

Witch (GR)

Spell level 0

Arcane Mark	Inscribes a personal rune (visible or invisible).
Comrade's Trail	You create a magical trail only your friends can see
Conjurer's Toolbelt	Conjures any small tool for 1 minute/level
Conviviality	Enhance the atmosphere of social gatherings
Cure Minor Wounds	Cures 1 point of damage
Dancing Lights	Creates torches or other lights
Daze	Humanoid creature of 4 HD or less loses next action
Detect Disease	Detects the presence and type of disease
Detect Magic	Detects spells and magic items within 60 ft
Detect Poison	Detects poison in one creature or object
Distraction	You cause some to look away for a round.
Enchanting Flavor	Improves the taste of food.
Flare	Dazzles one creature (-1 on attack rolls).
Ghost Sound	Figment sounds
Hygiene	Cleans creature of dirt and odors
Keep Dry	One object resists water
Keep Fresh	1 lb. of food does not spoil
Know Direction	You discern north
Learn Heritage	Conveys details about a subject's family and ancestry
Light	Object shines like a torch
Long Flame	Candle, torch, or lantern lasts longer than normal.
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 Organ	Protects one detached organ from decay for 24 hours
Prestidigitation	Performs minor tricks.
Quill	Creates a writing quill with limitless ink
Recent Occupant	Learn name and race of last creature in area.
Resistance	Subject gains +1 on saving throws
Shelve	Places a book back on its shelf in the proper place
Silent Portal	Negates sound from door or window.
Snooze	As sleep, but 1d4 HD affected
Sobriety	Eliminates the effects of alcohol

Stick	Glues an object weighing 5 pounds or less to another object.
Summarize	Summarizes the contents of any book
Transcribe	Creates a page of text instantly.
Unnerving Gaze	Subject takes -1 penalty on attacks for 1d3 rounds
Virtue	Subject gains 1 temporary hp.

Spell level 1

Aberrate	Subject becomes an aberration
Accelerated Movement	Balance, Climb, or Move Silently at normal speed with no penalty on the check
Acidic Curse	1d6 acid damage and 1d4 rounds of blindness.
Alarm	Wards an area for 2 hours/level
Anavar's Anticipated Attack	Next attack against you suffers a -20 penalty.
Animate Rope	Makes a rope move at your command
Appraising Touch	Gain +10 bonus on Appraise checks.
Babau Slime	Secrete a body-covering acid that damages foes weapons
Bad Luck	Target creature gains -1 penalty to attack rolls and Reflex saves
Bestow Wound	Caster transfers 1 hp/level of wounds to another
Betray the Years	Object becomes immune to aging.
Black Bag	Creates extradimensional bag of torture tools
Blissful Sleep	Target can sleep even in uncomfortable conditions.
Blood Spikes	Inflicts 3d6 damage and allows subject to add +1d6 damage to unarmed and grapple attacks.
Burning Rage	Subject takes 4 points of damage/round, gains attack bonus and DR
Buzzing Bee	Bee gives subject -10 penalty on Move Silently and Concentration checks
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds
Charm Item	Charms intelligent item
Charm Person	Makes one person your friend
Cheat	Caster rerolls when determining the success of a game of chance
City's Whispers	City spirits bring you information and rumors
Command	One subject obeys selected command for 1 round
Compass	The caster can determine directions with perfect accuracy.
Compelling Question	Target must answer a simple question.
Comprehend Languages	You understand all spoken and written languages

Confusion, Lesser	One creature is confused for 1 round	Friendly Face	Gain +5 bonus on Diplomacy and Gather Information checks
Conjure Spice	You conjure spice to flavor a meal for up to 15 people	Glamour	Caster becomes physically attractive
Crafter's Blessing	+10 to craft checks for 1 week	Good Luck	Target creature gains +1 luck bonus to attack rolls and Reflex saves
Crafter's Curse	-10 to craft checks for 1 week	Harvest Magic Sand	Gather 1d10 ounces of magic sand/level
Creature Loresight	Provides detail about creature touched.	Horrible Taste	Touched creature or object nauseates biting or swallowing foes.
Cure Light Wounds	Cures 1d8 damage +1/level (max +5).	Hypnotism	Fascinates 2d4 HD of creatures
Darklight	Creates 5-ft-radius area where all can see without light	Identify	Determines properties of magic item
Dead End	Removes spoor of one creature/level.	Identify Scrier	Gives you name of person scrying on you.
Deep Breath	Your lungs are filled with air.	Incite	Subject can't ready actions or delay
Detect Curse/Taboo	Detects curses and taboos	Inhibit	Subject delays until next round
Detect Doorway	Detect presence of Fey backroads within 60 ft.	Invisible Familiar	Familiar becomes invisible.
Detect Fey	Reveals fey creatures within range	Iron Shard	Shoots an iron needle for 1d4+level (1d6+level vs Fey) damage
Detect Secret Doors	Reveals hidden doors within 60 ft	Jinx	Subject gets +30 bonus on Disable Device checks to sabotage a mechanism.
Discern Bloodline	Know the race of one creature/level	Locate City	Find nearest city
Disguise Self	Changes your appearance	Locate Touchstone	Find nearest planar touchstone on the plane you currently inhabit
Distract	Subjects take -4 on Concentration, Listen, Search, and Spot.	Locate Water	Reveals location, size, and quality of water sources
Doom	One subject takes -2 on attack rolls, damage rolls, saves, and checks	Low-Light Vision	See twice as far as a human in poor illumination
Drug Resistance	Subject is immune to addiction	Mage Hand, Greater	40-lb telekinesis
Earth Fist	Your hands become stony, increasing unarmed attack effects.	Magical Performance	Bestows +5 circumstance bonus to Perform checks
Ease Labor	Subject gets +30 bonus on Escape Artist checks.	Master's Touch	You gain proficiency in a weapon or shield touched for 1 minute/level
Endure Elements	Exist comfortably in hot or cold environments	Minor Lasting Image	Creates permanent, tiny, immobile image.
Enhance Familiar (BOEM3)	Familiar gains +2 to Con and Dex, +10 to speed	Mount	Summons riding horse for 2 hours/level
Expeditious Retreat	Your speed increases by 30 ft.	Nature's Aspect	Temporarily gain an Aspect of Nature
Extract Drug	Creates drug from inanimate object	Nystul's Magic Aura	Alters object's magic aura
Eyes of the Avoral	Subject gains +8 on Spot checks	Object Loresight	Provides detail about an object touched.
Faerie's Gold	Transform minute quantity of metal into gold for the duration	Obscure Object	Masks object against scrying.
Familiar Pocket	Garment or container becomes extradimensional safe haven for your familiar	Obscuring Mist	Fog surrounds you
Feather Fall	Objects or creatures fall slowly	Phantom Threat	Subject thinks it is flanked.
Fey Storage	Creates an extradimensional space to hide things.	Portal Beacon	You grant others knowledge of a magic portal's location.
Floating Object	You cause an object to float in mid-air	Power Word Fatigue	Make one creature with 100 hp or less fatigued
Forgetfulness	Causes enemies to forget their spells and imposes a -2 penalty to Intelligence-based skill checks	Power Word Pain	Deal 1d6 hp per round to one creature with 100 hp or less
		Precise Vision	+5 to Spot and Search
		Protect Familiar	Familiar gains +1 armor bonus to AC/level

Quicken Healing	Doubles subjects normal healing rate for 1 day/level (max 5)
Quickswim	Your swim speed increases by 10 ft.
Raging Flame	Fires burn twice as hot, half as long.
Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels
Remove Scent	Hides touched creature's scent.
Resist Planar Alignment	Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane
Resist Scrying	Adds +10 bonus to opponent's Scry check DC.
Sacrificial Skill	Caster gains +5 bonus on Knowledge (religion) checks made during sacrifice
Scatterspray	Group of small objects flies apart in a burst.
Serene Visage	Gain insight bonus on Bluff checks equal to half your level.
Shieldbearer	Shield floats near subject to offer protection.
Silent Image	Creates minor illusion of your design
Sleep	Puts 4 HD of creatures into magical slumber
Slide	Move subject 5 feet.
Slow Burn	Fires burn twice as long.
Snowdrift	Forms existing snow into another shape
Soothie	Negates the effects of pain for 1 hour/level
Sorrow	Subject takes -3 penalty on attacks, saves, and checks
Spontaneous Search	Instantly Search area as if having taken 10.
Stupor	One helpless subject is put in a state that allows him to be moved but take no other actions
Summon Fey I	Calls Fey creature to fight for you
Summon Monster I	Calls extraplanar creature to fight for you
Sunstroke	Target takes 2d6 nonlethal damage and is fatigued
Suspend Disease	Keeps disease from harming creature for 24 hours
Tasha's Hideous Laughter	Subject loses actions for 1 round/ level
Tasha's Tickle Finger	Finger of magical force distracts opponents, imposing a -2 penalty to attack rolls and saving throws
Thunderhead	Small lightning bolts deal 1d6 damage/round.
Undetectable Alignment	Conceals alignment for 24 hours
Unseen Servant	Invisible force obeys your commands
Ventriloquism	Throws voice for 1 min./level
Wall of Smoke	Wall of black smoke obscures vision and nauseates those who pass through.
Wave Blessing	Keeps one creature/level from sinking.

Web Walking	Caster may walk through natural and magical webs as if they were not there
Wings of the Sea	+30 ft. to subject's swim speed.

Spell level 2

Acidic Vapors	Imbues an existing fog spell with acidic properties.
Addiction	Subject becomes addicted to a drug
Aerial Alarm	Wards an area for 2 hours/level
Agony	Creature suffers blinding pain for 1 round/level
Aiming at the Target	+10 bonus on Concentration checks for previously cast spell
Align Fang	Natural weapon becomes good, evil, lawful, or chaotic
Alter Self	Assume form of a similar creature
Animal Messenger	Sends a Tiny animal to a specific place
Animal Trance	Fascinates 2d6 HD of animals
Animalistic Power	Subject gains +2 bonus to Str, Dex, and Con
Arphad's Slithering Snake	Conjures a snake that infests the target's armor, distracting him.
Ashstar	Hovering construct dehydrates a wounded creature
Augment Familiar	Your familiar becomes more powerful
Balancing Lorecall	You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance
Bear's Endurance	Subject gains +4 to Con for 1 min./level
Belker Claws	One touch/level deals 2d12 damage and lingers +1 round/3 levels
Blindness/Deafness	Makes subject blind or deaf
Blur	Attacks miss subject 20% of the time
Body of the Sun	Your body emanates fire, dealing 1d4/2 levels damage
Bristle	Armor spikes attack with wearer.
Brumal Stiffening	Brittle weapon's hardness reduced by 5
Bull's Strength	Subject gains +4 to Str for 1 min./level
Calm Emotions	Calms creatures, negating emotion effects
Cat's Grace	Subject gains +4 to Dex for 1 min./level
Chain of Eyes	You send magical sensor to infiltrate an area
Choke	Target takes 1d4 points of damage each round from strangling hands.
Claws of Darkness	Claws deal 1d8 cold damage and have reach.
Conjure Elemental Wisp	You summon a tiny elemental servant
Continual Flame	Makes a permanent, heatless torch
Create Magic Tattoo	Subject receives a magic tattoo with various effects.

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

Curse of Impending Blades Subject takes -2 penalty to AC

Daggerspell Stance You gain a +2 insight bonus on attack and damage if you make a full attack; SR 5 + caster level if you fight defensively; and DR 5/magic if you use the total defense action

Dance of Ruin Nondemons take 2d20 points of damage

Darkness 20-ft. radius of supernatural shadow

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

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

Delusions of Grandeur Subject thinks it is better than it is.

Dessicate (II) Deals 1d6/2 levels of dessication damage and dehydrates living creature

Detect Aberration Detects the presence of Aberrations

Detect Fey Doorway Reveals doorways to fey sideroads within 60 ft.

Detect Thoughts Allows "listening" to surface thoughts

Dig Creates a hole in the earth, or deals 2d6+1/level points of damage to earth creatures

Discern Shapechanger Penetrates disguises and identifies shapechanging creatures

Dreamspeak Compel target creature to speak

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

Earthbind Flying creature loses flying ability.

Earthen Grasp Arm made of earth and soil grapples foes

Elation Allies gain +2 to Strength and Dexterity, +5 ft of speed

Enhance Familiar Your familiar gains +1 to attack and damage / 3 levels (max +5)

Enthrall Captivates all within 100 ft. + 10 ft./level

Entice Gift Creature gives caster what it is holding

Faerie Dance Compels target creature to dance

Fins to Feet Transforms tails and fins into legs and feet.

Fly, Swift Gain fly speed of 60 ft for 1 round

Fox's Cunning Subject gains +4 to Int for 1 min./level

Frost Breath Icy breath deals 1d4 damage/2 levels.

Frost Weapon Weapon gains frost special ability, +1d6 cold damage

Gaze Screen Subject has 50% chance to avoid gaze attacks

Glob of Sap Summons ball of sticky sap to bind creature

Graz'zt's Long Grasp Caster's hand flies from her arm to make grapple attacks

Healing Sting Touch deals 1d12 damage +1/level; caster gains damage as hp.

Heroism Gives +2 on attack rolls, saves, skill checks

Hold Person Paralyzes one humanoid for 1 round/level

Hurl Thrown weapon returns to thrower.

Hypnotic Pattern Fascinates (2d4 + level) HD of creatures

Invisibility Subject is invisible for 1 min./level or until it attacks

Jaws of the Moray Subject gains a bite attack.

Kuo-Toa Skin Subject gains +8 on Escape Artist checks and cannot be snared by webs.

Lethality Denied Subdual damage rather than normal on a killing blow.

Locate Object Senses direction toward object (specific or type)

Magic Mouth Speaks once when triggered

Mark of Air Subject has +2 Dex plus other power.

Mark of Earth Subject has +2 Strength plus other power.

Mark of Fire Subject has +2 Dex and other power.

Mark of Frost Subject has +1 AC plus other power

Mark of Water Subject has +2 Con plus other power.

Mark of Water, Greater Subject can breathe water and has other power.

Minor Image As silent image, plus some sound

Mire Stone and earth entangle foes.

Mirror Image Creates decoy duplicates of you (1d4 +1 per three levels, max 8)

Misdirection Misleads divinations for one creature or object

Mountain Stance Subject becomes hard to move.

Numbing Sphere Creates rolling ball of intense cold that deals 1d6 cold damage plus 1d4 Dex damage, lasts 1 round/level

Obscuring Snow Obscures sight in a 30 ft radius around the caster

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

Phantasmal Assailants Nightmare creatures strike target for 8 Wis damage, 8 Dex damage

Phantom Foe Subject is always flanked by one creature.

Phantom Trap Makes item seem trapped

Play the Fool Casters think spells were effective when they weren't

Power Word Sicken Sickens one creature with 100 hp or less

Pressure Sphere Water pressure deals 4d6 damage to submerged targets.

Protect Book Target books gain resistance 5 versus elemental damage and slows the book's aging

Protection from Arrows Subject immune to most ranged attacks

Proud Arrogance Targets gain +4 bonus on saves against Charm, Compulsion, and Fear

Pyrotechnics	Turns fire into blinding light or choking smoke
Rage	Gives +2 to Str and Con, +1 on Will saves, -2 to AC
Ray of Stupidity	Victim takes 1d4+1 Intelligence damage.
Rebuke	Subject is dazed 1 round, then shaken.
Reflective Disguise	Viewers see you as their own species and gender.
Sadism	For every 10 hp damage caster deals, he gains +1 on attacks, saves, and checks
Sap Strength	Subject becomes exhausted
Scale Weakening	Subject's natural armor weakens.
Scare	Panics creatures of less than 6 HD
Second Sight	See creatures concealed by invisibility or fey mask
Shadow Mask	Grants +4 on saves against light spells, protection from gaze attacks.
Shadow Radiance	Area filled with intense light that grows brighter.
Shadow Spray	Deals 4 points of Str damage and dazes.
Silence	Negates sound in 15-ft. radius
Slide, Greater	Move subject 20 feet.
Snake's Swiftess	Subject immediately makes one attack
Speak to Allies	Whispered conversation at distance
Speak with Animals	You can communicate with animals
Spell Missile	Imbue a missile weapon with a spell
Steal Size	Humanoid creature doubles in size as targeted humanoid halves in size
Sting Ray	Subject of ray can take only standard or move action, has -2 AC, and must make Concentration checks to cast spells.
Suggestion	Compels subject to follow stated course of action
Summon Fey II	Summons fey creature to fight for you
Summon Monster II	Calls extraplanar creature to fight for you
Summon Swarm	Summons swarm of bats, rats, or spiders
Surefooted Stride	You can move over rubble as easily as you can over open ground.
Swim	Subject gains swim speed, +8 bonus on swim checks
Tern's Persistence	Subject can travel overland 50% longer without fatigue.
Tongues	Speak any language
Touch of Idiocy	Subject takes 1d6 points of Int, Wis, and Cha damage
Urchin's Spines	Target grows spines that damage opponents.
Veil of Shadow	Darkness grants you concealment
Vigilant Guardians	Weapons float around the caster's head and attack nearby targets

Vision of Entropy	Confronts target with a vision of the Abyss that causes increasing fear
Wall of Gloom	Shadow barrier obscures vision and deters passage
Wave of Grief	Cone imposes -3 penalty in attacks, checks, and saves
Whispering Wind	Sends a short message 1 mile/level
Wings of Air	Subject's flight maneuverability improves by one step.
Wracking Touch	Deal 1d6 damage +1/level, you also deal sneak attack damage if you have any
Zone of Glacial Cold	Deals 1d6 cold damage to all creatures in area

Spell level 3

Absorb Information	Absorb 10 pages of written information/level in 1 minute
Activate Bloodline Power	Certain subjects gain ability based on heritage.
Air Breathing	The target creature or creatures can breathe air
Align Fang, Mass	Allies' natural weapons becomes good, evil, lawful, or chaotic
Alter Fortune	Cause one creature to reroll any die roll
Anchor Fey	Prevents fey creature from leaving plane
Anticipate Teleportation	Predict and delay the arrival of creatures teleporting into range by 1 round
Arcane Sight	Magical auras become visible to you
Arctic Haze	Fog obscures vision and deals 4 cold damage/round
Arms of Plenty	Grow two additional arms
Avoid Planar Effects	Provides temporary protection against overtly damaging planar traits.
Bestow Curse	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Bite of the Wererat	You gain the Dexterity and attacks of a wererat.
Blood Snow	Area of fallen snow drains 1d2 points of Con/round and causes nausea
Bone Tattoo	SR of 10+level against cold, polymorph, and mind-affecting spells.
Capricious Zephyr	Gale-force winds push creatures.
Chameleon Skin	Target gains partial concealment and +10 on Hide checks
Charm Monster	Makes monster believe it is your ally
Circle Dance	Indicates direction to known individual.
Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level
Close Wounds	Cure 2d4 damage, even on another's turn (immediate)

Compelling Question, Greater	Target must answer question	Floor of Fire	Creates a horizontal sheet of flames above the ground, causing 1d6+1 points of damage to creatures within
Confusion	Subjects behave oddly for 1 round/level	Fortify Familiar	Your familiar gains 2d8 temporary hp, +2 to armor, 25% chance to avoid extra sneak attack and critical hit damage.
Contagious Fog	20-ft.-radius cloud of fog inflicts disease.	Garble	Render a target's speech unintelligible to others
Contest of Wills	Subject and caster are locked in mental struggle	Gaseous Form	Subject becomes insubstantial and can fly slowly
Control Temperature	Raise or lower temperature by one band/5 levels	Geas, Lesser	Commands subject of 7 HD or less
Corpse Candle	Ghostly hand and candle sheds light, affects incorporeal creatures	Giant's Wrath	Pebbles you throw become boulders.
Create Food and Water	Feeds three humans (or one horse)/level	Girallon's Blessing	Subject gains one additional pair of arms.
Cruel Disappointment	Fools subject for 1 round, then -4 penalty on attacks, saves, and checks	Glibness	You gain +30 bonus on Bluff checks, and your lies can escape magical discernment
Crushing Despair	Subjects take -2 on attack rolls, damage rolls, saves, and checks	Glimpse of Truth	Caster gets an answer to a yes or no question
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15)	Good Hope	Subjects gain +2 on attack rolls, damage rolls, saves, and checks
Curse of Arrow Attraction	Subject takes -5 penalty to AC against ranged attacks	Haboob	Cloud of dust obscures sight and abrades those passing through it
Curse of Ill Fortune	Target suffers -3 penalty on attacks, checks, and saves	Harvest Breath of Life	Draw out a target's Constitution to power spells
Curse of Impending Blades, Mass	Enemies take -2 penalty to AC	Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves
Curse of the Putrid Husk	Subject is unconscious for 1d10 minutes	Healing Touch	You take up to 1d6 points of damage/2 levels and heal target that amount
Daylight	60-ft. radius of bright light	Ice Lance	Changes ice into lance, which attacks subject for 6d6 damage and stuns for 1d4 rounds.
Deep Slumber	Puts 10 HD of creatures to sleep	Immobilize	Renders Constructs unable to move
Detect Ship	Detect and identify ships.	Instant Fact	Makes subject accept one item of information as a fact.
Dispel Magic	Cancels magical spells and effects	Invisibility Sphere	Makes everyone within 10 ft. invisible
Displacement	Attacks miss subject 50%.	Invoke the Cerulean Sign	Aberrations become sickened, nauseated, dazed, or stunned
Distilled Joy	Creates ambrosia	Item from Beyond	Sends object to scried subject
Doom Fog	Creates a bank of fog that provides concealment and imposes a -2 penalty to the attack rolls, skill checks, and saving throws of those inside	Jevicca's Just Reversal	Reflects enchantment back at caster.
Earthen Grace	Subject takes only nonlethal damage from stone and earth.	Junglerazer	Fey, vermin, plants, and animals take 1d10 damage/level.
Enlarge Familiar	Doubles your familiar's size and hit dice for 1 round/level	Kin Link	Creates mental connection between relatives.
Evil Eye	Subject takes -4 penalty on attacks, saves, and checks	Leomund's Tiny Hut	Creates shelter for ten creatures
Extended Charge	Allows the use of a charged item without losing a charge.	Luck of the Fey	Target rerolls last die roll and takes new result
Family Curse	Curse affects 1d6 members of targets family.	Magic Circle Against Chaos	As protection spells, but 10-ft. radius and 10 min./level
Favorable Wind	Produces a strong wind that lasts 10 min./level.	Magic Circle Against Evil	As protection spells, but 10-ft. radius and 10 min./level
Fear	Subjects within cone flee for 1 round/level	Magic Circle Against Good	As protection spells, but 10-ft. radius and 10 min./level
Fey Mask	As invisibility, plus selected creatures can see targets	Magic Circle Against Law	As protection spells, but 10-ft. radius and 10 min./level
Fey Ward	Barrier keeps out fey creatures		

Major Image	As silent image, plus sound, smell and thermal effects
Mantle of Shadows	Grants subject concealment and +4 bonus on Hide checks
Multiply	Makes females fertile and causes children to grow quickly
Phantom Guardians	Create illusion of group of guards
Phantom Steed	Magic horse appears for 1 hour/level
Power Word Deafen	Deafens one creature with 100 hp or less
Power Word Maladroit	Deals 2 points Dex damage to one creature with 75 hp or less
Power Word Weaken	Deals 2 points of Str damage to one creature with 75 hp or less
Primal Form	You change into elemental, gain some abilities.
Protection from Dessication	Absorb 10 points/level of dessication damage
Rary's Lesser Telepathic Bond	Link with subject within 30 ft. for 10 minutes/level.
Ray of Dizziness	Subject can take only move or standard actions.
Ray of Exhaustion	Ray makes subject exhausted
Reality Blind	Subject can take no actions, and afterward does not heal naturally
Regal Procession	Summons riding horses for 2 hours/level
Remove Blindness/Deafness	Cures normal or magical conditions
Remove Curse	Frees object or person from curse
Resist Taint	Bestows +4 bonus on saves against taint.
Restore Page	Fragments of a single page are restored completely
Reveal Ward	Reveals invisible wards and allows the caster to determine the type and number of spells in a ward
Revitalize Legacy, Least	Get extra use of chosen least legacy ability
Scribe	Copies text to blank pages
Scrying	Spies on subject from a distance
Secret Page	Changes one page to hide its real content
See Invisibility	Reveals invisible creatures or objects
Servant Horde	Creates 2d6 unseen servants +1/level (max +15)
Shadow Binding	Ribbon-like shadows daze and entangle creatures in 10-ft-radius burst
Shadow Cache	You open a small portal to the Plane of Shadow through which you can put an item for later retrieval.
Shadow Phase	Subject becomes partially incorporeal.

Sign of Sealing	Magical sigil protects door or chest, deals 1d4/level damage (max 10d4) if opened
Sleep, Greater	Puts 4d6 HD (max 10HD) worth of creatures to sleep.
Slow	One subject/level takes only one action/round, -2 to AC and attack rolls
Snake's Swiftmess, Legion's	Subjects immediately make one attack each
Spiderskin	Subject gains increasing bonus to natural armor bonus, saves against poison, and Hide checks.
Stars of Arvandor	Tiny starbursts each deal 1d8 damage (half nonlethal), or 1d8 lethal damage to evil creatures
Step Sideways	Make a 5 ft step into between and remain there for 1 round/level
Storm Mote	Dust Devil of flensing sand
Summon Fey III	Summons fey creature to fight for you
Summon Monster III	Calls extraplanar creature to fight for you
Thin Air	Creatures suffer from altitude sickness
Undulant Innards	Gain immunity to extra damage from critical hits and sneak attacks
Whisper Geas	Target must share information with everyone she meets
Whispering Sand	Sand delivers your message
Wing Wither	Reduce maneuverability and flying speed of target for 1 round/level

Spell level 4

Aboleth Curse	Subject's skin undergoes a horrible transformation
Affliction	Infects evil subject with chosen affliction
Animate Dead	Creates undead skeletons and zombies
Antilife Filter	As antilife shell, except effective against only one creature type
Apolioth's Condemnation	Burst inflicts subdual damage and entangles foes.
Arcane Eye	Invisible floating eye moves 30 ft./round
Attune Form	Grant target creature temporary protection against overtly damaging planar traits
Baleful Blink	Subject has 50% chance of failure on attacks and spells
Befriend Doorway Guardian	As charm monster, except on Fey only, plus information can be obtained
Bite of the Werewolf	You gain the Strength and attacks of a werewolf.
Black Mulching	Plants 3HD or less die, others take 1d10 damage.
Blast of Sand	Cone delivers 1d6 damage/level

Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification	Ice Ship	Creates ice runner or ice galleon
Brother's Revenge	Target who harmed caster's family withers and rots.	Improved Water Breathing	The target creature or creatures gain enhanced underwater survival abilities.
Call of Stone	Slowly turn subject to stone	Instill Familiar	Grants familiar one spell of 4th level or lower to cast
Circle of Binding	Targets cannot leave circle	Invisibility, Greater	As invisibility, but subject can attack and stay invisible
Column of Ice	Column of Ice erupts from the ground, lifting anything in its area into the air	Know the Earth	You gain knowledge of the dungeon areas around you.
Compass Curse	The target becomes disoriented and confused when traveling	Leomund's Secret Chest	Hides expensive chest on Ethereal Plane; you retrieve it at will
Contagion	Infects subject with chosen disease	Lethargy	Target affected as if by slow until getting a full night's rest
Corporeal Instability	Transform a target creature into an amorphous mass	Liquid Pain	Extracts 1 dose of liquid pain from tortured victim
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20)	Locate Creature	Indicates direction to familiar creature
Curse of Infertility	Renders a creature or area infertile	Mark of Air, Greater	Subject can fly at speed 40 and has other power.
Damning Darkness	Darkness deals either 2d6 or 1d6 damage / round	Mark of Earth, Greater	Subject has DR 10/+1 and has other power
Dancing Web	Energy strands deal 1d6/level non-lethal damage plus entangle evil creatures for 1d6 rounds	Mark of Fire, Greater	Subject has fire resistance 20 and other power.
Detect Scrying	Alerts you of magical eavesdropping	Mark of Frost, Greater	Subject has cold resistance 20 and other power.
Dimension Door	Teleports you short distance	Minor Creation	Creates one cloth or wood object
Discern Lies	Reveals deliberate falsehoods	Mirror Sending	Caster sends her image to a mirror and can see and speak through it
Disguise Ship	Disguises a ship.	Modify Memory	Changes 5 minutes of subject's memories
Dismiss Fey	Forces fey creature to faerieland	Multi Image	Creates multiple images of the caster, all of which can act independently
Dispelling Screen	Targeted dispel magic on any creature and unattended items, +10 max on caster level check	Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject
Distort	Impose -10 penalty to all Charisma-based skill checks	Perinarch	Gain greater control over Limbo's morphic essence
Distort Summons	Creates area where only evil creatures can be summoned	Polymorph	Gives one willing subject a new form
Divination	Provides useful advice for specific proposed actions	Power Word Distract	Makes one creature with 150 hp or less flat-footed
Dominate Person	Controls humanoid telepathically	Rainbow Pattern	Lights fascinate 24 HD of creatures
Early Twilight	Reduce light in an 80 ft radius cylinder	Ray Deflection	Ray attacks are reflected away.
Entangling Staff	Quarterstaff gains improved grab and can constrict grappled foes	Rebuke, Greater	Subject cowers for 1d4 rounds.
Ethereal Mount	Magic horses appear for 1 hour/level	Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away
Fitful Sleep	Curse that denies restful sleep and spell preparation until removed	Resist Energy, Mass	Targeted creatures ignore damage from specified energy type
Freedom of Movement	Subject moves normally despite impediments	Resistance, Greater	Subject gains +3 on saving throws for 24 hours
Fuse Sand	Hardens sand and may trap creatures	Ring Dance, Lesser	Allows participants to pool experience points for item creation and spell casting
Giant Vermin	Turns centipedes, scorpions, or spiders into giant vermin	Sandform	You become an ooze-like being of sand
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, or the like).	Sensory Deprivation	All of subject's senses are blocked.
Hold Monster	As hold person, but any creature		
Ice Shield	Subject gains damage reduction 15/-		

Shadow Conjuraton	Mimics conjuring below 4th level, but only 20% real
Shadow Well	Subject enters gloomy pocket plane and emerges frightened.
Sleepwalking	As suggestion, but cast upon sleeping targets
Speak with Plants	You can talk to normal plants and plant creatures
Spell Enhancer	Lets you cast another spell in the same round at +2 caster level.
Steal Youth	Subject ages while you grow younger
Stone Sanctuary	You take shelter inside a temporary hollow stone.
Strength of the Earth	Transforms the target into a powerful, stony-skinned warrior.
Summon Fey IV	Summons fey creature to fight for you
Summon Monster IV	Calls extraplanar creature to fight for you
Suppress Lesser	Lower level arcane spellcaster cannot cast spells
Swift Journey	Travel at twice normal speed for 12 hours
Touchstone Lightning	Use your Planar Touchstone granted higher-order abilities to fuel damaging rays
Translocation Trick	You and subject switch places and appear as each other.
Treasure Scent	You detect valuable metals and gems.
Unseen Servant, Mass	As unseen servant, except one servant/level
Vortex of Teeth	3d8 points of damage due to force per round to all creatures in the area.
Wall of Coldfire	Deals 2d4 of cold damage out to 10 ft and 1d4 out to 20 ft. Passing through wall deals 2d6 frostburn damage + 1/level
Wall of Salt	Wall of salt that can be shaped
Wall of Sand	Wall impedes movement, obscures vision, and blocks some attacks
Wall of Water	Wall impedes movement and can drown creatures
Weaken Resistance	Curse imposes a penalty on the target's attacks, skills, and saves
Wind Tunnel	Knocks enemies back and to the ground
Wings of Air, Greater	Subject's flight maneuverability improves by two steps.
Zone of Silence	Keeps eavesdroppers from overhearing conversations

Spell level 5

Animal Growth	One animal/two levels doubles in size
Animate Images	Animates any images into quasi-real shadow creatures.
Anticold Sphere	Mobile energy field provides immunity to cold
Aquatic Form	The target permanently gains the Aquatic template.

Arc of Lightning	Line of electricity between two creatures (1d6/level damage)
Atonement	Removes burden of misdeeds from subject
Baleful Polymorph	Transforms subject into harmless animal
Befoul Spring	Pollutes one water source with a disease
Bite of the Wereboar	You gain the Strength and attacks of a wereboar.
Blackwater Tentacle	Create blackwater tentacle that attacks your foe.
Boreal Wind	Gust of cold wind deals 1d4 cold damage/level and knocks creatures back
Call Faithful Servants	Summons 1d4 lantern archons, coure eladrins, or musteval guardinals
Call of the Ruby	Forces a creature to attack another creature.
Call of the Topaz	Forces a creature to hold still for 1 round.
Charm Person, Eternal	As charm person, but permanent
Charm Person, Mass	As charm person, but all within 30 ft
Choking Sands	Touched creature begins to suffocate on sand
Command, Greater	As command, but affects one subject/level
Contingent Energy Resistance	Energy damage triggers protection from that energy for a limited time
Create Chosen One	Transforms a human into a Chosen One
Create Darkenbeast	
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures.
Curse of Ill Fortune, Mass	Enemies take -3 penalty on attack rolls, checks, and saves
Death Curse	Kills subject after a set amount of time
Discern Route	Learn destination of a Fey road
Dispel Magic, Greater	As dispel magic, but +20 on check
Dispel Water	Cancels water spells and effects or dismisses water creatures
Dream	Sends message to anyone sleeping
Drowning Darkness	You turn a region of darkness into a damaging hazard.
Extract Gift	Extracts essence from a willing or trapped demon to grant subject a lasting enhancement
False Vision	Fools scrying with an illusion
Feeblemind	Subject's Int and Cha drop to 1
Flaywind Burst	Cone blows away and knocks down smaller creatures and deals 1d6 damage/level
Flesh to Salt	Turns creature into a statue of salt

Flowsight	You can scry creatures in contact with a body of water.
Forget	Force a subject to forget a specific memory
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp
Ice Shape	Sculpts ice into any shape
Ice to Flesh	Restores frozen creature
Ironblight	Destroys ferrous metals in cloud area
Kin Curse	Target is compelled to kill nearest relative
Magic Jar	Enables possession of another creature
Major Creation	As minor creation, plus stone and metal
Miasma of Entropy	Rot all natural materials in a 30-foot cone-shaped burst
Mind Fog	Subjects in fog get -10 to Wis and Will checks
Mirage Arcana	As hallucinatory terrain, plus structures
Mislead	Turns you invisible and creates illusory double
Mordenkainen's Private Sanctum	Prevents anyone from viewing or scrying an area for 24 hours
Nightmare	Sends vision dealing 1d10 damage, fatigue
Nightstalker's Transformation	Gain +4 Dex, +3 luck bonus to AC, +5 luck bonus on Ref saves, +3d6 sneak attack, and evasion
Overland Flight	You fly at a speed of 40 ft. and can hustle over long distances
Persistent Image	As major image, but no concentration required
Planar Tolerance	Provides temporary protection against overtly damaging planar traits.
Power Word Disable	Reduces creature with 50 hp or less to 0 hp
Programmed Instruction	Compel a creature to perform certain actions under certain conditions
Reciprocal Gyre	Creature or object takes 1d6 damage/level of spell affecting it (max 25d6)
Refusal	Spellcasters and creatures with spell-like abilities are prevented from entering an area
Revitalize Legacy, Lesser	Get extra use of chosen lesser legacy ability
Scrying, Greater	As scrying, but faster and longer
Seeming	Changes appearance of one person per two levels
Sending	Delivers short message anywhere, instantly
Shadow Evocation	Mimics evocation of lower than 5th level, but only 20% real
Shadow Guardians	Create group of shadowy warriors
Shadow Walk	Step into shadow to travel rapidly
Shadowfade	Opens a portal to the Plane of Shadow.
Sleep Mote	Dust devil of magic sand puts foes to sleep

Sleep, Eternal	Places subject into permanent, coma-like sleep
Sleepless Curse	Ability damage until death or curse is dispelled
Spellsense	Become aware of all spells cast on you or in your presence
Spiritwall	Wall of spirit-forms cause panic, deals 1d10 damage if touched, can bestow negative levels if passed through
Summon Fey V	Summons Fey creature to fight for you
Summon Monster V	Calls extraplanar creature to fight for you
Suppress Legacy	Target temporarily loses all legacy abilities of one item
Surefooted Stride, Mass	As surefooted stride but multiple subjects.
Taboo	Place compulsion forbidding a specific action
Telepathy Block	Blocks all telepathic communication within an 80 ft. radius
Thalassemia	Turns blood to seawater, dealing 1d6/level damage.
Transformation of the Deeps	Grant water breathing, darkvision, and pressure immunity to one creature/ 3 levels.
Transmute Sand to Glass	Transforms two 10-foot cubes per level
Transmute Sand to Stone	Transforms two 10-foot cubes per level
Transmute Stone to Sand	Transforms two 10-foot cubes per level
Vanishing Weapon	Weapon's touch dispels summoned or quasi-real creatures
Vicious Summons	Summons fiendish dire weasel on a creature, automatically inflicting damage
Wall of Magma	Deals 2d6 fire damage out to 10 ft and 1d6 out to 20 ft. Passing through wall deals 5d6 damage +1/level
Wall of Vermin	Creates a wall of stinging, biting vermin that damages creatures attempting to pass through it
Waves of Fatigue	Several targets become fatigued
Zurlien's Eon of Sleep	Places the victim in a sleeping state for years

Spell level 6

Agony, Mass	As agony, plus 1 subject / level
Analyze Dweomer	Reveals magical aspects of subject
Animate Objects	Objects attack your foes
Anticipate Teleportation, Greater	Predict and delay the arrival of creatures teleporting into range by 3 rounds
Bear's Endurance, Mass	As bear's endurance, affects one subject/ level

Bite of the Weretiger	You gain the Strength and attacks of a weretiger.	Ice Rift	Intense quake shakes 40 ft radius spread of ice
Brilliant Blade	Weapon or projectiles shed light, ignore armor	Imbue Familiar with Spell Ability	You transfer spells and casting ability into your familiar
Bull's Strength, Mass	As bull's strength, affects one subject/level	Imperious Glare	You cause subjects to cower in fear.
Call of the Emerald	Forces a creature to steal an object.	Legend Lore	Lets you learn tales about a person, place, or thing
Call of the Sapphire	Forces a creature to go to its home.	Massmorph	As baneful polymorph, but 1 subject / level
Cat's Grace, Mass	As cat's grace, affects one subject/level	Move Snow and Ice	Digs trenches and builds hills in ice and snow
Charm Monster, Mass	As charm monster, but all within 30 ft	Mudslide	Landslide buries, mires creatures within a 40-ft. radius.
Chasing Perfection	Subject gains +4 to all abilities	Mummify	Touched living creature dies and is mummified.
Cloak of the Sea	Gain blur, freedom of movement, and water breathing while in water	Open Doorway	Open doorway without meeting conditions of entry
Concealed Instruction	As programmed instruction, but almost impossible to detect	Otto's Irresistible Dance	Forces subject to dance
Contagion, Mass	Infects subject with chosen disease	Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level
Control Weather	Changes weather in local area	Permanent Image	Includes sight, sound, and smell
Cure Moderate Wounds, Mass	Cures 2d8 damage +1/level for many creatures	Phantasmal Disorientation	Fools creature's sense of direction, making movement difficult
Curse Turning	As spell turning, but only vs. curses	Power Word Nauseate	Makes one creature with 150 hp or less nauseated
Dessicate, Mass	Dessicates several creatures	Probe Thoughts	Read subject's memories, one question/round
Dream Casting	Alter subject's dreams to produce desired effect.	Programmed Image	As major image, plus triggered by event
Eagle's Splendor, Mass	As eagle's splendor, affects one subject/level	Project Image	Illusory double can talk and cast spells
Entomb	Captures subjects in blocks of ice, suffocating them	Recurring Nightmare	Creatures gain negative energy levels until death or curse is removed
Extract Water Elemental	Pulls water from victim, forms water elemental.	Reflective Disguise, Mass	Viewers see subjects as their own species and gender.
Eye of Stone	Creates a sensor able to move through stone	Resistance, Superior	Subject gains +6 on saving throws for 24 hours
Eyebite	Target becomes panicked, sickened, and comatose.	Restore Book	Fragments of a single book are restored completely
False Sending	As sending, except caster imitates someone else	Restore Youth	Subject's age is reduced 1d4 years
Find the Path	Shows most direct way to a location	Scalding Mud	Transmute rock or earth into boiling muck
Fires of Purity	Target bursts into magical flame, becoming a dangerous weapon	Scryjack	Take control of a scrying spell directed at you and feed it what you wish
Flesh to Stone	Turns subject creature into statue	Shadowy Grappler	Illusory force grapples subject.
Fox's Cunning, Mass	As fox's cunning, affects one subject/level	Sign of Sealing, Greater	Magical sigil protects door, chest, or open space; deals 1d6/level damage (max 20d6) if opened
Geas/Quest	As lesser geas, plus it affects any creature.	Starmantle	Cloak of stars destroys nonmagical weapons on contact and allows wearer a DC 15 Reflex save to reduce damage from magical weapons by half
Guards and Wards	Array of magic effects protect area	Stormwalk	Teleport yourself and one creature/2 levels from a storm.
Hardening	Increases object's hardness by 1 point/2 levels.		
Heroes' Feast	Food for one creature/level cures and grants combat bonuses		

Sudden Wave	Creates a wave of water that sweeps away creatures or objects.
Suggestion, Mass	As suggestion, plus one subject/level
Summon Fey VI	Summons Fey creature to fight for you
Summon Monster VI	Calls extraplanar creature to fight for you
True Seeing	Lets you see all things as they really are

Spell level 7

Amber Sarcophagus	Target is trapped in stasis inside amber
Animalistic Power, Mass	As animalistic power, but multiple subjects
Antimagic Ray	Subject loses all magical powers.
Arcane Sight, Greater	As arcane sight, but also reveals magic effects on creatures and objects
As the Frost	Transform into a creature of cold
Bestow Curse, Greater	As bestow curse, but more severe penalties
Bite of the Werebear	You gain the Strength and attacks of a werebear.
Brilliant Aura	Allies weapons become brilliant energy, ignoring armor
Call of the Diamond	Forces creature to come to your location.
Charm Monster, Eternal	As charm monster, but permanent
Create Crossroads and Backroad	Creates a crossroads and backroad
Create Doorways and Backroad	Same as create crossroads and backroad, but for arcane casters
Creeping Doom	Swarms of centipedes attack at your command
Energy Immunity	Subject and equipment gain immunity to damage of specified energy type
Fiendish Clarity	Grants you darkvision to 60 ft, allows you to see in magical darkness, see invisibility out to 60 ft, and detect good
Finger of Death	Kills one subject
Flesh to Salt, Mass	Turns several creatures into statues of salt
Insanity	Subject suffers continuous confusion
Invisibility, Mass	As invisibility, but affects all in range
Limited Wish	Alters reality—within spell limits
Liveoak	Oak becomes treant guardian
Pox	One creature/level takes 1d4 Con damage
Primal Release	Subject becomes stronger, tougher, and more bestial.
Rebuke, Final	As rebuke, except the subject must save or die.

Repel Wood	Pushes away wooden objects
Ring Dance, Greater	As Lesser Ring Dance, but 2 participants/level
Sequester	Subject is invisible to sight and scrying; renders creature comatose
Solipsism	Subject believes it alone exists.
Spellmaster	You can increase range and duration of spells, delay effects, and shape areas.
Stone Shape, Greater	Sculpts stone into any shape
Summon Aspect of Bahamut	Summons an aspect of Bahamut
Summon Fey VII	Summons Fey creature to fight for you
Summon Monster VII	Calls extraplanar creature to fight for you
Symphonic Nightmare	Discordant noise haunts subject's sleep.
Transfix	Humanoids freeze in place until condition you specify is met
Transport via Plants	Move instantly from one plant to another of the same kind
Unfurl the Mortal Coil	Deal Constitution damage via poisonous spell touch
Veil	Changes appearance of group of creatures
Vision	As legend lore, but quicker and strenuous

Spell level 8

Antipathy	Object or location affected by spell repels certain creatures
Chains of Antimagic	Chains bind target, preventing spells and abilities.
Depthsurge	Water slam deals 2d6 + caster level damage to all within 20-ft. radius, pushes targets back, sinks ships.
Desert Binding	Imprisons creature as sand in an hourglass or wind in the waste
Discern Location	Reveals exact location of creature or object
Displacement, Mass	As displacement, but all creatures within 180 ft.
Earth Glide	Grant the ability to move easily through dirt and stone
Familial Geas	Commands subject to undertake a task, which passes to his nearest kin if he dies.
Fey Curtain	As fey mask, but affects 1 creature/level
Fey Decree	Wounds, frightens, cowers, or deafens creatures of different alignment
Heart of Stone	Exchange your heart with stone one to gain damage reduction, resistance to energy for 1 year
Horrid Wilting	Deals 1d6/level damage within 30 ft
Imbue Guardian	Sets eternal guardian to watch over an area.

Polymorph Any Object	Changes any subject into anything else
Power Word Petrify	Petrifies one creature with 100 hp or less
Protection from Spells	Confers +8 resistance bonus
Prying Eyes, Greater	As prying eyes, but eyes have true seeing
Screen	Illusion hides area from vision, scrying
Sever Legacy	Target permanently loses all legacy abilities
Shifting Paths	Illusion hides path, creates false new path.
Steal Life	Caster drains 1 ability score point per round and becomes younger
Summon Fey VIII	Summons Fey creature to fight for you
Sympathy	Object or location attracts certain creatures
Trap the Soul	Imprisons subject within gem
Utter Thrall	Completely enslaves 1 humanoid

Spell level 9

Absorption	You absorb targeted spell energy to power spells of your own
Call the Wild Hunt	Calls the Wild Hunt for one night
Create Doorway and Sideroad	As create doorway and backroad except creates a fey road from a mortal world to faerieland
Earthquake	Intense tremor shakes 5-ft./level radius
Fimbulwinter	Creates winter weather for miles around you that lasts for months
Foresight	"Sixth sense" warns of impending danger
Freedom	Releases creature from imprisonment
Frostfell	Intense cold turns all subjects in area into ice
Imprisonment	Entombs subject beneath the earth.
Mindraper	Caster learns everything subject knows and can alter its memory or knowledge
One Step Beyond	Targets immune to divinations
Perinarch, Planar	Gain control over a small area of any divinely morphic plane
Programmed Amnesia	Destroy, alter, or replace memories in target creature
Refuge	Alters item to transport its possessor to you
Revitalize Legacy, Greater	Get extra use of chosen greater legacy ability
Shapechange	Transforms you into any creature, and change forms once per round
Sphere of Deterioration	All creatures in range suffer 1d6 points of damage/round
Squamous Pulse	Halves natural armor bonus and deals 1d6 damage / natural armor bonus point.

Summon Elemental Monolith	Calls powerful elemental creature to fight for you
Summon Fey IX	Summons Fey creature to fight for you
Transmute Rock to Lava	Transforms one 10-ft cube with subsequent fire damage and effects
Unbinding	Frees everyone in range from spells that constrain or bind
Undermaster	You gain earth-related spell-like abilities.
Wail of the Banshee	Kills one creature/level
Weird	As phantasmal killer, but affects all within 30 ft
Wish	As limited wish, but with fewer limits