read Magic:</b> Read scrolls and spellbooks.
			<i>Enchantment</i>
			<b>Daze:</b> Humanoid creature of 4 HD or less loses next action.
			<i>Evocation</i>
			<b>Dancing Lights:</b> Creates torches or other lights.
			<b>Flare:</b> Dazzles one creature (–1 on attack rolls).
			<b>Light:</b> Object shines like a torch.
			<b>Ray of Frost:</b> Ray deals 1d3 cold damage.
			<i>Illusion</i>
			<b>Ghost Sound:</b> Figment sounds.
			<i>Necromancy</i>
			<b>Disrupt Undead:</b> Deals 1d6 damage to one undead.
			<b>Touch of Fatigue:</b> Touch attack fatigues target.
			<i>Transmutation</i>
			<b>Mage Hand:</b> 5-pound telekinesis.
			<b>Mending:</b> Makes minor repairs on an object.
			<b>Message:</b> Whispered conversation at distance.
			<b>Open/Close:</b> Opens or closes small or light things.
			<i>Universal</i>
			<b>Arcane Mark:</b> Inscribes a personal rune (visible or invisible).
			<b>Prestidigitation:</b> Performs minor tricks.
<b>1ST-LEVEL SORCERER/WIZARD SPELLS</b>			
			<i>Abjuration</i>
			<b>Alarm:</b> Wards an area for 2 hours/level.
			<b>Endure Elements:</b> Exist comfortably in hot or cold environments.
			<b>Hold Portal:</b> Holds door shut.
			<b>Protection from Chaos/Evil/Good/Law:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
			<b>Shield:</b> Invisible disc gives +4 to AC, blocks <i>magic missiles</i> .
			<i>Conjuration</i>
			<b>Grease:</b> Makes 10-ft. square or one object slippery.
			<b>Mage Armor:</b> Gives subject +4 armor bonus.
			<b>Mount:</b> Summons riding horse for 2 hours/level.
			<b>Obscuring Mist:</b> Fog surrounds you.
			<b>Summon Monster I:</b> Calls extraplanar creature to fight for you.
			<b>Unseen Servant:</b> Invisible force obeys your commands.
			<i>Divination</i>
			<b>Comprehend Languages:</b> You understand all spoken and written languages.
			<b>Detect Secret Doors:</b> Reveals hidden doors within 60 ft.
			<b>Detect Undead:</b> Reveals undead within 60 ft.
			<b>Identify m:</b> Determines properties of magic item.
			<b>True Strike:</b> +20 on your next attack roll.
			<i>Enchantment</i>
			<b>Charm Person:</b> Makes one person your friend.

			<b>Hypnotism:</b> Fascinates 2d4 HD of creatures.
			<b>Sleep:</b> Puts 4 HD of creatures into magical slumber.
			<i>Evocation</i>
			<b>Burning Hands:</b> 1d4/level fire damage (max 5d4).
			<b>Floating Disk:</b> Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
			<b>Magic Missile:</b> 1d4+1 damage; +1 missile per two levels above 1st (max 5).
			<b>Shocking Grasp:</b> Touch delivers 1d6/level electricity damage (max 5d6).
			<i>Illusion</i>
			<b>Color Spray:</b> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.
			<b>Disguise Self:</b> Changes your appearance.
			<b>Magic Aura:</b> Alters object's magic aura.
			<b>Silent Image:</b> Creates minor illusion of your design.
			<b>Ventriloquism:</b> Throws voice for 1 min./level.
			<i>Necromancy</i>
			<b>Cause Fear:</b> One creature of 5 HD or less flees for 1d4 rounds.
			<b>Chill Touch:</b> One touch/level deals 1d6 damage and possibly 1 Str damage.
			<b>Ray of Enfeeblement:</b> Ray deals 1d6 +1 per two levels Str damage.
			<i>Transmutation</i>
			<b>Animate Rope:</b> Makes a rope move at your command.
			<b>Enlarge Person:</b> Humanoid creature doubles in size.
			<b>Erase:</b> Mundane or magical writing vanishes.
			<b>Expeditious Retreat:</b> Your speed increases by 30 ft.
			<b>Feather Fall:</b> Objects or creatures fall slowly.
			<b>Jump:</b> Subject gets bonus on Jump checks.
			<b>Magic Weapon:</b> Weapon gains +1 bonus.
			<b>Reduce Person:</b> Humanoid creature halves in size.
<b>2ND-LEVEL SORCERER/WIZARD SPELLS</b>			
			<i>Abjuration</i>
			<b>Arcane Lock m:</b> Magically locks a portal or chest.
			<b>Obscure Object:</b> Masks object against scrying.
			<b>Protection from Arrows:</b> Subject immune to most ranged attacks.
			<b>Resist Energy:</b> Ignores first 10 (or more) points of damage/attack from specified energy type.
			<i>Conjuration</i>
			<b>Acid Arrow:</b> Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
			<b>Fog Cloud:</b> Fog obscures vision.
			<b>Glitterdust:</b> Blinds creatures, outlines invisible creatures.
			<b>Summon Monster II:</b> Calls extraplanar creature to fight for you.
			<b>Summon Swarm:</b> Summons swarm of bats, rats, or spiders.
			<b>Web:</b> Fills 20-ft.-radius spread with sticky spiderwebs.
			<i>Divination</i>
			<b>Detect Thoughts:</b> Allows "listening" to surface thoughts.
			<b>Locate Object:</b> Senses direction toward object (specific or type).
			<b>See Invisibility:</b> Reveals invisible creatures or objects.
			<i>Enchantment</i>
			<b>Daze Monster:</b> Living creature of 6 HD or less loses next action.
			<b>Hideous Laughter:</b> Subject loses actions for 1 round/level.
			<b>Touch of Idiocy:</b> Subject takes 1d6 points of Int, Wis, and Cha damage.
			<i>Evocation</i>

			<b>Continual Flame</b> <i>m</i> : Makes a permanent, heatless torch.
			<b>Darkness</b> : 20-ft. radius of supernatural shadow.
			<b>Flaming Sphere</b> : Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
			<b>Gust of Wind</b> : Blows away or knocks down smaller creatures.
			<b>Scorching Ray</b> : Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
			<b>Shatter</b> : Sonic vibration damages objects or crystalline creatures.
			<i>Illusion</i>
			<b>Blur</b> : Attacks miss subject 20% of the time.
			<b>Hypnotic Pattern</b> : Fascinates (2d4 + level) HD of creatures.
			<b>Invisibility</b> : Subject is invisible for 1 min./level or until it attacks.
			<b>Magic Mouth</b> <i>m</i> : Speaks once when triggered.
			<b>Minor Image</b> : As <i>silent image</i> , plus some sound.
			<b>Mirror Image</b> : Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
			<b>Misdirection</b> : Misleads divinations for one creature or object.
			<b>Phantom Trap</b> <i>m</i> : Makes item seem trapped.
			<i>Necromancy</i>
			<b>Blindness/Deafness</b> : Makes subject blinded or deafened.
			<b>Command Undead</b> : Undead creature obeys your commands.
			<b>False Life</b> : Gain 1d10 temporary hp +1/level (max +10).
			<b>Ghoul Touch</b> : Paralyzes one subject, which exudes stench that makes those nearby sickened.
			<b>Scare</b> : Panics creatures of less than 6 HD.
			<b>Spectral Hand</b> : Creates disembodied glowing hand to deliver touch attacks.
			<i>Transmutation</i>
			<b>Alter Self</b> : Assume form of a similar creature.
			<b>Bear's Endurance</b> : Subject gains +4 to Con for 1 min./level.
			<b>Bull's Strength</b> : Subject gains +4 to Str for 1 min./level.
			<b>Cat's Grace</b> : Subject gains +4 to Dex for 1 min./level.
			<b>Darkvision</b> : See 60 ft. in total darkness.
			<b>Eagle's Splendor</b> : Subject gains +4 to Cha for 1 min./level.
			<b>Fox's Cunning</b> : Subject gains +4 Int for 1 min./level.
			<b>Knock</b> : Opens locked or magically sealed door.
			<b>Levitate</b> : Subject moves up and down at your direction.
			<b>Owl's Wisdom</b> : Subject gains +4 to Wis for 1 min./level.
			<b>Pyrotechnics</b> : Turns fire into blinding light or choking smoke.
			<b>Rope Trick</b> : As many as eight creatures hide in extradimensional space.
			<b>Spider Climb</b> : Grants ability to walk on walls and ceilings.
			<b>Whispering Wind</b> : Sends a short message 1 mile/level.
<b>3RD-LEVEL SORCERER/WIZARD SPELLS</b>			
			<i>Abjuration</i>
			<b>Dispel Magic</b> : Cancels magical spells and effects.
			<b>Explosive Runes</b> : Deals 6d6 damage when read.
			<b>Magic Circle against Chaos/Evil/Good/Law</b> : As <i>protection</i> spells, but 10-ft. radius and 10 min./level.
			<b>Nondetection</b> <i>m</i> : Hides subject from divination, scrying.
			<b>Protection from Energy</b> : Absorb 12 points/level of damage from one kind of energy.
			<i>Conjuration</i>
			<b>Phantom Steed</b> : Magic horse appears for 1 hour/level.
			<b>Sepia Snake Sigil</b> <i>m</i> : Creates text symbol that immobilizes reader.
			<b>Sleet Storm</b> : Hampers vision and movement.

			<b>Stinking Cloud:</b> Nauseating vapors, 1 round/level.
			<b>Summon Monster III:</b> Calls extraplanar creature to fight for you.
			<i>Divination</i>
			<b>Arcane Sight:</b> Magical auras become visible to you.
			<b>Clairaudience/Clairvoyance:</b> Hear or see at a distance for 1 min./level.
			<b>Tongues:</b> Speak any language.
			<i>Enchantment</i>
			<b>Deep Slumber:</b> Puts 10 HD of creatures to sleep.
			<b>Heroism:</b> Gives +2 bonus on attack rolls, saves, skill checks.
			<b>Hold Person:</b> Paralyzes one humanoid for 1 round/level.
			<b>Rage:</b> Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
			<b>Suggestion:</b> Compels subject to follow stated course of action.
			<i>Evocation</i>
			<b>Daylight:</b> 60-ft. radius of bright light.
			<b>Fireball:</b> 1d6 damage per level, 20-ft. radius.
			<b>Lightning Bolt:</b> Electricity deals 1d6/level damage.
			<b>Tiny Hut:</b> Creates shelter for ten creatures.
			<b>Wind Wall:</b> Deflects arrows, smaller creatures, and gases.
			<i>Illusion</i>
			<b>Displacement:</b> Attacks miss subject 50%.
			<b>Illusory Script m:</b> Only intended reader can decipher.
			<b>Invisibility Sphere:</b> Makes everyone within 10 ft. invisible.
			<b>Major Image:</b> As <i>silent image</i> , plus sound, smell and thermal effects.
			<i>Necromancy</i>
			<b>Gentle Repose:</b> Preserves one corpse.
			<b>Halt Undead:</b> Immobilizes undead for 1 round/level.
			<b>Ray of Exhaustion:</b> Ray makes subject exhausted.
			<b>Vampiric Touch:</b> Touch deals 1d6/two levels damage; caster gains damage as hp.
			<i>Transmutation</i>
			<b>Blink:</b> You randomly vanish and reappear for 1 round/level.
			<b>Flame Arrow:</b> Arrows deal +1d6 fire damage.
			<b>Fly:</b> Subject flies at speed of 60 ft.
			<b>Gaseous Form:</b> Subject becomes insubstantial and can fly slowly.
			<b>Haste:</b> One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
			<b>Keen Edge:</b> Doubles normal weapon's threat range.
			<b>Magic Weapon, Greater:</b> +1/four levels (max +5).
			<b>Secret Page:</b> Changes one page to hide its real content.
			<b>Shrink Item:</b> Object shrinks to one-sixteenth size.
			<b>Slow:</b> One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.
			<b>Water Breathing:</b> Subjects can breathe underwater.
<b>4TH-LEVEL SORCERER/WIZARD SPELLS</b>			
			<i>Abjuration</i>
			<b>Dimensional Anchor:</b> Bars extradimensional movement.
			<b>Fire Trap m:</b> Opened object deals 1d4 damage +1/level.
			<b>Globe of Invulnerability, Lesser:</b> Stops 1st- through 3rd-level spell effects.
			<b>Remove Curse:</b> Frees object or person from curse.
			<b>Stoneskin m:</b> Ignore 10 points of damage per attack.
			<i>Conjuration</i>
			<b>Black Tentacles:</b> Tentacles grapple all within 15 ft. spread.
			<b>Dimension Door:</b> Teleports you short distance.
			<b>Minor Creation:</b> Creates one cloth or wood object.

			<b>Secure Shelter:</b> Creates sturdy cottage.
			<b>Solid Fog:</b> Blocks vision and slows movement.
			<b>Summon Monster IV:</b> Calls extraplanar creature to fight for you.
			<i>Divination</i>
			<b>Arcane Eye:</b> Invisible floating eye moves 30 ft./round.
			<b>Detect Scrying:</b> Alerts you of magical eavesdropping.
			<b>Locate Creature:</b> Indicates direction to familiar creature.
			<b>Scrying F:</b> Spies on subject from a distance.
			<i>Enchantment</i>
			<b>Charm Monster:</b> Makes monster believe it is your ally.
			<b>Confusion:</b> Subjects behave oddly for 1 round/level.
			<b>Crushing Despair:</b> Subjects take –2 on attack rolls, damage rolls, saves, and checks.
			<b>Geas, Lesser:</b> Commands subject of 7 HD or less.
			<i>Evocation</i>
			<b>Fire Shield:</b> Creatures attacking you take fire damage; you're protected from heat or cold.
			<b>Ice Storm:</b> Hail deals 5d6 damage in cylinder 40 ft. across.
			<b>Resilient Sphere:</b> Force globe protects but traps one subject.
			<b>Shout:</b> Deafens all within cone and deals 5d6 sonic damage.
			<b>Wall of Fire:</b> Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
			<b>Wall of Ice:</b> <i>Ice plane</i> creates wall with 15 hp +1/level, or <i>hemisphere</i> can trap creatures inside.
			<i>Illusion</i>
			<b>Hallucinatory Terrain:</b> Makes one type of terrain appear like another (field into forest, or the like).
			<b>Illusory Wall:</b> Wall, floor, or ceiling looks real, but anything can pass through.
			<b>Invisibility, Greater:</b> As <i>invisibility</i> , but subject can attack and stay invisible.
			<b>Phantasmal Killer:</b> Fearsome illusion kills subject or deals 3d6 damage.
			<b>Rainbow Pattern:</b> Lights fascinate 24 HD of creatures.
			<b>Shadow Conjunction:</b> Mimics conjuration below 4th level, but only 20% real.
			<i>Necromancy</i>
			<b>Animate Dead M:</b> Creates undead skeletons and zombies.
			<b>Bestow Curse:</b> –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
			<b>Contagion:</b> Infects subject with chosen disease.
			<b>Enervation:</b> Subject gains 1d4 negative levels.
			<b>Fear:</b> Subjects within cone flee for 1 round/level.
			<i>Transmutation</i>
			<b>Enlarge Person, Mass:</b> Enlarges several creatures.
			<b>Mnemonic Enhancer F:</b> <i>Wizard only.</i> Prepares extra spells or retains one just cast.
			<b>Polymorph:</b> Gives one willing subject a new form.
			<b>Reduce Person, Mass:</b> Reduces several creatures.
			<b>Stone Shape:</b> Sculpts stone into any shape.
<b>5TH-LEVEL SORCERER/WIZARD SPELLS</b>			
			<i>Abjuration</i>
			<b>Break Enchantment:</b> Frees subjects from enchantments, alterations, curses, and petrification.
			<b>Dismissal:</b> Forces a creature to return to native plane.

			<b>Mage's Private Sanctum:</b> Prevents anyone from viewing or scrying an area for 24 hours.
			<i>Conjuration</i>
			<b>Cloudkill:</b> Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
			<b>Mage's Faithful Hound:</b> Phantom dog can guard, attack.
			<b>Major Creation:</b> As <i>minor creation</i> , plus stone and metal.
			<b>Planar Binding, Lesser:</b> Traps extraplanar creature of 6 HD or less until it performs a task.
			<b>Secret Chest r:</b> Hides expensive chest on Ethereal Plane; you retrieve it at will.
			<b>Summon Monster V:</b> Calls extraplanar creature to fight for you.
			<b>Teleport:</b> Instantly transports you as far as 100 miles/level.
			<b>Wall of Stone:</b> Creates a stone wall that can be shaped.
			<i>Divination</i>
			<b>Contact Other Plane:</b> Lets you ask question of extraplanar entity.
			<b>Prying Eyes:</b> 1d4 +1/level floating eyes scout for you.
			<b>Telepathic Bond:</b> Link lets allies communicate.
			<i>Enchantment</i>
			<b>Dominate Person:</b> Controls humanoid telepathically.
			<b>Feeblemind:</b> Subject's Int and Cha drop to 1.
			<b>Hold Monster:</b> As <i>hold person</i> , but any creature.
			<b>Mind Fog:</b> Subjects in fog get –10 to Wis and Will checks.
			<b>Symbol of Sleep m:</b> Triggered rune puts nearby creatures into catatonic slumber.
			<i>Evocation</i>
			<b>Cone of Cold:</b> 1d6/level cold damage.
			<b>Interposing Hand:</b> Hand provides cover against one opponent.
			<b>Sending:</b> Delivers short message anywhere, instantly.
			<b>Wall of Force:</b> Wall is immune to damage.
			<i>Illusion</i>
			<b>Dream:</b> Sends message to anyone sleeping.
			<b>False Vision m:</b> Fools scrying with an illusion.
			<b>Mirage Arcana:</b> As <i>hallucinatory terrain</i> , plus structures.
			<b>Nightmare:</b> Sends vision dealing 1d10 damage, fatigue.
			<b>Persistent Image:</b> As <i>major image</i> , but no concentration required.
			<b>Seeming:</b> Changes appearance of one person per two levels.
			<b>Shadow Evocation:</b> Mimics evocation below 5th level, but only 20% real.
			<i>Necromancy</i>
			<b>Blight:</b> Withers one plant or deals 1d6/level damage to plant creature.
			<b>Magic Jar r:</b> Enables possession of another creature.
			<b>Symbol of Pain m:</b> Triggered rune wracks nearby creatures with pain.
			<b>Waves of Fatigue:</b> Several targets become fatigued.
			<i>Transmutation</i>
			<b>Animal Growth:</b> One animal/two levels doubles in size.
			<b>Baleful Polymorph:</b> Transforms subject into harmless animal.
			<b>Fabricate:</b> Transforms raw materials into finished items.
			<b>Overland Flight:</b> You fly at a speed of 40 ft. and can hustle over long distances.
			<b>Passwall:</b> Creates passage through wood or stone wall.
			<b>Telekinesis:</b> Moves object, attacks creature, or hurls object or creature.
			<b>Transmute Mud to Rock:</b> Transforms two 10-ft. cubes per level.
			<b>Transmute Rock to Mud:</b> Transforms two 10-ft. cubes per level.
			<i>Universal</i>
			<b>Permanency x:</b> Makes certain spells permanent.

<b>6TH-LEVEL SORCERER/WIZARD SPELLS</b>			
<i>Abjuration</i>			
			<b>Antimagic Field:</b> Negates magic within 10 ft.
			<b>Dispel Magic, Greater:</b> As <i>dispel magic</i> , but +20 on check.
			<b>Globe of Invulnerability:</b> As <i>lesser globe of invulnerability</i> , plus 4th-level spell effects.
			<b>Guards and Wards:</b> Array of magic effects protect area.
			<b>Repulsion:</b> Creatures can't approach you.
<i>Conjuration</i>			
			<b>Acid Fog:</b> Fog deals acid damage.
			<b>Planar Binding:</b> As <i>lesser planar binding</i> , but up to 12 HD.
			<b>Summon Monster VI:</b> Calls extraplanar creature to fight for you.
			<b>Wall of Iron m:</b> 30 hp/four levels; can topple onto foes.
<i>Divination</i>			
			<b>Analyze Dweomer r:</b> Reveals magical aspects of subject.
			<b>Legend Lore m f:</b> Lets you learn tales about a person, place, or thing.
			<b>True Seeing m:</b> Lets you see all things as they really are.
<i>Enchantment</i>			
			<b>Geas/Quest:</b> As <i>lesser geas</i> , plus it affects any creature.
			<b>Heroism, Greater:</b> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
			<b>Suggestion, Mass:</b> As <i>suggestion</i> , plus one subject/level.
			<b>Symbol of Persuasion m:</b> Triggered rune charms nearby creatures.
<i>Evocation</i>			
			<b>Chain Lightning:</b> 1d6/level damage; 1 secondary bolt/level each deals half damage.
			<b>Contingency r:</b> Sets trigger condition for another spell.
			<b>Forceful Hand:</b> Hand pushes creatures away.
			<b>Freezing Sphere:</b> Freezes water or deals cold damage.
<i>Illusion</i>			
			<b>Mislead:</b> Turns you invisible and creates illusory double.
			<b>Permanent Image:</b> Includes sight, sound, and smell.
			<b>Programmed Image m:</b> As <i>major image</i> , plus triggered by event.
			<b>Shadow Walk:</b> Step into shadow to travel rapidly.
			<b>Veil:</b> Changes appearance of group of creatures.
<i>Necromancy</i>			
			<b>Circle of Death m:</b> Kills 1d4/level HD of creatures.
			<b>Create Undead m:</b> Creates ghouls, ghosts, mummies, or mohrgs.
			<b>Eyebite:</b> Target becomes panicked, sickened, and comatose.
			<b>Symbol of Fear m:</b> Triggered rune panics nearby creatures.
			<b>Undeath to Death m:</b> Destroys 1d4/level HD of undead (max 20d4).
<i>Transmutation</i>			
			<b>Bear's Endurance, Mass:</b> As <i>bear's endurance</i> , affects one subject/level.
			<b>Bull's Strength, Mass:</b> As <i>bull's strength</i> , affects one subject/ level.
			<b>Cat's Grace, Mass:</b> As <i>cat's grace</i> , affects one subject/level.
			<b>Control Water:</b> Raises or lowers bodies of water.
			<b>Disintegrate:</b> Makes one creature or object vanish.
			<b>Eagle's Splendor, Mass:</b> As <i>eagle's splendor</i> , affects one subject/level.
			<b>Flesh to Stone:</b> Turns subject creature into statue.
			<b>Fox's Cunning, Mass:</b> As <i>fox's cunning</i> , affects one subject/ level.
			<b>Mage's Lucubration:</b> <i>Wizard only.</i> Recalls spell of 5th level or lower.
			<b>Move Earth:</b> Digs trenches and build hills.
			<b>Owl's Wisdom, Mass:</b> As <i>owl's wisdom</i> , affects one subject/ level.
			<b>Stone to Flesh:</b> Restores petrified creature.

			<b>Transformation m:</b> You gain combat bonuses.
<b>7TH-LEVEL SORCERER/WIZARD SPELLS</b>			
			<i>Abjuration</i>
			<b>Banishment:</b> Banishes 2 HD/level of extraplanar creatures.
			<b>Sequester:</b> Subject is invisible to sight and scrying; renders creature comatose.
			<b>Spell Turning:</b> Reflect 1d4+6 spell levels back at caster.
			<i>Conjuration</i>
			<b>Instant Summons m:</b> Prepared object appears in your hand.
			<b>Mage's Magnificent Mansion r:</b> Door leads to extradimensional mansion.
			<b>Phase Door:</b> Creates an invisible passage through wood or stone.
			<b>Plane Shift r:</b> As many as eight subjects travel to another plane.
			<b>Summon Monster VII:</b> Calls extraplanar creature to fight for you.
			<b>Teleport, Greater:</b> As <i>teleport</i> , but no range limit and no off-target arrival.
			<b>Teleport Object:</b> As <i>teleport</i> , but affects a touched object.
			<i>Divination</i>
			<b>Arcane Sight, Greater:</b> As <i>arcane sight</i> , but also reveals magic effects on creatures and objects.
			<b>Scrying, Greater:</b> As <i>scrying</i> , but faster and longer.
			<b>Vision m x:</b> As <i>legend lore</i> , but quicker and strenuous.
			<i>Enchantment</i>
			<b>Hold Person, Mass:</b> As <i>hold person</i> , but all within 30 ft.
			<b>Insanity:</b> Subject suffers continuous <i>confusion</i> .
			<b>Power Word Blind:</b> Blinds creature with 200 hp or less.
			<b>Symbol of Stunning m:</b> Triggered rune stuns nearby creatures.
			<i>Evocation</i>
			<b>Delayed Blast Fireball:</b> 1d6/level fire damage; you can postpone blast for 5 rounds.
			<b>Forcecage m:</b> Cube or cage of force imprisons all inside.
			<b>Grasping Hand:</b> Hand provides cover, pushes, or grapples.
			<b>Mage's Sword r:</b> Floating magic blade strikes opponents.
			<b>Prismatic Spray:</b> Rays hit subjects with variety of effects.
			<i>Illusion</i>
			<b>Invisibility, Mass:</b> As <i>invisibility</i> , but affects all in range.
			<b>Project Image:</b> Illusory double can talk and cast spells.
			<b>Shadow Conjuration, Greater:</b> As <i>shadow conjuration</i> , but up to 6th level and 60% real.
			<b>Simulacrum m x:</b> Creates partially real double of a creature.
			<i>Necromancy</i>
			<b>Control Undead:</b> Undead don't attack you while under your command.
			<b>Finger of Death:</b> Kills one subject.
			<b>Symbol of Weakness m:</b> Triggered rune weakens nearby creatures.
			<b>Waves of Exhaustion:</b> Several targets become exhausted.
			<i>Transmutation</i>
			<b>Control Weather:</b> Changes weather in local area.
			<b>Ethereal Jaunt:</b> You become ethereal for 1 round/level.
			<b>Reverse Gravity:</b> Objects and creatures fall upward.
			<b>Statue:</b> Subject can become a statue at will.
			<i>Universal</i>
			<b>Limited Wish x:</b> Alters reality—within spell limits.
<b>8TH-LEVEL SORCERER/WIZARD SPELLS</b>			
			<i>Abjuration</i>



			<b>Dimensional Lock:</b> Teleportation and interplanar travel blocked for one day/level.
			<b>Mind Blank:</b> Subject is immune to mental/emotional magic and scrying.
			<b>Prismatic Wall:</b> Wall's colors have array of effects.
			<b>Protection from Spells</b> <b>M F:</b> Confers +8 resistance bonus.
			<i>Conjuration</i>
			<b>Incendiary Cloud:</b> Cloud deals 4d6 fire damage/round.
			<b>Maze:</b> Traps subject in extradimensional maze.
			<b>Planar Binding, Greater:</b> As <i>lesser planar binding</i> , but up to 18 HD.
			<b>Summon Monster VIII:</b> Calls extraplanar creature to fight for you.
			<b>Trap the Soul</b> <b>M F:</b> Imprisons subject within gem.
			<i>Divination</i>
			<b>Discern Location:</b> Reveals exact location of creature or object.
			<b>Moment of Prescience:</b> You gain insight bonus on single attack roll, check, or save.
			<b>Prying Eyes, Greater:</b> As <i>prying eyes</i> , but eyes have <i>true seeing</i> .
			<i>Enchantment</i>
			<b>Antipathy:</b> Object or location affected by spell repels certain creatures.
			<b>Binding</b> <b>M:</b> Utilizes an array of techniques to imprison a creature.
			<b>Charm Monster, Mass:</b> As <i>charm monster</i> , but all within 30 ft.
			<b>Demand:</b> As <i>sending</i> , plus you can send <i>suggestion</i> .
			<b>Irresistible Dance:</b> Forces subject to dance.
			<b>Power Word Stun:</b> Stuns creature with 150 hp or less.
			<b>Symbol of Insanity</b> <b>M:</b> Triggered rune renders nearby creatures insane.
			<b>Sympathy</b> <b>F:</b> Object or location attracts certain creatures.
			<i>Evocation</i>
			<b>Clenched Fist:</b> Large hand provides cover, pushes, or attacks your foes.
			<b>Polar Ray:</b> Ranged touch attack deals 1d6/level cold damage.
			<b>Shout, Greater:</b> Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
			<b>Sunburst:</b> Blinds all within 10 ft., deals 6d6 damage.
			<i>Illusion</i>
			<b>Scintillating Pattern:</b> Twisting colors <i>confuse</i> , stun, or render unconscious.
			<b>Screen:</b> Illusion hides area from vision, scrying.
			<b>Shadow Evocation, Greater:</b> As <i>shadow evocation</i> , but up to 7th level and 60% real.
			<b>Telekinetic Sphere:</b> As <i>resilient sphere</i> , but you move sphere telekinetically.
			<i>Necromancy</i>
			<b>Clone</b> <b>M F:</b> Duplicate awakens when original dies.
			<b>Create Greater Undead</b> <b>M:</b> Create shadows, wraiths, spectres, or devourers.
			<b>Horrid Wilting:</b> Deals 1d6/level damage within 30 ft.
			<b>Symbol of Death</b> <b>M:</b> Triggered rune slays nearby creatures.
			<i>Transmutation</i>
			<b>Iron Body:</b> Your body becomes living iron.
			<b>Polymorph Any Object:</b> Changes any subject into anything else.
			<b>Temporal Stasis</b> <b>M:</b> Puts subject into suspended animation.
<b>9TH-LEVEL SORCERER/WIZARD SPELLS</b>			
			<i>Abjuration</i>
			<b>Freedom:</b> Releases creature from <i>imprisonment</i> .
			<b>Imprisonment:</b> Entombs subject beneath the earth.

			<b>Mage's Disjunction:</b> Dispels magic, disenchant magic items.
			<b>Prismatic Sphere:</b> As <i>prismatic wall</i> , but surrounds on all sides.
			<i>Conjuration</i>
			<b>Gate x:</b> Connects two planes for travel or summoning.
			<b>Refuge m:</b> Alters item to transport its possessor to you.
			<b>Summon Monster IX:</b> Calls extraplanar creature to fight for you.
			<b>Teleportation Circle m:</b> Circle teleports any creature inside to designated spot.
			<i>Divination</i>
			<b>Foresight:</b> "Sixth sense" warns of impending danger.
			<i>Enchantment</i>
			<b>Dominare Monster:</b> As <i>dominate person</i> , but any creature.
			<b>Hold Monster, Mass:</b> As <i>hold monster</i> , but all within 30 ft.
			<b>Power Word Kill:</b> Kills one creature with 100 hp or less.
			<i>Evocation</i>
			<b>Crushing Hand:</b> Large hand provides cover, pushes, or crushes your foes.
			<b>Meteor Swarm:</b> Four exploding spheres each deal 6d6 fire damage.
			<i>Illusion</i>
			<b>Shades:</b> As <i>shadow conjuration</i> , but up to 8th level and 80% real.
			<b>Weird:</b> As <i>phantasmal killer</i> , but affects all within 30 ft.
			<i>Necromancy</i>
			<b>Astral Projection m:</b> Projects you and companions onto Astral Plane.
			<b>Energy Drain:</b> Subject gains 2d4 negative levels.
			<b>Soul Bind f:</b> Traps newly dead soul to prevent <i>resurrection</i> .
			<b>Wail of the Banshee:</b> Kills one creature/level.
			<i>Transmutation</i>
			<b>Etherealness:</b> Travel to Ethereal Plane with companions.
			<b>Shapechange f:</b> Transforms you into any creature, and change forms once per round.
			<b>Time Stop:</b> You act freely for 1d4+1 rounds.
			<i>Universal</i>
			<b>Wish x:</b> As <i>limited wish</i> , but with fewer limits.