

Ench  
☐× **Hold Person, Mass:** SR; Will (see text); [Mind-Affecting].  
☐× **Insanity:** SR; Will; [Mind-Affecting].  
☐ **Power Word Blind:** SR; None; [Mind-Affecting].  
☐† ☒ **Symbol of Stunning <sup>M</sup>:** SR; Will; [Mind-Affecting].

Evoc  
☐× **Delayed Blast Fireball:** SR; Ref ½; Fire.  
☐† **Forcecage <sup>M</sup>:** None; [Force].  
☐ **Grasping Hand:** SR; None; [Force].  
☐† **Mage's Sword <sup>F</sup>:** SR; None; [Force].  
☐× **Prismatic Spray:** SR; See text.

Illus  
☐× **Invisibility, Mass:** See text.  
☐† **Project Image:** Will (if interacted with).  
☐\* **Shadow Conjunction, Greater:** SR (see text); Will (if interacted with) (see text).  
☐† ☒ **Simulacrum <sup>M</sup> <sup>X</sup>:** None.

Necro  
☐× **Control Undead:** SR; Will.  
☐ **Finger of Death:** SR; Fort part; [Death].  
☐† ☒ **Symbol of Weakness <sup>M</sup>:** SR; Fort.  
☐× **Waves of Exhaustion:** SR; None.

Trans  
☐× ☒ **Control Weather:** None.  
☐ **Ethereal Jaunt:** Personal.  
☐× **Reverse Gravity:** None (see text).  
☐× ☒ **Statue:** SR <sup>H</sup>; Will <sup>H</sup>.  
Univ  
☐† **Limited Wish <sup>X</sup>:** SR; None (see text).

8<sup>th</sup>-Lv1 Sor/Wiz Spells  
Abjur  
☐× **Dimensional Lock:** SR; None.  
☐× **Mind Blank:** SR <sup>H</sup>; Will <sup>H</sup>.  
☐× **Prismatic Wall:** See text; See text.  
☐† **Protection from Spells <sup>M</sup> <sup>F</sup>:** SR <sup>H</sup>; Will <sup>H</sup>.

Conj  
☐× **Incendiary Cloud:** Ref ½; [Fire].  
☐× **Maze:** SR; None.  
☐× ☒ **Planar Binding, Greater:** See text; Will; [See text].  
☐ ☒ **Summon Monster VIII:** None; [See text].  
☐†\* **Trap the Soul <sup>M</sup> <sup>F</sup>:** SR (see text); See text.

Div  
☐ ☒ **Discern Location:** None.  
☐× **Moment of Prescience:** Personal.  
☐× ☒ **Prying Eyes, Greater:** None.

Ench  
☐× **Antipathy:** SR; Will part; [Mind-Affecting].  
☐† ☒ **Binding <sup>M</sup>:** SR; Will (see text); [Mind-Affecting].  
☐× **Charm Monster, Mass:** SR; Will; [Mind-Affecting].  
☐ ☒ **Demand:** SR; Will part; [Mind-Affecting].  
☐ **Irresistible Dance:** SR; None; [Mind-Affecting].  
☐ **Power Word Stun:** SR; None; [Mind-Affecting].  
☐† ☒ **Symbol of Insanity <sup>M</sup>:** SR; Will; [Mind-Affecting].  
☐† ☒ **Sympathy <sup>M</sup>:** SR; Will (see text); [Mind-Affecting].

Evoc  
☐ **Clenched Fist:** SR; None; [Force].  
☐ **Polar Ray:** SR; None; [Cold].  
☐× **Shout, Greater:** SR <sup>O</sup>; Fort part or Reflex <sup>O</sup> (see text); [Sonic].  
☐× **Sunburst:** SR; Ref part (see text); [Light].  
☐ **Telekinetic Sphere:** SR <sup>O</sup>; Ref <sup>O</sup>; [Force].

Illus  
☐× **Scintillating Pattern:** SR; None; [Mind-Affecting].  
☐× **Screen:** None (see text).  
☐\* **Shadow Evocation, Greater:** SR; Will (if interacted with).

Necro  
☐† ☒ **Clone <sup>M</sup> <sup>F</sup>:** None.  
☐† ☒ **Create Greater Undead <sup>M</sup>:** None; [Evil].  
☐× **Horrid Wilting:** SR; Fort ½.  
☐† ☒ **Symbol of Death <sup>M</sup>:** SR; Fort; [Death].

Trans  
☐ **Iron Body:** Personal.  
☐ **Polymorph Any Object:** SR <sup>O</sup>; Fort <sup>O</sup> (see text).  
☐† **Temporal Stasis <sup>M</sup>:** SR; Fort.

9<sup>th</sup>-Lv1 Sor/Wiz Spells  
Abjur  
☐ **Freedom:** SR; Will <sup>H</sup>.  
☐ **Imprisonment:** SR; Will (see text).  
☐× **Mage's Disjunction:** Will <sup>O</sup>.  
☐× ☒ **Prismatic Sphere:** See text; See text.

Conj  
☐† **Gate <sup>X</sup>:** None.  
☐† **Refuge <sup>M</sup>:** None.  
☐ ☒ **Summon Monster IX:** None; [See text].  
☐† ☒ **Teleportation Circle <sup>M</sup>:** SR; None.

Div  
☐× **Foresight:** As personal, None. On others, SR <sup>H</sup>; Will <sup>H</sup>.

Ench  
☐× ☒ **Dominate Monster:** SR; Will; [Mind-Affecting].  
☐× **Hold Monster, Mass:** SR; Will (see text); [Mind-Affecting].  
☐ **Power Word Kill:** SR; None; [Mind-Affecting].

Evoc  
☐ **Crushing Hand:** SR; None; [Force].  
☐× **Meteor Swarm:** SR; None or Ref ½; [Fire].

Illus  
☐\* **Shades:** SR (see text); Will (if interacted with) (see text).  
☐× **Weird:** SR; Will (if interacted with, then Fort part (see text); [Mind-affecting].

Necro  
☐† ☒ **Astral Projection <sup>M</sup>:** SR; None.  
☐ **Energy Drain:** SR; Fort part.  
☐† **Soul Bind <sup>F</sup>:** Will.  
☐× **Wail of the Banshee:** SR; Fort; [Death] [Sonic].

Trans  
☐ **Etherealness:** SR.  
☐× **Shapechange <sup>F</sup>:** Personal.  
☐ **Time Stop:** Personal.  
Univ  
☐† **Wish <sup>X</sup>:** SR; See text.

# SORCERER AND WIZARD SPELLS

o-Lv1 Sor/Wiz Spells  
Abjur  
☐ **Resistance:** SR <sup>H</sup>; Will <sup>H</sup>.  
Conj  
☐ **Acid Splash:** None; [Acid].

Div  
☐ **Detect Poison:** None.  
☐ **Detect Magic:** None.  
☐ **Read Magic:** Personal.

Ench  
☐ **Daze:** SR; Will; [Mind-Affecting].

Evoc  
☐ **Dancing Lights:** None; [Light].  
☐ **Flare:** SR; Fort; [Light].  
☐ **Light:** None; [Light].  
☐ **Ray of Frost:** SR; None; [Cold].

Illus  
☐ **Ghost Sound:** Will (if interacted with).

Necro  
☐ **Disrupt Undead:** SR; None.  
☐ **Touch of Fatigue:** SR; Fort.

Trans  
☐ **Mage Hand:** None.  
☐ **Mending:** SR <sup>H</sup> <sup>O</sup>; Will <sup>H</sup> <sup>O</sup>.  
☐ **Message:** None; [Language-Dependent].  
☐ **Open/Close:** SR <sup>O</sup>; Will <sup>O</sup>.

Univ  
☐ **Arcane Mark:** None.  
☐ **Prestidigitation:** See text.

1<sup>st</sup>-Lv1 Sor/Wiz Spells  
Abjur  
☐× **Alarm:** SR; None.  
☐ **Endure Elements:** SR <sup>H</sup>; Will <sup>H</sup>.  
☐ **Hold Portal:** None.  
☐ ☒ **Protection from Chaos/Evil/Good/Law:** See text; Will <sup>H</sup>. [Chaotic or Evil or Good or Lawful].  
☐ **Shield:** Personal; [Force].

Conj  
☐× **Grease:** See text.  
☐× **Mage Armor:** Will <sup>H</sup>; [Force].  
☐× **Mount:** None.  
☐ **Obscuring Mist:** None.  
☐ ☒ **Summon Monster I:** None; [see text].  
☐× **Unseen Servant:** None.

☐: Readied  
\*: read spell  
empty: **rote**, 1 std action  
×: **Restricted**  
†: **Ritual**  
☒: Longer than 1 std action

Div  
☐× **Comprehend Languages:** Personal.  
☐× **Detect Secret Doors:** None.  
☐× **Detect Undead:** None.  
☐† ☒ **Identify <sup>M</sup>:** None.  
☐ **True Strike:** Personal.

Ench  
☐× **Charm Person:** SR; Will; [Mind-Affecting].  
☐× ☒ **Hypnotism:** SR; Will; [Mind-Affecting].  
☐× ☒ **Sleep:** SR; Will; [Mind-Affecting].

Evoc  
☐× **Burning Hands:** SR; Ref ½; [Fire].  
☐× **Floating Disk:** None; [Force].  
☐ **Magic Missile:** SR; None; [Force].  
☐ **Shocking Grasp:** SR; None; [Electricity].

Illus  
☐× **Color Spray:** SR; Will; [Mind-Affecting].  
☐× **Disguise Self:** Personal.  
☐× **Magic Aura:** None (see text).  
☐ **Silent Image:** Will (if interacted with).  
☐ **Ventriloquism:** Will (if interacted with).

Necro  
☐ **Cause Fear:** SR; Will part; [Fear] [Mind-Affecting].  
☐ **Chill Touch:** SR; Fort part or Will (see text).  
☐ **Ray of Enfeeblement:** SR; None.

Trans  
☐ **Animate Rope:** None.  
☐ ☒ **Enlarge Person:** SR; Fort.  
☐ **Erase:** See text.  
☐ **Expeditious Retreat:** Personal.  
☐ **Feather Fall:** To creatures: Will <sup>H</sup>. To objects: SR <sup>O</sup>; Will <sup>O</sup>.  
☐ **Jump:** SR; Will <sup>H</sup>.  
☐ **Magic Weapon:** SR <sup>H</sup> <sup>O</sup>; Will <sup>H</sup> <sup>O</sup>.  
☐ **Reduce Person:** SR; Fort.

2<sup>nd</sup>-Lv1 Sor/Wiz Spells  
Abjur  
☐† **Arcane Lock <sup>M</sup>:** None.  
☐× **Obscure Object:** SR <sup>O</sup>; Will <sup>O</sup>.

Conj  
☐× **Protection from Arrows:** SR <sup>H</sup>; Will <sup>H</sup>.  
☐× **Resist Energy:** SR <sup>H</sup>; Fort <sup>H</sup>.

Evoc  
☐ **Acid Arrow:** None; [Acid].  
☐× **Fog Cloud:** None.  
☐× **Glitterdust:** Will (blinding only).  
☐ ☒ **Summon Monster II:** None; [see text].  
☐ ☒ **Summon Swarm:** None.

Illus  
☐× **Web:** Ref (see text).

Div  
☐× **Detect Thoughts:** Will; [Mind-Affecting].  
☐× **Locate Object:** None.  
☐× **See Invisibility:** Personal.

Ench  
☐ **Daze Monster:** SR; Will; [Mind-Affecting].  
☐ **Hideous Laughter:** SR; Will; [Mind-Affecting].  
☐× **Touch of Idiocy:** SR; None; [Mind-Affecting].

Evoc  
☐† **Continual Flame <sup>M</sup>:** None; [Light].  
☐× **Darkness:** None; [Darkness].  
☐ **Flaming Sphere:** SR; Ref; [Fire].  
☐ **Gust of Wind:** SR; Fort; [Air].  
☐ **Scorching Ray:** SR; None; [Fire].  
☐\* **Shatter:** To creatures: Fort ½. To objects: SR <sup>O</sup>; Will <sup>O</sup> (see text); [Sonic].

Illus  
☐ **Blur:** SR <sup>H</sup>; Will <sup>H</sup>.  
☐ **Hypnotic Pattern:** SR; Will; [Mind-Affecting].  
☐ **Invisibility:** To creatures: SR <sup>H</sup>; Will <sup>H</sup>. To objects: SR <sup>H</sup> <sup>O</sup>; Will <sup>H</sup> <sup>O</sup>.  
☐\* **Magic Mouth <sup>M</sup>:** SR <sup>O</sup>; Will <sup>O</sup>.  
☐ **Minor Image:** Will (if interacted with).  
☐ **Mirror Image:** Personal.  
☐× **Misdirection:** None or Will (see text).  
☐† **Phantom Trap <sup>M</sup>:** None.

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Necro	
<input type="checkbox"/> X	<b>Blindness/Deafness:</b> SR; Fort.
<input type="checkbox"/> X	<b>Command Undead:</b> SR; Will (see text).
<input type="checkbox"/> X	<b>False Life:</b> Personal.
<input type="checkbox"/>	<b>Ghoul Touch:</b> SR; Fort.
<input type="checkbox"/>	<b>Scare:</b> SR; Will part; [Fear] [Mind-Affecting].
<input type="checkbox"/>	<b>Spectral Hand:</b> None.
Trans	
<input type="checkbox"/> X	<b>Alter Self:</b> Personal.
<input type="checkbox"/>	<b>Bear's Endurance:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/>	<b>Bull's Strength:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/>	<b>Cat's Grace:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/> X	<b>Darkvision:</b> SR <sup>H</sup> ; Will <sup>H</sup> .
<input type="checkbox"/>	<b>Eagle's Splendor:</b> SR <sup>H</sup> ; Will <sup>H</sup> .
<input type="checkbox"/>	<b>Fox's Cunning:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/>	<b>Knock:</b> None.
<input type="checkbox"/>	<b>Levitate:</b> None.
<input type="checkbox"/>	<b>Owl's Wisdom:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/> *	<b>Pyrotechnics:</b> See text.
<input type="checkbox"/> X	<b>Rope Trick:</b> None.
<input type="checkbox"/> X	<b>Spider Climb:</b> SR; Ref part.
<input type="checkbox"/> X	<b>Whispering Wind:</b> None; [Air].

3 <sup>rd</sup> -Lv1 Sor/Wiz Spells	
Abjur	
<input type="checkbox"/> *	<b>Dispel Magic:</b> None.
<input type="checkbox"/> X	<b>Explosive Runes:</b> SR; See text; [Force].
<input type="checkbox"/> X	<b>Magic Circle against Chaos/Evil/Good/Law:</b> See text; Will <sup>H</sup> ; [Chaotic or Evil or Good or Lawful].
<input type="checkbox"/>	<b>Nondetection <sup>M</sup>:</b> SR <sup>H</sup> <sup>O</sup> ; Will <sup>H</sup> <sup>O</sup> .
<input type="checkbox"/>	<b>Protection from Energy:</b> SR <sup>H</sup> ; Fort <sup>H</sup> .

<input type="checkbox"/> †	<b>Phantom Steed:</b> None.
<input type="checkbox"/> X	<b>Sepia Snake Sigil <sup>M</sup>:</b> Reflex; [Force].
<input type="checkbox"/> †	<b>Sleet Storm:</b> None; [Cold].
<input type="checkbox"/> X	<b>Stinking Cloud:</b> Fort (see text).
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Summon Monster III:</b> None; [see text].

Div	
<input type="checkbox"/>	<b>Arcane Sight:</b> Personal.
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Cclairaudience/Cclairvoyance:</b>
<input type="checkbox"/>	<b>Tongues:</b> Will <sup>H</sup> .
Ench	
<input type="checkbox"/> X	<b>Deep Slumber:</b> SR; Will; [Mind-Affecting].
<input type="checkbox"/> X	<b>Heroism:</b> SR <sup>H</sup> ; Will <sup>H</sup> ; [Mind-Affecting].
<input type="checkbox"/>	<b>Hold Person:</b> SR; Will (see text); [Mind-Affecting].
<input type="checkbox"/>	<b>Rage:</b> SR; None; [Mind-Affecting].
<input type="checkbox"/> X	<b>Suggestion:</b> SR; Will; [Language-Dependent] [Mind-Affecting].

Evoc	
<input type="checkbox"/> X	<b>Daylight:</b> None; [Light].
<input type="checkbox"/> X	<b>Fireball:</b> SR; Ref ½; [Fire].
<input type="checkbox"/> X	<b>Lightning Bolt:</b> SR; Ref ½; [Electricity].
<input type="checkbox"/> X	<b>Tiny Hut:</b> None; [Force].
<input type="checkbox"/>	<b>Wind Wall:</b> SR; None (see text); [Air].
Illus	
<input type="checkbox"/>	<b>Displacement:</b> SR <sup>H</sup> ; Will <sup>H</sup> .
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Illusory Script <sup>M</sup>:</b> SR; Will (see text); [Mind-Affecting].
<input type="checkbox"/> X	<b>Invisibility Sphere:</b> To creatures: SR <sup>H</sup> ; Will <sup>H</sup> . To objects: SR <sup>H</sup> <sup>O</sup> ; Will <sup>H</sup> <sup>O</sup> .
<input type="checkbox"/>	<b>Major Image:</b> Will (if interacted with).

Necro	
<input type="checkbox"/> X	<b>Gentle Repose:</b> SR <sup>O</sup> ; Will <sup>O</sup> .
<input type="checkbox"/> X	<b>Halt Undead:</b> SR; Will (see text).
<input type="checkbox"/>	<b>Ray of Exhaustion:</b> SR; Fort part (see text).
<input type="checkbox"/>	<b>Vampiric Touch:</b> SR; None.

Trans	
<input type="checkbox"/>	<b>Blink:</b> Personal.
<input type="checkbox"/> X	<b>Flame Arrow:</b> None; [Fire].
<input type="checkbox"/>	<b>Fly:</b> SR <sup>H</sup> ; Will <sup>H</sup> .
<input type="checkbox"/>	<b>Gaseous Form:</b> None.
<input type="checkbox"/> X	<b>Haste:</b> SR <sup>H</sup> ; Fort <sup>H</sup> .
<input type="checkbox"/> X	<b>Keen Edge:</b> SR <sup>H</sup> <sup>O</sup> ; Will <sup>H</sup> <sup>O</sup> .
<input type="checkbox"/> X	<b>Magic Weapon, Greater:</b> SR <sup>H</sup> <sup>O</sup> ; Will <sup>H</sup> <sup>O</sup> .
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Secret Page:</b> None.
<input type="checkbox"/> X	<b>Shrink Item:</b> SR <sup>O</sup> ; Will <sup>O</sup> .
<input type="checkbox"/> X	<b>Slow:</b> SR; Will.
<input type="checkbox"/> X	<b>Water Breathing:</b> SR <sup>H</sup> ; Will <sup>H</sup> .

4 <sup>th</sup> -Lv1 Sor/Wiz Spells	
Abjur	
<input type="checkbox"/>	<b>Dimensional Anchor:</b> SR <sup>O</sup> ; None.
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Fire Trap <sup>M</sup>:</b> SR; Ref ½ (see text); [Fire].
<input type="checkbox"/> X	<b>Globe of Invulnerability, Lesser:</b> None.
<input type="checkbox"/>	<b>Remove Curse:</b> SR <sup>H</sup> ; Will <sup>H</sup> .
<input type="checkbox"/> †	<b>Stoneskin <sup>M</sup>:</b> SR <sup>H</sup> ; Will <sup>H</sup> .

<input type="checkbox"/> X	<b>Black Tentacles:</b> None.
<input type="checkbox"/> X	<b>Dimension Door:</b> To creatures: None. To objects: SR <sup>O</sup> ; Will <sup>O</sup> .
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Minor Creation:</b> None.
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Secure Shelter:</b> None.
<input type="checkbox"/>	<b>Solid Fog:</b> None.
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Summon Monster IV:</b> None; [see text].

Div	
<input type="checkbox"/> X	<b>Arcane Eye:</b> None.
<input type="checkbox"/> X	<b>Detect Srying:</b> None.
<input type="checkbox"/> X	<b>Locate Creature:</b> None.
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Srying <sup>F</sup>:</b> SR; Will.
Ench	
<input type="checkbox"/> X	<b>Charm Monster:</b> SR; Will; [Mind-Affecting].
<input type="checkbox"/> X	<b>Confusion:</b> SR; Will; [Mind-Affecting]
<input type="checkbox"/> X	<b>Crushing Despair:</b> SR; Will; [Mind-Affecting].
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Geas, Lesser:</b> SR; Will; [Language-Dependent] [Mind-Affecting].

Evoc	
<input type="checkbox"/>	<b>Fire Shield:</b> Personal; [Fire or Cold].
<input type="checkbox"/> X	<b>Ice Storm:</b> SR; None; [Cold].
<input type="checkbox"/>	<b>Resilient Sphere:</b> SR; Ref; [Force].
<input type="checkbox"/> X	<b>Shout:</b> SR <sup>O</sup> ; Fort part or Reflex <sup>O</sup> (see text); [Sonic].
<input type="checkbox"/>	<b>Wall of Fire:</b> SR; None; [Fire].
<input type="checkbox"/>	<b>Wall of Ice:</b> SR; Ref (see text); [Cold].

<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Hallucinatory Terrain:</b> Will (if interacted with).
<input type="checkbox"/> X	<b>Illusory Wall:</b> Will (if interacted with).
<input type="checkbox"/>	<b>Invisibility, Greater:</b> Will <sup>H</sup> .
<input type="checkbox"/>	<b>Phantasmal Killer:</b> SR; Will (if interacted with, then Fort part (see text); [Mind-affecting].
<input type="checkbox"/> X	<b>Rainbow Pattern:</b> SR; Will; [Mind-Affecting].
<input type="checkbox"/> *	<b>Shadow Conjuration:</b> SR (see text); Will (if interacted with (see text).

Necro	
<input type="checkbox"/> †	<b>Animate Dead <sup>M</sup>:</b> None; [Evil].
<input type="checkbox"/> X	<b>Bestow Curse:</b> SR; Will.
<input type="checkbox"/>	<b>Contagion:</b> SR; Fort; [Evil].
<input type="checkbox"/>	<b>Enervation:</b> SR; None.
<input type="checkbox"/> X	<b>Fear:</b> SR; Will part; [Fear] [ Mind-Affecting].

Trans	
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Enlarge Person, Mass:</b> SR; Fort.
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Mnemonic Enhancer <sup>F</sup>:</b> Personal.
<input type="checkbox"/>	<b>Polymorph:</b> None.
<input type="checkbox"/>	<b>Reduce Person, Mass:</b> SR; Fort.
<input type="checkbox"/>	<b>Stone Shape:</b> None; [Earth].

5 <sup>th</sup> -Lv1 Sor/Wiz Spells	
Abjur	
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Break Enchantment:</b>
<input type="checkbox"/>	<b>Dismissal:</b> SR; Will (see text).

<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Mage's Private Sanctum:</b> None.
Conj	
<input type="checkbox"/> X	<b>Cloudkill:</b> Fort part (see text).
<input type="checkbox"/> X	<b>Mage's Faithful Hound:</b> None.
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Major Creation:</b> None.
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Planar Binding, Lesser:</b> See text; Will; [See text].

<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Secret Chest <sup>F</sup>:</b> None.
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Summon Monster V:</b> None; [See text].
<input type="checkbox"/> †	<b>Teleport:</b> SR <sup>O</sup> ; None and Will <sup>O</sup> .
<input type="checkbox"/>	<b>Wall of Stone:</b> See text; [Earth].
Div	
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Contact Other Plane:</b> Personal.
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Prying Eyes:</b> None.
<input type="checkbox"/> X	<b>Telepathic Bond:</b> None.

<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Dominate Person:</b> SR; Will; [Mind-Affecting].
<input type="checkbox"/>	<b>Feeblemind:</b> SR; Will; [Mind-Affecting].
<input type="checkbox"/>	<b>Hold Monster:</b> SR; Will (see text); [Mind-Affecting].
<input type="checkbox"/> X	<b>Mind Fog:</b> SR; Will; [Mind-Affecting].
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Symbol of Sleep <sup>M</sup>:</b> SR; Will; [Mind-Affecting].

Evoc	
<input type="checkbox"/> X	<b>Cone of Cold:</b> SR; Ref ½; [Cold].
<input type="checkbox"/>	<b>Interposing Hand:</b> SR; None; [Force].
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Sending:</b> None.
<input type="checkbox"/>	<b>Wall of Force:</b> .

<input type="checkbox"/> *	<b>Dream:</b> SR; None; [Mind-Affecting].
<input type="checkbox"/> †	<b>False Vision <sup>M</sup>:</b> None.
<input type="checkbox"/> X	<b>Mirage Arcana:</b> Will (if interacted with).
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Nightmare:</b> SR; Will (see text); [Evil] [Mind-Affecting].
<input type="checkbox"/>	<b>Persistent Image:</b> Will (if interacted with).
<input type="checkbox"/> X	<b>Seeming:</b> See text.
<input type="checkbox"/> *	<b>Shadow Evocation:</b> SR; Will (if interacted with).

Necro	
<input type="checkbox"/> X	<b>Blight:</b> SR; Fort ½ (see text).
<input type="checkbox"/> †	<b>Magic Jar <sup>F</sup>:</b> SR; Will (see text).
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Symbol of Pain <sup>M</sup>:</b> SR; Fort; [Evil].
<input type="checkbox"/> X	<b>Waves of Fatigue:</b> SR; None.

Trans	
<input type="checkbox"/> X	<b>Animal Growth:</b> SR; Fort.
<input type="checkbox"/> X	<b>Baleful Polymorph:</b> SR; Fort then Will part.
<input type="checkbox"/> *	<input checked="" type="checkbox"/> <b>Fabricate:</b> None.
<input type="checkbox"/> X	<b>Overland Flight:</b> Personal.
<input type="checkbox"/> X	<b>Passwall:</b> None.
<input type="checkbox"/> *	<b>Telekinesis:</b> SR <sup>O</sup> (see text); Will <sup>O</sup> or None (see text).
<input type="checkbox"/> X	<b>Transmute Mud to Rock:</b> See text; [Earth].
<input type="checkbox"/> X	<b>Transmute Rock to Mud:</b> See text; [Earth].

Univ	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Permanency <sup>X</sup>:</b> None.

6 <sup>th</sup> -Lv1 Sor/Wiz Spells	
Abjur	
<input type="checkbox"/> X	<b>Antimagic Field:</b> See text; None.
<input type="checkbox"/> *	<b>Dispel Magic, Greater:</b> None.
<input type="checkbox"/> X	<b>Globe of Invulnerability:</b> None.
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Guards and Wards:</b> See text; See text.
<input type="checkbox"/> †	<b>Repulsion:</b> SR; Will.

<input type="checkbox"/> X	<b>Acid Fog:</b> None; [Acid].
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Planar Binding:</b> See text; Will; [See text].
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Summon Monster VI:</b> None; [See text].
<input type="checkbox"/> †	<b>Wall of Iron <sup>M</sup>:</b> See text.
Div	
<input type="checkbox"/> †	<b>Analyze Dweomer <sup>F</sup>:</b> None or Will (see text).
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Legend Lore <sup>M</sup> <sup>F</sup>:</b> Personal.
<input type="checkbox"/> †	<b>True Seeing <sup>M</sup>:</b> SR <sup>H</sup> ; Will <sup>H</sup> .

<input type="checkbox"/> †	<b>Ench</b>
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Geas/Quest:</b> SR; Will; [Language Dependent] [Mind-Affecting].
<input type="checkbox"/>	<b>Heroism, Greater:</b> SR <sup>H</sup> ; Will <sup>H</sup> ; [Mind-Affecting].
<input type="checkbox"/> X	<b>Suggestion, Mass:</b> SR; Will; [Language Dependent] [Mind-Affecting].
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Symbol of Persuasion <sup>M</sup>:</b> SR; Will; [Mind-Affecting].

Evoc	
<input type="checkbox"/> X	<b>Chain Lightning:</b> SR; Ref ½; [Electricity].
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Contingency <sup>F</sup>:</b> Personal.
<input type="checkbox"/>	<b>Forceful Hand:</b> SR; None; [Force].
<input type="checkbox"/> X	<b>Freezing Sphere:</b> SR; Ref ½ (see text); Cold].

Illus	
<input type="checkbox"/>	<b>Mislead:</b> None or Will (if interacted with) (see text).
<input type="checkbox"/> X	<b>Permanent Image:</b> Will (if interacted with).
<input type="checkbox"/> *	<b>Programmed Image <sup>M</sup>:</b> Will (if interacted with).
<input type="checkbox"/> X	<b>Shadow Walk:</b> SR; Will.
<input type="checkbox"/> X	<b>Veil:</b> SR (see text); Will (see text).

Necro	
<input type="checkbox"/> †	<b>Circle of Death <sup>M</sup>:</b> SR; Fort; [Death].
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Create Undead <sup>M</sup>:</b> None; [Evil].
<input type="checkbox"/>	<b>Eyebite:</b> SR; Fort; [Evil].
<input type="checkbox"/> †	<input checked="" type="checkbox"/> <b>Symbol of Fear <sup>M</sup>:</b> SR; Will; [Fear] [Mind-Affecting].
<input type="checkbox"/>	<b>Undeath to Death <sup>M</sup>:</b> SR; Will.

Trans	
<input type="checkbox"/> X	<b>Bear's Endurance, Mass:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/> X	<b>Bull's Strength, Mass:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/> X	<b>Cat's Grace, Mass:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/> X	<b>Control Water:</b> None (see text); [Water].
<input type="checkbox"/>	<b>Disintegrate:</b> SR; Fort part <sup>O</sup> .
<input type="checkbox"/> X	<b>Eagle's Splendor, Mass:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/>	<b>Flesh to Stone:</b> SR; Fort.
<input type="checkbox"/> X	<b>Fox's Cunning, Mass:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/>	<b>Mage's Lucubration:</b> Personal.
<input type="checkbox"/> X	<input checked="" type="checkbox"/> <b>Move Earth:</b> None; [Earth].
<input type="checkbox"/> X	<b>Owl's Wisdom, Mass:</b> SR; Will <sup>H</sup> .
<input type="checkbox"/>	<b>Stone to Flesh:</b> SR; Fort <sup>O</sup> (see text).
<input type="checkbox"/> †	<b>Transformation <sup>M</sup>:</b> Personal.

7 <sup>th</sup> -Lv1 Sor/Wiz Spells	
Abjur	
<input type="checkbox"/> X	<b>Banishment:</b> SR; Will.
<input type="checkbox"/> X	<b>Sequester:</b> To creatures: None. To objects: SR <sup>O</sup> ; Will <sup>O</sup> .

<input type="checkbox"/> X	<b>Spell Turning:</b> Personal.
Conj	
<input type="checkbox"/> †	<b>Instant Summons <sup>M</sup>:</b> None.
<input type="checkbox"/> X	<b>Mage's Magnificent Mansion <sup>F</sup>:</b> None.
<input type="checkbox"/> X	<b>Phase Door:</b> None.
<input type="checkbox"/> †	<b>Plane Shift <sup>F</sup>:</b> SR; Will.
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Summon Monster VI:</b> None; [See text].
<input type="checkbox"/> †	<b>Teleport, Greater:</b> SR <sup>O</sup> ; Will <sup>O</sup> .
<input type="checkbox"/> †	<b>Teleport Object:</b> .
Div	
<input type="checkbox"/>	<b>Arcane Sight, Greater:</b> Personal.
<input type="checkbox"/> X	<b>Srying, Greater:</b> SR; Will.
<input type="checkbox"/> †	<b>Vision <sup>M</sup> <sup>X</sup>:</b> Personal.

☐: Readied  
\*: read spell

empty: **Rote**, 1 std action  
X: **Restricted**  
†: **Ritual**

☒: Longer than 1 std action