

SORCERER & WIZARD SPELLS

SPELL PLANNING SHEETS

SPELL SAVE

SPELL SAVE DC	SPELL FOCUS	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

CHA / INT MODIFIER

Number of Sorcerer Spells Known

0 1st 2nd 3rd

4th 5th 6th 7th

8th 9th

SPELL DURATION TRACKING

Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Spell: _____

Duration: _____ rounds/minutes

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Metamagic Feats: _____

0 LEVEL

- Abjuration**
- Resistance: Subject gains +1 on saving throws.
- Conjuration**
- Acid Splash: Orb deals 1d3 acid damage.
- Divination**
- Detect Ghost: Reveals ghosts within 60ft.
 - Detect Poison: Detects poison in one creature or object.
 - Detect Magic: Detects spells and magic items within 60 ft.
 - Read Magic: Read scrolls and spellbooks.
- Enchantment**
- Daze: Humanoid creature of 4 HD or less loses next action.
- Evocation**
- Dancing Lights: Creates torches or other lights.
 - Electric Jolt: Ranged touch attack deals 1d3 electricity damage.
 - Flare: Dazzles one creature (-1 penalty on attack rolls).
 - Horizikaul's Cough: Target takes 1 point of sonic damage and is deaf for 1 round.
 - Light: Object shines like a torch.
 - Ray of Frost: Ray deals 1d3 cold damage.
- Illusion**
- Ghost Sound: Figment sounds.
 - Silent Portal: Negates sound from door or window.
 - Unnerving Gaze: Subject takes -1 on attacks for 1d3 rounds.
- Necromancy**
- Disrupt Ectoplasm: Deals 1d6 damage to ectoplasm.
 - Disrupt Undead: Deals 1d6 damage to one undead.
 - Preserve Organ: Protects one detached organ from decay for 24 hours.
 - Touch of Fatigue: Touch attack fatigues target.
- Transmutation**
- Launch Bolt: Launches a crossbow bolt up to medium range.
 - Mage Hand: 5-pound telekinesis.
 - Mending: Makes minor repairs on an object.
 - Message: Whispered conversation at distance.
 - No Light: Prevents normal light from illuminating.
 - Open/Close: Opens or closes small or light things.
 - Preserve Ectoplasm: Prevents ectoplasm from fading away.
 - Repair Minor Damage: Cures 1 damage to a construct.
 - Slash Tongue: Subject takes -1 penalty on attacks, saves and checks for one round.
 - Stick: Glues an object weighing 5 pounds or less to a larger object.
- Universal**
- Arcane Mark: Inscribe a personal rune (visible or invisible).
 - Prestidigitation: Performs minor tricks.

1ST LEVEL

- Abjuration**
- Alarm: Wards an area for 2 hours/level.
 - Endure Elements: Exist comfortably in hot or cold environments.
 - Hold Portal: Holds door shut.
 - Ironguts: Target gains +4 bonus on saving throws against poison.
 - Protection from Chaos: +2 AC and saves, counter mind control, hedge out outsiders.
 - Protection from Evil: +2 AC and saves, counter mind control, hedge out outsiders.
 - Protection from Good: +2 AC and saves, counter mind control, hedge out outsiders.
 - Protection from Law: +2 AC and saves, counter mind control, hedge out outsiders.
 - Protection from Possession: Target can't be controlled/possessed.
 - Shield: Invisible disc gives +4 to AC, blocks magic missiles.
 - Suspend Disease: Keeps disease from harming creature for 24 hours.
- Conjuration**
- Acid Orb, Lesser: Ranged touch, 1d8 or more acid damage.
 - Benign Transposition: 2 willing subjects switch places.
 - Black Bag: Creates extradimensional bag of torture tools.
 - Cold Orb, Lesser: Ranged touch, 1d8 or more cold damage.
 - Corrosive Grasp: 1 touch/level deals 1d6+1 acid damage.
 - Create Ectoplasm: Create 1lb./level of raw ectoplasm.
 - Electric Orb, Lesser: Ranged touch, 1d8 or more electricity damage.

- Extract Drug: Creates drug from inanimate object.
 - Fire Orb, Lesser: Ranged touch, 1d8 or more fire damage.
 - Grease: Makes 10-ft. square or one object slippery.
 - Hail of Stone^M: Stones deal 1d4 points of damage/level to creature in the area (max 5d4).
 - Mage Armor: Gives subject +4 armor bonus.
 - Mount: Summons riding horse for 2 hours/level.
 - Nether Trail: Creates a trail compelling evil outsiders to follow.
 - Obscuring Mist: Fog surrounds you.
 - Sonic Orb, Lesser: Ranged touch, 1d6 or more sonic damage.
 - Summon Monster I: Calls extraplanar creature to fight for you.
 - Summon Undead I: Summons undead to fight for you.
 - Unseen Servant: Invisible force obeys your commands.
- Divination**
- 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.
 - Know Protections: Determine target's defenses.
 - True Strike: +20 on your next attack roll.
- Enchantment**
- Charm Person: Makes one person your friend.
 - Drug Resistance: Subject is immune to addiction.
 - Hypnotism: Fascinates 2d4 HD of creatures.
 - Incite: Subject can't ready actions or delay.
 - Inhibit: Subject delays until next round.
 - Nybor's G. Reminder: Target dazed 1 rd., -1 on attacks, saves, checks the next, +2 Str.
 - Sacrificial Skill: Caster gains +5 bonus on Knowledge (religion) checks made during sacrifice.
 - Sleep: Puts 4 HD of creatures into magical slumber.
 - Stupor: One helpless subject is put in a state that allows him to be moved but take no other actions.
- Evocation**
- Bonerattle: Vibration does 1d4/level to bone.
 - Burning Hands: 1d4/level fire damage (max 5d4).
 - Darklight: Creates 5ft. radius area where all can see without light.
 - Forcewave: Deals 1d4+1 damage plus bull rush.
 - Guiding Light: +1 on ranged attacks against creatures in illuminated area.
 - Horizikaul's Boom: Target takes 1d4/2 levels sonic damage plus deafness.
 - Ice Dagger: Grenadelike weapon deals target 1d4 cold damage per caster level, plus area damage.
 - Lantern Light: Ranged touch attacks deal 1d6 points of damage.
 - Lesser Acid Orb: Orb deals 1d8 acid damage; +1 orb/2 levels above 1st (max +5).
 - Lesser Cold Orb: Orb deals 1d8 cold damage; +1 orb/2 levels above 1st (max +5).
 - Lesser Electric Orb: Orb deals 1d8 electricity damage; +1 orb/2 levels above 1st (max +5).
 - Lesser Fire Orb: Orb deals 1d8 fire damage; +1 orb/2 levels above 1st (max +5).
 - Lesser Sonic Orb: Orb deals 1d8 sonic damage; +1 orb/2 levels above 1st (max +5).
 - Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
 - Mordenkainen's B.B.: Gives target -10 on Move Silent-ly and Concentration checks.
 - Shelgarn's P. Blade: Blade of force attacks target, automatically flanks.
 - Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
 - Snilloc's Snowball.: Creates snowballs which deal 1d6 +1/level cold damage.
 - Tenser's Floating Disk: Creates 3ft. diameter horizontal disk that holds 100lb./level.
- Illusion**
- Color Spray: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.
 - Disguise Self: Changes your appearance.
 - Net of Shadows: Ordinary shadows that provide concealment to all in the area.
 - Nystul's Magic Aura: Alters object's magic aura.
 - Pleasant Visage: Makes gruesome ghost appear normal and unwounded.
 - Silent Image: Creates minor illusion of your design.
 - Ventriloquism: Throws voice for 1 min./level.
- Necromancy**
- 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.
 - Death Grimace: Caster leaves a magical "calling card" on corpse.
 - Negative Energy Ray: 1d6 neg. energy damage; +1d6/2 levels above 1st (max 5d6).

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- 0 0 0 0 0 Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.
- F 0 0 0 0 0 Spirit Worm: Target takes 1 point of Con damage every round for 1 round/level.
- Transmutation*
- 2 0 0 0 0 Aberrate: Subject becomes an aberration.
- 0 0 0 0 0 Animate Rope: Makes a rope move at your command.
- 2 0 0 0 0 Bestow Wound^M: Caster transfers 1hp/level of wounds to another.
- k 0 0 0 0 0 Cheat: Caster rerolls when determining the success of a game of chance.
- 0 0 0 0 0 Enlarge Person: Humanoid creature doubles in size.
- 0 0 0 0 0 Erase: Mundane or magical writing vanishes.
- 0 0 0 0 0 Expeditious Retreat: Your speed increases by 30 ft.
- 1 0 0 0 0 Eyes of the Avoral: Subject gets +8 on spot checks.
- 0 0 0 0 0 Feather Fall: Objects or creatures fall slowly.
- 0 0 0 0 0 Jump: Subject gets bonus on Jump checks.
- F 0 0 0 0 0 Kaupaer's Skittish Nerves: Target gains +5 bonus on initiative checks.
- F 0 0 0 0 0 Laeral's Cutting Hand: Your hand gains a +2 enh. bonus and is considered armed.
- F 0 0 0 0 0 Launch Item: Hurls fine item up to long range.
- s 0 0 0 0 0 Low-Light Vision: Subject gains low-light vision for 1 hour/level.
- 0 0 0 0 0 Magic Weapon: Weapon gains +1 bonus.
- 5 0 0 0 0 Portal Beacon: Alter magic portal so it sends out a mental beacon.
- 0 0 0 0 0 Reduce Person: Humanoid creature halves in size.
- q 0 0 0 0 0 Repair Light Damage: Cures 1d8+1/level damage (max +5) to a construct.
- x 0 0 0 0 0 Scatterspray: Targetted items scatter in a burst dealing 1d8 normal or subdual damage.
- 6 0 0 0 0 Slide: Move subject 5 feet.
- F 0 0 0 0 0 Speed Swim: Target gains swim speed 30.
- 7 0 0 0 0 Spell Flower: Hold the charge on one touch spell per forelimb.
- 2 0 0 0 0 Tongue Tendrils: Caster spits out tendrils that grapple.
- 0 0 0 0 0 _____
- 0 0 0 0 0 _____

2ND LEVEL

- Abjuration*
- 0 0 0 0 0 Arcane Lock^M: Magically locks a portal or chest.
- 7 0 0 0 0 Dissonant Chant: Concentration checks more difficult within area of spell.
- J 0 0 0 0 0 Ethereal Alarm: As alarm, but sensing only the ethereal plane.
- C 0 0 0 0 0 Filter: Makes subject resistant to inhaled toxins.
- C 0 0 0 0 0 Gaze Screen: Subject has a 50% chance to avoid gaze attacks.
- 7 0 0 0 0 Major Resistance: Subject gains +3 on saving throws.
- 1 0 0 0 0 Node Lock: Deters others from using an earth node's powers.
- 0 0 0 0 0 Obscure Object: Masks object against scrying.
- 5 0 0 0 0 Portal Alarm: Mental or audible alarm sounds if creatures pass through target magic portal.
- 0 0 0 0 0 Protection from Arrows: Subject immune to most ranged attacks.
- 0 0 0 0 0 Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
- 2 0 0 0 0 Unheavened: Subject gains +4 save bonus against powers of good outsiders.
- Conjuration*
- 6 0 0 0 0 Baleful Transposition: Two subjects switch places.
- 6 0 0 0 0 Blades of Fire: Your melee weapons deal +1d6 fire damage for 1 round/swift.
- C 0 0 0 0 0 Choke: Target takes 1d4 points of damage each round from strangling hands.
- x 0 0 0 0 0 Create Magic Tattoo: Caster creates a single magic tattoo of chosen type.
- H 0 0 0 0 0 Decastave: Conjure quarterstaff of force to use in combat.
- D 0 0 0 0 0 Elemental Dart: Create darts that deal 1d6 +1/level of chosen energy damage.
- 0 0 0 0 0 Fog Cloud: Fog obscures vision.
- 0 0 0 0 0 Glitterdust: Blinds creatures, outlines invisible creatures.
- J 0 0 0 0 0 Hail of Ectoplasm: Hard spheres of ectoplasm deal 1d6/2 levels impact damage.
- C 0 0 0 0 0 Ice Knife: Ranged attack, 1d8 points of cold damage and 2 cold Dexterity damage.
- F 0 0 0 0 0 Igedrazaar's Miasma: Cloud of fog deals 1d4 subdual damage/level.
- 7 0 0 0 0 Inky Cloud: Obscures sight underwater beyond 5ft.
- 0 0 0 0 0 Melf's Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
- 0 0 0 0 0 Summon Monster II: Calls extraplanar creature to fight for you.
- 0 0 0 0 0 Summon Swarm: Summons swarm of bats, rats, or spiders.
- 2 0 0 0 0 Summon Undead II: Summons undead to fight for you.
- 0 0 0 0 0 Web: Fills 20-ft.-radius spread with sticky spiderwebs.

Divination

- 0 0 0 0 0 Detect Thoughts: Allows "listening" to surface thoughts.
- 7 0 0 0 0 Detect Water: Finds water within quarter-circle out to long range.
- 1 0 0 0 0 Locate Node^F: Finds closest earth node in 1 mile/level radius.
- 0 0 0 0 0 Locate Object: Senses direction toward object (specific or type).
- 0 0 0 0 0 See Invisibility: Reveals invisible creatures or objects.
- Enchantment*
- 2 0 0 0 0 Addiction: Subject becomes addicted to a drug.
- J 0 0 0 0 0 Charm Person or Ghost: As charm person, but also affecting ghosts.
- 0 0 0 0 0 Daze Monster: Living creature of 6 HD or less loses next action.
- k 0 0 0 0 0 Entice Gift: Creature gives caster what it's holding.
- C 0 0 0 0 0 Indifference: Makes subject resistant to fear, compulsion, and morale effects.
- 2 0 0 0 0 Masochism: For every 10hp of damage caster takes, he gains +1 on attacks, saves, and checks.
- 2 0 0 0 0 Sadism: For every 10hp of damage caster deals, he gains +1 on attacks, saves, and checks.
- 2 0 0 0 0 Sap Strength: Subject becomes exhausted.
- 0 0 0 0 0 Tasha's Hideous Laughter: Subject loses actions for 1 round/level.
- 0 0 0 0 0 Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.
- 1 0 0 0 0 Yoke of Mercy: Target deals nonlethal damage.

Evocation

- x 0 0 0 0 0 Aganazzar's Scorching: 5ft. wide path of fire deal 1d8/2 levels (5d8 max) of fire damage.
- F 0 0 0 0 0 Battering Ram: Deals 1d6 damage plus bull rush.
- 6 0 0 0 0 Bigby's Slapping Hand: Hand makes creature provoke attacks of opportunity.
- 7 0 0 0 0 Blood Wind: Subject uses natural weapon as thrown weapon.
- F 0 0 0 0 0 Cloud of Bewilderment: Stuns and blinds targets.
- F 0 0 0 0 0 Combust: Target takes 2d6+1/level fire damage.
- 0 0 0 0 0 Continual Flame^M: Makes a permanent, heatless torch.
- D 0 0 0 0 0 Crackling Sphere: Similar to flaming sphere, but electricity.
- 2 0 0 0 0 Darkbolt: Deals 1d8 damage/2 levels and stuns for 1 round.
- 0 0 0 0 0 Darkness: 20-ft. radius of supernatural shadow.
- 6 0 0 0 0 Fireburst: Adjacent subjects take 1d8/level fire damage.
- F 0 0 0 0 0 Flame Dagger: As flame blade, but 1d4+1/level.
- 0 0 0 0 0 Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
- F 0 0 0 0 0 Force Ladder: Creates a movable ladder of force.
- F 0 0 0 0 0 Gedlee's Electric Loop: 5ft. radius burst deals 1d6 electricity/2 level plus stunning.
- 0 0 0 0 0 Gust of Wind: Blows away or knocks down smaller creatures.
- 0 0 0 0 0 Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
- 0 0 0 0 0 Shatter: Sonic vibration damages objects or crystalline creatures.
- D 0 0 0 0 0 Shocking Spark: Create sparks which deal 4d6 electricity damage.
- x 0 0 0 0 0 Snilloc's S.S.: Snowballs deal 2d6 +1d6/2 levels above 3rd (5d6 max) cold damage to all in area.
- 6 0 0 0 0 Veil of Shadow: Darkness grants you concealment.

Illusion

- 0 0 0 0 0 Blur: Attacks miss subject 20% of the time.
- x 0 0 0 0 0 Claws of Darkness: You gain claws created of material from the Plane of Shadow.
- w 0 0 0 0 0 Disguise Undead: Change the appearance of one corporeal undead.
- 0 0 0 0 0 Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
- 0 0 0 0 0 Invisibility: Subject is invisible for 1 min./level or until it attacks.
- 0 0 0 0 0 Leomund's Trap^M: Makes item seem trapped.
- 0 0 0 0 0 Magic Mouth^M: Speaks once when triggered.
- 0 0 0 0 0 Minor Image: As silent image, plus some sound.
- 0 0 0 0 0 Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
- 0 0 0 0 0 Misdirection: Misleads divinations for one creature or object.
- 1 0 0 0 0 Reflective Disguise: Viewers see you as their own species and gender.
- x 0 0 0 0 0 Shadowmask: Mask of shadow forms around you face.
- x 0 0 0 0 0 Shadow Spray: All in area take 2 Str damage, are dazed for 1 round, -2 morale penalty vs. fear.

Necromancy

- 0 0 0 0 0 Blindness/Deafness: Makes subject blinded or deafened.
- 0 0 0 0 0 Command Undead: Undead creature obeys your commands.
- 6 0 0 0 0 Curse of Impending Blades: Subject takes -2 penalty to AC.
- 2 0 0 0 0 Dance of Ruin: Nondemons take 2d20 points of damage.
- 2 0 0 0 0 Death Armor^M: Black aura damages creatures attacking you.
- 7 0 0 0 0 Dessicating Bubble: Globe of air damages by evaporating moisture from target.
- 0 0 0 0 0 False Life: Gain 1d10 temporary hp +1/level (max +10).

SPELL PLANNING SHEETS

- 0 0 0 0 0 Ghoul Touch: Paralyzes subject, which exudes stench that sickens those nearby.
- F 0 0 0 0 0 Life Bolt: 1 ray/2 levels draws 1 hp from you to deal 2d4 damage to undead.
- 0 0 0 0 0 Scare: Panics creatures of less than 6 HD.
- 2 0 0 0 0 Shriveling: Subject takes 1d4 damage per level.
- 2 0 0 0 0 Shroud of Undeath: Undead perceive you as undead.
- 2 0 0 0 0 Slow Consumption: Caster absorbs health/sustenance from helpless subject.
- 0 0 0 0 0 Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
- 2 0 0 0 0 Wither Limb: Reduces target's speed to 5ft. or can't use objects/somatic spells.
- Transmutation*
- A 0 0 0 0 0 Adrenaline Surge: Grants each of your summoned creatures +4 Str.
- 0 0 0 0 0 Alter Self: Assume form of a similar creature.
- 8 0 0 0 0 Augment Familiar: Your familiar becomes more powerful.
- F 0 0 0 0 0 Balagarn's Iron Horn: Intense vibrations trips those in area.
- 0 0 0 0 0 Bear's Endurance: Subject gains +4 to Con for 1 min./level.
- 0 0 0 0 0 Blindsight: Subject gains blindsight 30ft. for 1 min./level.
- A 0 0 0 0 0 Body of the Sun: Fire and light extend 5 ft. from caster's body.
- 0 0 0 0 0 Bull's Strength: Subject gains +4 to Str for 1 min./level.
- 1 0 0 0 0 Burrow: Hands become claws allowing you to burrow at speed of 10.
- 0 0 0 0 0 Cat's Grace: Subject gains +4 to Dex for 1 min./level.
- 7 0 0 0 0 Cloud Wings: +30ft. to subject's fly speed.
- 0 0 0 0 0 Darkvision: See 60 ft. in total darkness.
- 0 0 0 0 0 Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
- 4 0 0 0 0 Earthbind: Subject creature can't fly.
- 1 0 0 0 0 Energize Potion^M: Turns potion into grenade that damages in 10ft. radius.
- 7 0 0 0 0 Fins to Feet: Transforms tails and fins into legs and feet.
- 0 0 0 0 0 Fox's Cunning: Subject gains +4 Int for 1 min./level.
- J 0 0 0 0 0 Ghost Touch Armor: Armor gains the ghost touch property.
- 2 0 0 0 0 Graz'zt's Long Grasp: Caster's hand makes ranged grapple attacks.
- 0 0 0 0 0 Knock: Opens locked or magically sealed door.
- 0 0 0 0 0 Levitate: Subject moves up and down at your direction.
- 7 0 0 0 0 Lion's Charge: Subject can charge, then make full attack in same round.
- 0 0 0 0 0 Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
- 0 0 0 0 0 Pyrotechnics: Turns fire into blinding light or choking smoke.
- 7 0 0 0 0 Rapid Burrowing: +20 ft. to subject's burrow speed.
- 8 0 0 0 0 Repair Moderate Damage: Cures 2d8+1/level (max +10) to construct.
- 0 0 0 0 0 Rope Trick: As many as eight creatures hide in extradimensional space.
- 4 0 0 0 0 Scale Weakening: Subject's natural armor weakens.
- 8 0 0 0 0 Scent: Grants the scent ability for 1 hour/level.
- 6 0 0 0 0 Slide, Greater: Move subject 20 feet.
- 6 0 0 0 0 Snake's Swift: Subject immediately makes 1 attack.
- 7 0 0 0 0 Speak to Allies: Subjects can converse at distance without moving lips.
- 0 0 0 0 0 Spider Climb: Grants ability to walk on walls and ceilings.
- 2 0 0 0 0 Stone Bones: Corporeal undead gains +3 natural armor bonus.
- D 0 0 0 0 0 Stone Shards: Turn stones into explosives, 2d6 to target, 1d6 within 5ft.
- 6 0 0 0 0 Undeniable Gravity: Flying creature loses flying ability.
- 0 0 0 0 0 Whispering Wind: Sends a short message 1 mile/level.
- 7 0 0 0 0 Wings of the Sea: +30 ft. to subject's swim speed.
- Universal*
- C 0 0 0 0 0 Familiar Pocket: Creates an extradimensional hiding place for your familiar.

SORCERER & WIZARD SPELLS

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0 0 0 0 0

3RD LEVEL

Abjuration

- H 0 0 0 0 0 **Abolish Shadows:** Burst damages/disperses shadow creatures/spells.
- 5 0 0 0 0 0 **Avoid Planar Effects:** Protects targets from the dangerous effects of planes.
- H 0 0 0 0 0 **Delay Manifestation:** Delays creature from manifesting as ghost if killed.
- 2 0 0 0 0 0 **Devil's Eye:** Caster sees in even magical darkness, up to 30ft.
- 0 0 0 0 0 **Dispel Magic:** Cancels spells and magical effects.
- 1 0 0 0 0 0 **Eradicate Earth:** Deals 1d8 points of damage/level to earth creatures (max 10d8).
- 0 0 0 0 0 **Explosive Runes:** Deals 6d6 damage when read.
- 2 0 0 0 0 0 **Eyes of the Zombie:** Caster sees through a zombie's eyes.
- 2 0 0 0 0 0 **Glimpse of Truth:** Caster gets an answer to a yes-or-no question.
- 5 0 0 0 0 0 **Improved Alarm^F:** As alarm, includes coterminous and coexistent planes.
- 0 0 0 0 0 **Magic Circle against Chaos:** As protection spells, 10ft. radius and 10 min./level.
- 0 0 0 0 0 **Magic Circle against Evil:** As protection spells, 10ft. radius and 10 min./level.
- 0 0 0 0 0 **Magic Circle against Good:** As protection spells, 10ft. radius and 10 min./level.
- 0 0 0 0 0 **Magic Circle against Law:** As protection spells, 10ft. radius and 10 min./level.
- 0 0 0 0 0 **Nondetection^M:** Hides subject from divination, scrying.
- 0 0 0 0 0 **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
- F 0 0 0 0 0 **Reverse Arrows:** As protection from arrows, negated arrows reflect to source.

Conjuration

- D 0 0 0 0 0 **Billim's Bifrost Bridge:** Creates an anchored bridge of solid crystal.
- 7 0 0 0 0 0 **Bridge of Sound:** Invisible bridge spans gap of 10ft./level.
- C 0 0 0 0 0 **Corpse Candle:** Incorporeal hand & candle reveal hidden creatures/objects.
- 2 0 0 0 0 0 **Drown:** Subject begins to drown or takes 2d6 damage.
- D 0 0 0 0 0 **Earthen Shield:** Creates small wall of earth which rises from the ground.
- J 0 0 0 0 0 **Ectoplasmic Web:** As web, made of ectoplasm and affects incorporeals.
- H 0 0 0 0 0 **Improved Mage Armor^M:** Armor bonus of +3 +1/2 levels (+8 max).
- 7 0 0 0 0 0 **Laogzed's Breath:** Nauseating vapors within cone persist for 10 rounds.
- F 0 0 0 0 0 **Mestil's Acid Breath:** Cone of acid deals 1d6 damage/level.
- 1 0 0 0 0 0 **Node Door:** Allows teleportation between any known earth nodes.
- 0 0 0 0 0 **Phantom Steed:** Magic horse appears for 1 hour/level.
- 0 0 0 0 0 **Sepia Snake Sigil^M:** Creates text symbol that immobilizes reader.
- 0 0 0 0 0 **Sleet Storm:** Hampers vision and movement.
- 0 0 0 0 0 **Stinking Cloud:** Nauseating vapors, 1 round/level.
- 0 0 0 0 0 **Summon Monster III:** Calls extraplanar creature to fight for you.
- 2 0 0 0 0 0 **Summon Undead III:** Summons undead to fight for you.
- 2 0 0 0 0 0 **Wall of Chains:** Creates barrier of woven chains that has 20hp/4 caster levels.
- J 0 0 0 0 0 **Wall of Ectoplasm:** Creates plane or hemisphere of ectoplasm.

Divination

- P 0 0 0 0 0 **Analyze Portal:** Detects and analyzes portals within 60ft.
- 0 0 0 0 0 **Arcane Sight:** Magical auras become visible to you.
- 0 0 0 0 0 **Clairaudience/Clairvoyance:** Hear/see at a distance for 1 min./level.
- G 0 0 0 0 0 **Detect Metal and Minerals:** Detect large amounts of metal and other minerals.
- 0 0 0 0 0 **Tongues:** Speak any language.

Enchantment

- 0 0 0 0 0 **Deep Slumber:** Puts 10 HD of creatures to sleep.
- 1 0 0 0 0 0 **Dolorous Motes:** Creates clouds of flickering light (1 10ft. cube/level) that daze creatures.
- 1 0 0 0 0 0 **Elation:** Allies gain +2 to Str and Dex, +5ft. of speed.
- 2 0 0 0 0 0 **Evil Eye:** Subject takes -4 penalty on attacks, saves, and checks.
- 0 0 0 0 0 **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
- 0 0 0 0 0 **Hold Person:** Paralyzes one humanoid for 1 round/level.
- 4 0 0 0 0 0 **Miser's Envy:** Subject jealously covets a nearby object.
- F 0 0 0 0 0 **Nybor's M.A.:** Target is dazed 1d4 rounds, then -1 on attacks, saves, checks and +2 Str.
- J 0 0 0 0 0 **Persuade to Manifest:** Target dead creature gains bonus on attempt to manifest.
- 0 0 0 0 0 **Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
- 0 0 0 0 0 **Suggestion:** Compels subject to follow stated course of action.
- 4 0 0 0 0 0 **Suppress Breath Weapon:** Subject can't use breath weapon.
- 1 0 0 0 0 0 **Warcry:** Creatures within a 30ft. cone cover for 1d4 rounds.

Evocation

- n 0 0 0 0 0 **Blacklight:** 20ft. radius of supernatural darkness you can see through.

- 5 0 0 0 0 0 **Chamber:** Creates a translucent prison of force around target on the Ethereal Plane.
- 0 0 0 0 0 **Daylight:** 60-ft. radius of bright light.
- 2 0 0 0 0 0 **Dread Word:** 1d3 Cha drain on one target.
- 0 0 0 0 0 **Fireball:** 1d6 damage per level, 20-ft. radius.
- X 0 0 0 0 0 **Flashburst:** Flash of light dazzles and blinds in a 20ft. burst.
- 7 0 0 0 0 0 **Hailstones:** Frigid globes deal 5d6 cold damage.
- C 0 0 0 0 0 **Ice Burst:** Chunks of ice deal 1d4 of cold and 1 of blunt damage/level (max 10d4+10), 30ft. radius.
- 0 0 0 0 0 **Leomund's Tiny Hut:** Creates shelter for ten creatures.
- 0 0 0 0 0 **Lightning Bolt:** Electricity deals 1d6/level damage.
- D 0 0 0 0 0 **Palin's Pyre:** Gouts of flame from the ground deal 3d6 fire damage to all in area.
- F 0 0 0 0 0 **Scintillating Sphere:** 20ft. radius sphere deals 1d6 electricity/level.
- F 0 0 0 0 0 **Shatterfloor:** Deals 1d4 sonic/level plus damages floor surface 6 inches deep.
- 7 0 0 0 0 0 **Sonorous Hum:** Removes need to concentrate to maintain next spell cast.
- 7 0 0 0 0 0 **Sound Lance:** Sonic energy deal 1d6/level damage.
- 1 0 0 0 0 0 **Stars of Arvandor:** Tiny starbursts each deal 1d8 dam. (half nonlethal to nonevil targets).
- F 0 0 0 0 0 **Steeldance:** Daggers become medium flying animated objects that attack foes.
- 2 0 0 0 0 0 **Vile Lance:** Creates +2 shortspear that deals vile damage.
- 0 0 0 0 0 **Wind Wall:** Deflects arrows, smaller creatures, and gases.

Illusion

- 2 0 0 0 0 0 **Cruel Disappointment:** Fools subject for 1 round, then -4 on attacks, saves, checks.
- 2 0 0 0 0 0 **Curse of the Putrid Husk:** Subject is unconscious for 1d10 minutes.
- 0 0 0 0 0 **Displacement:** Attacks miss subject 50%.
- 0 0 0 0 0 **Illusory Script^M:** Only intended reader can decipher.
- 0 0 0 0 0 **Invisibility Sphere:** Makes everyone within 10 ft. invisible.
- F 0 0 0 0 0 **Khelben's S. S. M.:** Object becomes programmed to create an area of silence at your command.
- 0 0 0 0 0 **Major Image:** As silent image, plus sound, smell and thermal effects.
- 2 0 0 0 0 0 **Reality Blind:** Subject can take no actions and afterward does not heal naturally.
- 5 0 0 0 0 0 **Shadow Cache:** Stash small items on Plane of Shadow or permanently dispose of them there.

Necromancy

- 6 0 0 0 0 0 **Curse of Impending Blades, Legion's:** Targets take -2 to AC.
- J 0 0 0 0 0 **Ectoplasmic Decay:** 1d6 per level to ectoplasm, 20ft. radius.
- C 0 0 0 0 0 **Feign Death:** Makes one willing, living creature appear dead.
- 0 0 0 0 0 **Gentle Repose:** Preserves one corpse.
- J 0 0 0 0 0 **Ghost Companion:** Animal companion, familiar, special mount becomes a ghost.
- 0 0 0 0 0 **Halt Undead:** Immobilizes undead for 1 round/level.
- G 0 0 0 0 0 **Handfang:** Create a fanged, biting mouth in the palm of your hand.
- J 0 0 0 0 0 **Healing Touch:** You take up to 1d6/2 levels and heal target that amount.
- C 0 0 0 0 0 **Negative Energy Burst:** 1d8+1/level (max +10) neg. energy damage, 20ft. radius.
- 0 0 0 0 0 **Ray of Exhaustion:** Ray makes subject exhausted.
- F 0 0 0 0 0 **Spider Poison:** Touch deals 1d6 Str damage, repeats in 1 minute.
- F 0 0 0 0 0 **Undead Lieutenant:** Targeted undead can give orders to undead in your control.
- 2 0 0 0 0 0 **Undead Torch:** Undead creature gains blue aura that gives +2d4 damage against the living.
- 0 0 0 0 0 **Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.

Transmutation

- 7 0 0 0 0 0 **Air Breathing:** Subjects can breathe air freely.
- F 0 0 0 0 0 **Amanuensis:** Copy non-magical text.
- 1 0 0 0 0 0 **Amorphous Form:** Subject becomes puddlelike and can slip through cracks quickly.
- F 0 0 0 0 0 **Blindsight:** Grants the blindsight ability for 1 hour/level.
- 0 0 0 0 0 **Blink:** You randomly vanish and reappear for 1 round/level.
- G 0 0 0 0 0 **Burrow:** Hands become claws allowing you to burrow at speed of 10.
- 1 0 0 0 0 0 **Deeper Darkvision:** Subject can see 60ft. in magical darkness.
- 1 0 0 0 0 0 **Distilled Joy^F:** Creates Ambrosia.
- 4 0 0 0 0 0 **Dragon Breath:** You gain dragon's breath weapon for 1 hr.
- 4 0 0 0 0 0 **Dragonskin:** You gain +4 enhancement to natural armor, energy resistance 10.
- 0 0 0 0 0 **Flame Arrow:** Arrows deal +1d6 fire damage.
- 0 0 0 0 0 **Fly:** Subject flies at speed of 60 ft.
- J 0 0 0 0 0 **Forced Incorporeality:** Manifested creature becomes incorporeal.
- J 0 0 0 0 0 **Forced Manifestation:** Incorporeal creature manifests fully.
- 7 0 0 0 0 0 **Fuse Arms:** Multiple arms/tentacles become one pair of stronger limbs.
- 0 0 0 0 0 **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
- 7 0 0 0 0 0 **Girallon's Blessing:** Subject gains one additional pair of arms per four levels.

SPELL PLANNING SHEETS

- F 0 0 0 0 0 **Greater Mage Hand:** As mage hand, but medium range and 10lb./level.
- 0 0 0 0 0 **Haste:** One creature/level moves faster, +1 on attacks, AC, Reflex saves.
- 0 0 0 0 0 **Keen Edge:** Doubles normal weapon's threat range.
- 0 0 0 0 0 **Magic Weapon, Greater:** +1/four levels (max +5).
- 0 0 0 0 0 **Repair Serious Damage:** Cures 3d8+1/level (max +15) dam. to a construct.
- 0 0 0 0 0 **Secret Page:** Changes one page to hide its real content.
- 0 0 0 0 0 **Shrink Item:** Object shrinks to one-sixteenth size.
- 0 0 0 0 0 **Slow:** One subject/level takes only one action/round, -2 on attacks & AC.
- 6 0 0 0 0 **Snake's Swift-ness, Legion's:** Allies each immediately make one attack.
- 1 0 0 0 0 0 **Spider-skin:** Subject gains bonus to natural armor, saves vs. poison, and Hide.
- 2 0 0 0 0 0 **Tongue Serpents:** Caster spits out one tiny viper/4 levels.
- 1 0 0 0 0 0 **Tremorsense:** Grants tremorsense to a range of 30ft.
- 0 0 0 0 0 **Water Breathing:** Subjects can breathe underwater.
- F 0 0 0 0 0 **Weapon of Impact:** As keen edge, but aids blunt weapons.

Universal

- C 0 0 0 0 0 **Enhance Familiar:** Familiar gains +2 on saves, combat rolls, AC for 1 hr/level.
- 0 0 0 0 0
- 0 0 0 0 0

4TH LEVEL

Abjuration

- 4 0 0 0 0 0 **Antidragon Aura^M:** Allies gain bonus to AC and saves against dragons.
- 0 0 0 0 0 **Dimensional Anchor:** Bars extradimensional movement.
- 0 0 0 0 0 **Fire Trap^M:** Opened object deals 1d4 damage +1/level.
- H 0 0 0 0 0 **Ghost Lock:** Nonhumanoid creature can become a ghost.
- 0 0 0 0 0 **Globe of Invulnerability, Lesser:** Stops 1st thru 3rd level spell effects.
- H 0 0 0 0 0 **Llykykur's Mantle^M:** Aura gives +1 luck/3 levels to saves vs spells & 10 elec. resist.
- 5 0 0 0 0 0 **Improved Portal Alarm:** As *portal alarm* spell, with extra options.
- 4 0 0 0 0 0 **Lower Spell Resistance:** Subject's spell resistance reduced.
- C 0 0 0 0 0 **Mass Resist Elements:** As resist elements, affects one subject/level.
- C 0 0 0 0 0 **Otiluke's Dispelling Screen:** Creates barrier that dispels magic on contact.
- 2 0 0 0 0 0 **Psychic Poison:** Poisons casters of certain types of spells at target, or in area.
- 0 0 0 0 0 **Remove Curse:** Frees object or person from curse.
- 0 0 0 0 0 **Stoneskin^M:** Ignore 10 points of damage per attack.
- 4 0 0 0 0 0 **Voice of the Dragon:** +10 Bluff, Intimidate, Diplomacy; can use *suggestion*.
- F 0 0 0 0 0 **Wall of Chaos:** As magic circle against law, except as a one-sided wall.
- F 0 0 0 0 0 **Wall of Evil:** As magic circle against good, except as a one-sided wall.
- F 0 0 0 0 0 **Wall of Good:** As magic circle against evil, except as a one-sided wall.
- F 0 0 0 0 0 **Wall of Law:** As magic circle against chaos, except as a one-sided wall.
- 5 0 0 0 0 0 **Zone of Respite:** Region is temporarily proof against interplanar intrusion.

Conjuration

- 2 0 0 0 0 0 **Abyssal Might:** Caster gains +2 Str, Con, Dex, and SR.
- 6 0 0 0 0 0 **Blast of Flame:** 60ft. cone of fire (1d6/level damage).
- 0 0 0 0 0 **Dimension Door:** Teleports you short distance.
- 5 0 0 0 0 0 **Ethereal Mount:** Call one or more quasi-real mounts on Ethereal Plane.
- 0 0 0 0 0 **Evard's Black Tentacles:** Tentacles grapple all within 15 ft. spread.
- 2 0 0 0 0 0 **Hell's Power:** Caster gains +2 AC and +1 to existing DR.
- 0 0 0 0 0 **Leomund's Secure Shelter:** Creates sturdy cottage.
- 0 0 0 0 0 **Minor Creation:** Creates one cloth or wood object.
- 1 0 0 0 0 0 **Radiant Fog:** As solid fog, but dazzles or blinds creatures within.

SORCERER & WIZARD SPELLS

- 0 0 0 0 0 Solid Fog: Blocks vision and slows movement.
- 0 0 0 0 0 Summon Monster IV: Calls extraplanar creature to fight for you.
- 2 0 0 0 0 Summon Undead IV: Summons undead to fight for you.
- 2 0 0 0 0 Wall of Deadly Chains: As wall of chains, deals 3d6 damage to all in 5ft.
- 1 0 0 0 0 Viscid Glob: Ranged touch attack hurls 5ft. diameter glob of glue at target.
- Divination**
- 0 0 0 0 0 Arcane Eye: Invisible floating eye moves 30 ft./round.
- 0 0 0 0 0 Detect Scrying: Alerts you of magical eavesdropping.
- 0 0 0 0 0 Locate Creature: Indicates direction to familiar creature.
- 1 0 0 0 0 Portal View^F: Turns target *portal* transparent.
- 0 0 0 0 0 Scrying^F: Spies on subject from a distance.
- 5 0 0 0 0 Zone of Revelation: All creatures/objects within spell area are made visible.
- Enchantment**
- 0 0 0 0 0 Charm Monster: Makes monster believe it is your ally.
- 0 0 0 0 0 Confusion: Subjects behave oddly for 1 round/level.
- 0 0 0 0 0 Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- 0 0 0 0 0 Geas, Lesser: Commands subject of 7 HD or less.
- J 0 0 0 0 0 Hold Person or Ghost: As hold person, but also affecting ghosts.
- Evocation**
- C 0 0 0 0 0 Acid Orb: Ranged touch, 1d6/level (max 15d6) acid divided as you see fit.
- 1 0 0 0 0 Celestial Brilliance: Object sheds 120ft. light, hurts undead and evil outsiders.
- C 0 0 0 0 0 Cold Orb: Ranged touch, 1d6/level (max 15d6) cold divided as you see fit.
- D 0 0 0 0 0 Dalamar's Lightning Lance: Lance of lightning you can hurl at foes.
- 2 0 0 0 0 Darning Darkness: Darkness deals either 2d6 or 1d6 damage per round.
- 1 0 0 0 0 Dancing Web^M: Deals 1d6 nonlethal/level & entangle evil for 1d6 rounds.
- C 0 0 0 0 0 Electric Orb: Ranged touch, 1d6/level (max 15d6) elec. divided as you see fit.
- F 0 0 0 0 0 Explosive Cascade: Bouncing flame ball deals 1d6/level fire damage.
- C 0 0 0 0 0 Fire Orb: Ranged touch, 1d6/level (max 15d6) fire divided as you see fit.
- 0 0 0 0 0 Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
- H 0 0 0 0 0 Force Orb: Globes of force deal 1d6/level divided between targets.
- 0 0 0 0 0 Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
- 2 0 0 0 0 Mirror Sending^F: Send caster's image to mirror & can see/speak through it.
- 0 0 0 0 0 Otiluke's Resilient Sphere: Force globe protects but traps one subject.
- 1 0 0 0 0 Radiant Shield: Your attackers take elec. damage; electricity protection.
- 0 0 0 0 0 Shout: Deafens all within cone and deals 5d6 sonic damage.
- C 0 0 0 0 0 Sonic Orb: Ranged touch, 1d6/level (max 15d6) sonic divided as you see fit.
- D 0 0 0 0 0 Spark Shield: Crackling aura protects & deals electrical damage to attackers.
- D 0 0 0 0 0 Storm Wall: Creates immobile, sparking curtain of radiant electricity.
- X 0 0 0 0 0 Thunderlance: Lance of force deals 2d6, plus can dispel force effects.
- F 0 0 0 0 0 Tirumael's E. Spheres: Five colored spheres attack with or negate energy.
- 0 0 0 0 0 Wall of Fire: Deals 2d4 fire damage out to 10 ft. & 1d4 out to 20 ft., going through wall is 2d6 +1/level.
- 0 0 0 0 0 Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
- Illusion**
- 0 0 0 0 0 Hallucinatory Terrain: Makes one type of terrain appear like another (eg field into forest).
- 7 0 0 0 0 Illusory Pit: Creates illusion of 20ft. deep pit.
- 0 0 0 0 0 Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
- 0 0 0 0 0 Invisibility, Greater: As invisibility, but subject attacks and stays invisible.
- 0 0 0 0 0 Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
- 0 0 0 0 0 Rainbow Pattern: Lights fascinate 24 HD of creatures.
- 0 0 0 0 0 Shadow Conjunction: Mimics conjuration below 4th level, but only 20% real.
- F 0 0 0 0 0 Shadow Well: Target enters gloomy pocket plane and emerges frightened.
- Necromancy**
- 1 0 0 0 0 Affliction: Infects evil subject with chosen affliction.
- 0 0 0 0 0 Animate Dead^M: Creates undead skeletons and zombies.
- 0 0 0 0 0 Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each
- 0 0 0 0 0 Contagion: Infects subject with chosen disease.
- J 0 0 0 0 0 Death Lock: Target cannot become a ghost and goes to the True Afterlife if killed.
- 0 0 0 0 0 Enervation: Subject gains 1d4 negative levels.
- 0 0 0 0 0 Fear: Subjects within cone flee for 1 round/level.
- 2 0 0 0 0 Grim Revenge: Target loses hand, dealing 6d6, hand attacks target.
- 2 0 0 0 0 Liquid Pain: Extracts one dose of liquid pain from tortured victim.
- C 0 0 0 0 0 Negative Energy Wave: Surge rebukes or bolsters 1d6 HD/level undead.

- 6 0 0 0 0 Plague Carrier: As contagion, but with incubation period and target can transmit disease.
- H 0 0 0 0 Sinsabur's Baleful Bolt: Black bolt deals Con and Str damage.
- 2 0 0 0 0 Wrack: Subject is blind and helpless for 1 round/level then -2 on attacks, saves, checks for 3d10 minutes.
- Transmutation**
- 5 0 0 0 0 Attune Form: Attunes the subjects to the plane you are currently on, negating harmful effects.
- F 0 0 0 0 Backlash: Target cursed if it uses spells against another creature.
- H 0 0 0 0 Bladebane^M: Confer bane ability on weapon touched.
- 2 0 0 0 0 Corrupt Summons: Creates area where only evil creatures can be summoned.
- 2 0 0 0 0 Dancing Chains: Animates one chain per level.
- F 0 0 0 0 Darsson's Potion: Creates a potion that must be used within 1 hour/level.
- 7 0 0 0 0 Earth Reaver: Eruption deals 5d6/level damage to all in area.
- 0 0 0 0 0 Enlarge Person, Mass: Enlarges several creatures.
- 7 0 0 0 0 Extend Tentacles: +5ft. to reach of tentacle attack.
- X 0 0 0 0 Fire Stride: You gain the ability to step into fire and move from fire to fire.
- F 0 0 0 0 Ghorus Tot's Metal Melt: Melts metal object without heat.
- J 0 0 0 0 Ghost Bane Weapon: Weapon gains the ghost bane property.
- F 0 0 0 0 Gutsnake: 15ft. tentacle grows from your stomach and attacks your enemies.
- 7 0 0 0 0 Improved Blindsight: Subject gains blindsight 60ft. for 1 min./level.
- 2 0 0 0 0 Iron Bones: Corporeal undead gains +5 natural armor bonus.
- C 0 0 0 0 Mass Darkvision: As darkvision, but affects all in 10ft. radius sphere around you.
- 1 0 0 0 0 Perfect Summons: Creates area where only good creatures can be summoned.
- 0 0 0 0 0 Polymorph: Gives one willing subject a new form.
- 0 0 0 0 0 Rary's Mnemonic Enh.^F: Wiz only. Prepares extra spells/retains one just cast.
- 0 0 0 0 0 Reduce Person, Mass: Reduces several creatures.
- 9 0 0 0 0 Repair Crit. Damage: Cures 4d8+1/level (max +20) points of damage to a construct.
- 5 0 0 0 0 Scramble Portal: Randomize destination of one interplanar portal.
- F 0 0 0 0 Spell Enhancer: Cast as a free action and gives +2 to the DC of the next spell you cast.
- 0 0 0 0 0 Stone Shape: Sculpt's stone into any shape.
- H 0 0 0 0 Superior Darkvision: See in darkness with no limitation to the range of vision.
- 6 0 0 0 0 Udeniable Gravity, Legion's: Flying creatures lose flying ability.
- 7 0 0 0 0 Weapon of Energy: Weapon deals extra energy damage.
- Universal**
- C 0 0 0 0 0 Fortify Familiar: Familiar gains +2 natural armor and 25% to avoid critical hits for 1 hr/level.
- 0 0 0 0 0
- 0 0 0 0 0

5TH LEVEL

- Abjuration**
- 0 0 0 0 0 Break Enchantment: Frees subjects from alterations, enchantments, curses, petrification.
- 4 0 0 0 0 Contingent Energy Res.^M: Energy damage triggers a resist energy spell.
- 0 0 0 0 0 Dismissal: Forces a creature to return to native plane.
- J 0 0 0 0 0 Dispel Possession^M: Forces possessing creature out of its host body.
- C 0 0 0 0 0 Energy Buffer: Absorbs 1d6/level points of damage (maximum 15d6) of one energy type.
- 2 0 0 0 0 Imprison Possessor: Subject that can possess others is trapped in current body.
- X 0 0 0 0 0 Lesser Ironguard: Subject becomes immune to nonmagical metal.
- 0 0 0 0 0 Mordenkainen's P.S.: Prevents anyone from viewing or scrying an area for 24 hours.
- 7 0 0 0 0 Superior Resistance: Subject gains +6 on saving throws.
- 1 0 0 0 0 Telepathy Block: Blocks all telepathic communication within 80-ft. radius.
- 1 0 0 0 0 Vanishing Weapon: Weapons' touch dispels summoned or quasi-real creatures.
- 1 0 0 0 0 Wall of Dispel Magic: Targeted *dispel magic* on all who pass through transparent wall.
- H 0 0 0 0 Watchware^M: Create mystical connection with single inanimate object.
- Conjuration**
- 6 0 0 0 0 Arc of Lightning: Line of electricity between two creatures (1d6/level damage).
- 2 0 0 0 0 Call Dretch Horde: Summons 2d4 dretches.
- 1 0 0 0 0 Call Faithful Servants: Summons 1d4 archons, eldarins, or guardians.
- 2 0 0 0 0 Call Lemure Horde: Summons 3d4 lemures.
- 2 0 0 0 0 Call Nightmare: Summons a nightmare.
- 0 0 0 0 0 Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.
- 0 0 0 0 0 Leomund's Secret Chest^F: Hides chest on Ethereal Plane; retrieve it at will.
- 4 0 0 0 0 Lesser Dragon Ally^X: Exchange services with a 9HD dragon.
- 0 0 0 0 0 Major Creation: As minor creation, plus stone and metal.
- F 0 0 0 0 Mesti's Acid Sheath: Sheath of acid damages foes who attack, and make touch attacks.

SPELL PLANNING SHEETS

- 0 0 0 0 0 Mordenkainen's Faithful Hound: Phantom dog can guard, attack.
- 0 0 0 0 0 Planar Binding, Lesser: Traps extraplanar being of <7 HD til it performs a task.
- 0 0 0 0 0 Summon Monster V: Calls extraplanar creature to fight for you.
- 2 0 0 0 0 Summon Undead V: Summons undead to fight for you.
- 0 0 0 0 0 Teleport: Instantly transports you as far as 100 miles/level.
- 2 0 0 0 0 Wall of Ooze: Barrier with 50hp/4 levels, paralyzes & 2d6 damage if touched.
- 0 0 0 0 0 Wall of Stone: Creates a stone wall that can be shaped.
- Divination**
- 0 0 0 0 0 Contact Other Plane: Lets you ask question of extraplanar entity.
- 0 0 0 0 0 Prying Eyes: 1d4 +1/level floating eyes scout for you.
- 0 0 0 0 0 Rary's Telepathic Bond: Link lets allies communicate.
- Enchantment**
- 0 0 0 0 0 Dominate Person: Controls humanoid telepathically.
- 0 0 0 0 0 Feeblemind: Subject's Int and Cha drop to 1.
- 0 0 0 0 0 Hold Monster: As hold person, but any creature.
- 0 0 0 0 0 Mind Fog: Subjects in fog get -10 to Wis and Will checks.
- 0 0 0 0 0 Symbol of Sleep^M: Triggered rune puts nearby creatures into deep slumber.
- Evocation**
- 7 0 0 0 0 Ball of Lightning: Energy balls dealing 1d6 electrical damage/level.
- 0 0 0 0 0 Bigby's Interposing Hand: Hand provides cover against one opponent.
- 7 0 0 0 0 Cacophonous Burst: Noise deals 1d6/level sonic damage to all within area.
- 0 0 0 0 0 Cone of Cold: 1d6/level cold damage.
- 1 0 0 0 0 Emerald Burst^M: 20ft. radius burst daze neutrals 1 round, stuns evil 1d4 rounds.
- 6 0 0 0 0 Firebrand: One 5ft. burst/level deal 1d6 fire damage/level.
- 6 0 0 0 0 Fireburst, Greater: Subjects within 10ft. take 1d8/level fire damage.
- 6 0 0 0 0 Fire Shield, Legion's: Allies in area receive benefits of *fire shield* spell.
- F 0 0 0 0 0 Horzikaul's Vibration^F: Cone of sound deals damage or moves objects.
- 0 0 0 0 0 Sending: Delivers short message anywhere, instantly.
- 1 0 0 0 0 Stone Sphere: 5ft. diameter stone sphere rolls over your enemies.
- 0 0 0 0 0 Wall of Force: Wall is immune to damage.
- 7 0 0 0 0 Wall of Limbs: Whirling limbs deal 1d6/level bludgeoning damage.
- Illusion**
- 0 0 0 0 0 Dream: Sends message to anyone sleeping.
- 0 0 0 0 0 False Vision^M: Fools scrying with an illusion.
- 0 0 0 0 0 Mirage: As hallucinatory terrain, plus structures.
- 0 0 0 0 0 Arcana: Structures.
- 0 0 0 0 0 Nightmare: Sends vision dealing 1d10 damage, fatigue.
- 0 0 0 0 0 Persistent Image: As major image, but no concentration required.
- 0 0 0 0 0 Seeming: Changes appearance of one person per two levels.
- 0 0 0 0 0 Shadow Evocation: Mimics evocation below 5th level, but only 20% real.
- 5 0 0 0 0 Shadowfade: Open a portal onto the Plane of Shadow.
- F 0 0 0 0 0 Shadow Hand: Medium-size hand attacks, blocks, or carries items.
- Necromancy**
- H 0 0 0 0 0 Bellyn's Burning Blood: Deals 1d8 acid and 1d8 fire/round.
- 0 0 0 0 0 Blight: Withers one plant or deals 1d6/level damage to plant creature.
- X 0 0 0 0 0 Grimwald's Graymantle: Imbues skull or bone with aura that prevents healing.
- F 0 0 0 0 0 Kiss of the Vampire^M: Gain vampire supernatural abilities, and vulnerabilities.
- 0 0 0 0 0 Magic Jar^F: Enables possession of another creature.
- 2 0 0 0 0 Soul Shackles: Imprison soul in talisman from which caster can question it.
- C 0 0 0 0 0 Spirit Wall: Wall inspires fear; 1d10 damage and energy drain on contact.
- 2 0 0 0 0 Stop Heart: Subject drops to -8hp immediately.

SORCERER & WIZARD SPELLS

- OOOOO Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.
- OOOOO Waves of Fatigue: Several targets become fatigued.
- Transmutation*
- OOOOO Animal Growth: One animal/two levels doubles in size.
- OOOOO Baleful Polymorph: Transforms subject into harmless animal.
- A OOOOO Cloak of the Sea: Bestows water breathing, freedom of movement, and invisibility in water.
- 4 OOOOO Draconic Might: +5 to Str, Con, Cha; +4 natural armor; immunity to magic sleep and paralysis.
- 4 OOOOO Dragonsight: Gain low-light vision, darkvision, and blindsense.
- OOOOO Fabricate: Transforms raw materials into finished items.
- 4 OOOOO Flight of the Dragon: You grow dragon wings.
- C OOOOO Ghostform: You become incorporeal.
- H OOOOO Improved Blink: As *blink*, except you control the timing.
- 7 OOOOO ImprovedEnlarge: Subject remains enlarged for 10min./level.
- 7 OOOOO Improved Reduce: Subject remains reduced for 10min./level.
- F OOOOO Lutzaen's Frequent Jaunt: Short range, multiple use dimension door.
- 7 OOOOO Minor Servitor^X: Animated object does your bidding.
- OOOOO Overland Flight: You fly at a speed of 40 ft. and hustle over long distances.
- OOOOO Passwall: Creates passage through wood or stone wall.
- 2 OOOOO Resonating Resistance: Foes checks spell resistance twice against caster.
- G OOOOO Shape Metal: As *stone shape*, except affects metal.
- F OOOOO Simbul's Spell Matrix^F: Matrix stores spells to be cast later as quickened.
- OOOOO Telekinesis: Move object, hurl object or creature, attack creature.
- 1 OOOOO Touch of Adamantine: Weapon gains properties of an adamantine weapon.
- OOOOO Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
- OOOOO Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
- 4 OOOOO Vulnerability: Reduces an opponent's damage reduction.
- 5 OOOOO Xorn Movement: Target moves through natural, solid material as a xorn.

6TH LEVEL

- Abjuration*
- J OOOOO Anti-Ectoplasm Shell: As *antilife shell*, but affecting ectoplasm.
- OOOOO Antimagic Field: Negates magic within 10 ft.
- 4 OOOOO Aura of Evasion^M: All within 10ft. gain evasion against breath weapons.
- D OOOOO Disjoin^X: You disjoin a single magical effect or magic item.
- OOOOO Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
- X OOOOO Gate Seal^M: Permanently seals a gate or portal.
- OOOOO Globe of Invulnerability: As *globe of invulnerability*, lesser, 4th level spell effects.
- OOOOO Guards and Wards: Array of magic effects protect area.
- 2 OOOOO Impotent Possessor: Subject that can possess others is rendered powerless.
- 5 OOOOO Make Manifest: Brings one creature on a cotermious or coexistent plane to your plane.
- J OOOOO Repel Ectoplasm: As *repel wood*, but affecting only ectoplasm.
- OOOOO Repulsion: Creatures can't approach you.
- 5 OOOOO Seal Portal^M: Permanently seal an interplanar portal or gate.
- 2 OOOOO Snare Astral Traveller: Captures one astral creature & holds it motionless.
- 1 OOOOO Starmantle^M: Cloak of stars protects against weapon damage.
- Conjuration*
- OOOOO Acid Fog: Fog deals acid damage.
- 2 OOOOO Alert Bebilith: Summons bebilith to deal with a demon.
- D OOOOO Drown: Target immediately begins to drown.
- F OOOOO Fire Spiders^M: Swarm of fine fire elementals attacks target.
- OOOOO Planar Binding: As *planar binding*, lesser, but up to 12 HD.
- G OOOOO Spore Cloak: You become shrouded in a dense cloud of yellow mold spores.
- G OOOOO Stone Body: Your body becomes living stone.
- OOOOO Summon Monster VI: Calls extraplanar creature to fight for you.
- 1 OOOOO Tunnel Swallow: Tunnel's peristaltic convulsions deal 1d6 points of damage/level (max 15d6).
- OOOOO Wall of Iron^M: 30 hp/four levels; can topple onto foes.
- Divination*
- OOOOO Analyze Dweomer^F: Reveals magical aspects of subject.
- OOOOO Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

- 9 OOOOO Probe Thoughts: Read subject's memories, one question/round.
- OOOOO True Seeing^M: Lets you see all things as they really are.
- Enchantment*
- J OOOOO Dominate Person or Ghost: As *dominate person*, also affecting ghosts.
- OOOOO Geas/Quest: As *lesser geas*, plus it affects any creature.
- OOOOO Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary
- OOOOO Suggestion, Mass: As *suggestion*, plus one subject/level.
- OOOOO Symbol of Persuasion^M: Triggered rune charms nearby creatures.
- 1 OOOOO Wages of Sin: Evil creatures attack other evil creatures.
- Evocation*
- F OOOOO Acid Storm: 1d6 acid damage/level, 20ft. radius.
- OOOOO Bigby's Forceful Hand: Hand pushes creatures away.
- F OOOOO Cacophonic Shield: Blocks sound, deflects missiles, deals 1d6+1/level.
- OOOOO Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
- OOOOO Contingency^F: Sets trigger condition for another spell.
- OOOOO Otiluke's Freezing Sphere: Freezes fear or deals cold damage.
- F OOOOO Prismatic Eye: Orb produces individual prismatic rays as touch attacks.
- G OOOOO Shadow Canopy: Create a field of shadow.
- Illusion*
- 7 OOOOO Dream Casting: Alter subject's dreams to produce desired effect.
- 2 OOOOO False Sending: As *sending*, except caster imitates someone else.
- OOOOO Mislead: Turns you invisible and creates illusory double.
- OOOOO Permanent Image: Includes sight, sound, and smell.
- OOOOO Programmed Image^M: As *major image*, plus triggered by event.
- 1 OOOOO Reflective Disguise, Mass: Viewers see subjects as own species and gender.
- OOOOO Shadow Walk: Step into shadow to travel rapidly.
- OOOOO Veil: Changes appearance of group of creatures.
- Necromancy*
- H OOOOO Animate Dread Warrior: Transform corpse into undead monster you command.
- OOOOO Circle of Death^M: Kills 1d4/level HD of creatures.
- OOOOO Create Undead: Create ghouls, ghosts, mummies, or mohrgs.
- 2 OOOOO Ectoplasmic Enhancement: Incorporal undead gains bonuses.
- OOOOO Eyebite: Target becomes panicked, sickened, and comatose.
- G OOOOO Mass Contagion: As *contagion*, with many targets.
- OOOOO Symbol of Fear^M: Triggered rune panics nearby creatures.
- OOOOO Undeath to Death^M: Destroys 1d4 HD/level undead (max 20d4).
- Transmutation*
- OOOOO Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.
- OOOOO Bull's Strength, Mass: As *bull's strength*, affects one subject/level.
- 1 OOOOO Burrow, Mass: As *burrow*, but affects 1/level subjects.
- OOOOO Cat's Grace, Mass: As *cat's grace*, affects one subject/level.
- J OOOOO Contingent Spell Lock: Store prepared spells or slots to use if you become a ghost.
- OOOOO Control Water: Raises or lowers bodies of water.
- 1 OOOOO Darkvision, Mass: As *darkvision*, but affects 1/level subjects.
- F OOOOO Dhulark's Glasstrike: Turns subject into glass.
- OOOOO Disintegrate: Makes one creature or object vanish.
- OOOOO Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.
- F OOOOO Energy Trans. Field^{MX}: Area absorbs magic energy to power a predetermined spell.
- Y OOOOO Fiendform: As *polymorph self*, except you can gain the form and powers of an evil outsider.
- 2 OOOOO Fiendish Quickening: Caster's ability to teleport without error is quickened.
- OOOOO Flesh to Stone: Turns subject creature into statue.
- OOOOO Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.
- H OOOOO Ghorus Toth's Magnetism: Charge target with powerful magnetism.
- m OOOOO Hardening: Increases target object's hardness by 1/2 level.
- C OOOOO Mass Fly: As *fly*, but affects one subject/level within range.
- 1 OOOOO Mineralize Warrior^{MX}: Grants willing subject the mineral warrior template.
- OOOOO Mordenkainen's Lucubration: Wiz. only. Recalls spell of 5th level or lower.
- OOOOO Move Earth: Digs trenches and builds hills.
- OOOOO Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.
- 1 OOOOO Quickshift: Caster uses teleport or greater teleport spell-like ability as free action for 1 round/level.
- J OOOOO Sherem Transformation^{MF}: Unborn child may select special Sor or Mon feat.
- 1 OOOOO Stone Metamorphosis: Changes type of stone.

SPELL PLANNING SHEETS

- OOOOO Stone to Flesh: Restores petrified creature.
- OOOOO Tenser's Trans-formation^M: You gain combat bonuses.
- F OOOOO Translocation Trick: You and target switch places and appear as each other.
- Universal*
- C OOOOO Imbue Familiar with Spell Ability: You transfer spells to your familiar.
- OOOOO
- OOOOO

7TH LEVEL

- Abjuration*
- F OOOOO Antimagic Aura: Antimagic field that affects one creature.
- 4 OOOOO Antimagic Ray^M: Target loses all magic powers.
- OOOOO Banishment: Banishes 2 HD/level of extraplanar creatures.
- 9 OOOOO Energy Immunity: Subject is immune to damage from one kind of energy.
- F OOOOO Greater Ironguard^F: Subject becomes immune to metal with less than a +3 enh.
- 4 OOOOO Hide from Dragons: Dragons can't perceive one subject/two levels.
- C OOOOO Otiluke's G. Dis- pelling Screen: Barrier can dispel magic on contact.
- OOOOO Seq- uester: Subject is invisible to sight & scrying; renders creature comatose.
- OOOOO Spell Turning: Reflect 1d4+6 spell levels back at caster.
- 2 OOOOO Wall of Eyes: Caster sees through wall; paralyzes/consumes all that touch it.
- Conjuration*
- 4 OOOOO Dragon Ally^X: As *lesser dragon ally*, but up to 18HD.
- OOOOO Drawmij's Instant Summons^M: Prepared object appears in your hand.
- OOOOO Mordenkainen's M.M.^F: Door leads to extradimensional mansion.
- OOOOO Phase Door: Creates an invisible passage through wood or stone.
- OOOOO Plane Shift^F: As many as eight subjects travel to another plane.
- OOOOO Summon Monster VII: Calls extraplanar creature to fight for you.
- OOOOO Teleport, Greater: As *teleport*, but no range limit and no off target arrival.
- OOOOO Teleport Object: As *teleport*, but affects a touched object.
- 7 OOOOO Viper-gout: Summons medium-size vipers to fight for you.
- F OOOOO Viper-gout: Spit forth celestial or fiendish vipers that attack your foes.
- Divination*
- OOOOO Arcane Sight, Greater: As *arcane sight*, reveals magic effects.
- 2 OOOOO Fiendish Clarity: Caster sees invisible, in magical darkness, and detects good.
- OOOOO Scrying, Greater: As *scrying*, but faster and longer.
- OOOOO Vision^{MX}: As *legend lore*, but quicker and strenuous.
- Enchantment*
- OOOOO Hold Person, Mass: As *hold person*, but all within 30 ft.
- OOOOO Insanity: Subject suffers continuous confusion.
- Y OOOOO Nybor's S. Reproof^F: As *Nybor's mild admonishment*, target saves or dies.
- OOOOO Power Word Blind: Blinds creature with 200 hp or less.
- OOOOO Symbol of Stunning^M: Triggered rune stuns nearby creatures.
- Evocation*
- 1 OOOOO Amber Sarcophagus^M: Target is trapped in stasis inside amber.
- OOOOO Bigby's Grasping Hand: Hand provides cover, pushes, or grapples.
- D OOOOO Deep Freeze: Touched creature slowly freezes into a block of ice.
- OOOOO Delayed Blast Fireball: 1d6/level fire damage; can delay for 5 rounds.
- D OOOOO Electrical Storm: Bolts deal 4d6 electricity dam./rnd. in area & may daze.
- OOOOO Forcecage^M: Cube or cage of force imprisons all inside.
- F OOOOO Great Thunderclap: Stuns, deafens, knocks prone in a large area.
- OOOOO Mordenkainen's Sword^F: Floating magic blade strikes opponents.
- OOOOO Prismatic Spray: Rays hit subjects with variety of effects.

