

Wizard

Spell level 0

Acid Splash	Orb deals 1d3 acid damage
Amanuensis	Copy writing from one surface to another
Animated Tattoo	Creates a moving image on a subject's body.
Arcane Mark	Inscribes a personal rune (visible or invisible).
Audible Whisper	Everyone within 100 feet can hear everything you say.
Caltrops	Creates caltrops in 5-ft.-by-5-ft. square, + 5-ft. square/2 levels beyond 1st (max 5).
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
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
Devlin's Barb	Creates temporary ammunition.
Disrupt Undead	1d6 damage to one undead.
Distraction	You cause some to look away for a round.
Electric Jolt	Ranged touch attack deals 1d3 electricity damage.
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
Iron Splinter	Splinter deals 1d3 damage (1d4 vs Fey)
Keep Dry	One object resists water
Keep Fresh	1 lb. of food does not spoil
Launch Bolt	Launches a crossbow bolt up to 80 ft.
Launch Item	Hurls Fine item up to Medium range.
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.
Mental Alarm	Alerts to events.
Message	Whispered conversation at distance
Minor Ward	Inscription harms those who pass it.

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.
Quick Boost	Gives +2 to Strength, Constitution, or Dexterity score of one subject.
Quill	Creates a writing quill with limitless ink
Ray of Frost	Ray deals 1d3 cold damage
Read Magic	Read scrolls and spellbooks
Recent Occupant	Learn name and race of last creature in area.
Repair Minor Damage	"Cures" 1 point of damage to a construct
Resistance	Subject gains +1 on saving throws
Rune of Opening	Serves as the key to some spell-keyed locks
Rune of Passage	Causes guardian constructs to recognize the caster and allow passage
Sample	You gather a bit of hazardous substance safely.
Sea Eyes	Alters the subject's eyes to permit easy underwater vision.
Shelve	Places a book back on its shelf in the proper place
Silent Portal	Negates sound from door or window.
Slash Tongue	Subject takes -1 penalty on attacks, saves, and checks for 1 round
Snooze	As sleep, but 1d4 HD affected
Sonic Snap	Subject takes 1 point of sonic damage and is deafened 1 round.
Stick	Glues an object weighing 5 pounds or less to another object.
Stonesense	You gain the stonecunning ability
Summarize	Summarizes the contents of any book
Tongue of Angels	Speak Celestial
Tongue of Fiends	Speak Infernal
Touch of Fatigue	Touch attack fatigues target
Transcribe	Creates a page of text instantly.
Unnerving Gaze	Subject takes -1 penalty on attacks for 1d3 rounds
Web Splat	Creates tiny glob of sticky substance

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.	Charm Item	Charms intelligent item
Animate Rope	Makes a rope move at your command	Charm Person	Makes one person your friend
Animate Small Object	Animates one object up to Small size	Cheat	Caster rerolls when determining the success of a game of chance
Animate Toy	You animate a small toy for a child's amusement	Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage
Appraising Touch	Gain +10 bonus on Appraise checks.	City's Whispers	City spirits bring you information and rumors
Arrow Deflection	You make saves to deflect incoming ranged attacks.	Claws of the Demon	Target's hands grow fearsome claws
Arrow Mind	You threaten nearby squares with your bow and fire without provoking AoOs.	Cleanse Minor Vermin	Destroys all vermin with 2 hit points or less in the area
Babau Slime	Secrete a body-covering acid that damages foes weapons	Color Spray	Knocks unconscious, blinds, and/or stuns 1d6 weak creatures
Backbiter	Melee weapon strikes wielder	Compass	The caster can determine directions with perfect accuracy.
Bad Luck	Target creature gains -1 penalty to attack rolls and Reflex saves	Compelling Question	Target must answer a simple question.
Benign Transposition	Two willing subjects switch places	Comprehend Languages	You understand all spoken and written languages
Bestow Wound	Caster transfers 1 hp/level of wounds to another	Conjure Spice	You conjure spice to flavor a meal for up to 15 people
Betray the Years	Object becomes immune to aging.	Corrosive Grasp	1 touch/level deals 1d8 acid damage.
Bigby's Helpful Hand	Construct hand holds objects and assists in tasks	Create Trap	Creates a CR-1 trap
Bigby's Tripping Hand	Hand trips subject	Creature Loresight	Provides detail about creature touched.
Black Bag	Creates extradimensional bag of torture tools	Critical Strike	For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical threats.
Blade of Blood	Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage	Cryptic Mark	Create invisible marking that appears only to selected persons
Blades of Fire	Your melee weapons deal +1d6 fire damage for 1 round (swift)	Cutting Hand	Your hand gains a +2 enhancement bonus and deals 1d6 damage.
Blast of Cold	Cold blast inflicts 1d6 points of damage per 2 levels	Darklight	Creates 5-ft-radius area where all can see without light
Blissful Sleep	Target can sleep even in uncomfortable conditions.	Dead End	Removes spoor of one creature/level.
Blood Spikes	Inflicts 3d6 damage and allows subject to add +1d6 damage to unarmed and grapple attacks.	Death Grimace	Caster leaves a magical "calling card" on corpse
Blood Wind	Subject uses natural weapon at range.	Deep Breath	Your lungs are filled with air.
Blue Bolt	Inflicts 1d6 + 1/ level subdual damage on living target	Detect Fey	Reveals fey creatures within range
Breath Flare	Your breath weapon dazzles subjects.	Detect Secret Doors	Reveals hidden doors within 60 ft
Buoyancy	Target may control his weight for purposes of buoyancy.	Detect Treasure	You detect the presence and amount of precious metals and gems.
Burning Hands	1d4/level fire damage (max 5d4)	Detect Undead	Reveals undead within 60 ft
Burning Rage	Subject takes 4 points of damage/round, gains attack bonus and DR	Discern Bloodline	Know the race of one creature/level
Buzzing Bee	Bee gives subject -10 penalty on Move Silently and Concentration checks	Disdain the Divine	Gives +1 bonus / 4 levels to saves versus divine spells.
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds	Disguise Self	Changes your appearance
Change Weapon	Transforms one weapon into another	Dispel Ward	As dispel magic, but affects only wards.
		Distract	Subjects take -4 on Concentration, Listen, Search, and Spot.

Distract Assailant	One creature is flat-footed for 1 round	Guided Shot	You ignore distance penalties with your ranged attacks for 1 round.
Drug Resistance	Subject is immune to addiction	Guiding Light	+1 on ranged attacks against targets in illuminated area
Dungeon Delver's Charm	Grants minor protection from common dungeon hazards.	Guilt	One evil target is denied an action.
Earth Fist	Your hands become stony, increasing unarmed attack effects.	Hammerstrike	Target's hands become dense and strong, dealing normal damage with unarmed strikes and possibly knocking targets to the ground
Ebon Eyes	Subject can see through magical darkness.	Harassing Weapon	Weapon of force threatens target
Ectoplasmic Armor	Gain +5 +1/4 levels armor bonus against incorporeal touch attacks	Harvest Magic Sand	Gather 1d10 ounces of magic sand/level
Endure Elements	Exist comfortably in hot or cold environments	Hold Portal	Holds door shut
Enhance Familiar (BOEM3)	Familiar gains +2 to Con and Dex, +10 to speed	Horrible Taste	Touched creature or object nauseates biting or swallowing foes.
Enlarge Person	Humanoid creature doubles in size	Hypnotism	Fascinates 2d4 HD of creatures
Erase	Mundane or magical writing vanishes	Ice Dagger	Grenadellike weapon deals subject 1d4/level cold damage, plus area damage.
Expeditious Retreat	Your speed increases by 30 ft.	Iced Fire	Ice bursts into flames after preset duration
Expeditious Retreat, Swift	Your speed increases by 30 ft. for 1 round	Identify	Determines properties of magic item
Extract Drug	Creates drug from inanimate object	Identify Scrier	Gives you name of person scrying on you.
Eyes of the Avoral	Subject gains +8 on Spot checks	Illusionary Bolt	Deals target 2d4 points of nonlethal damage on a failed Will save
Faerie's Gold	Transform minute quantity of metal into gold for the duration	Incite	Subject can't ready actions or delay
Familiar Pocket	Garment or container becomes extradimensional safe haven for your familiar	Inhibit	Subject delays until next round
Feather Fall	Objects or creatures fall slowly	Insightful Feint	Gain +10 on your next Bluff check to Feint in combat
Fey Storage	Creates an extradimensional space to hide things.	Instant Diversion	Creates illusory doubles of you
Fist of Stone	Gain +6 Str and natural slam attack	Instant Locksmith	Make Disable Device or Open Locks checks at +2 as a free action
Float	Subject becomes buoyant	Instant Search	Make Search checks at +2 as free action
Floating Object	You cause an object to float in mid-air	Invisible Familiar	Familiar becomes invisible.
Forceful Shove	A wedge of energy pushes an enemy away and knocks them prone.	Invisible Object	Makes an object invisible
Forgetfulness	Causes enemies to forget their spells and imposes a -2 penalty to Intelligence-based skill checks	Iron Shard	Shoots an iron needle for 1d4+level (1d6+level vs Fey) damage
Friendly Face	Gain +5 bonus on Diplomacy and Gather Information checks	Ironguts	Subject gains +5 bonus on saving throws against poison.
Friends	+10 competence bonus to Bluff, Diplomacy, and Disguise meeting new people	Jinx	Subject gets +30 bonus on Disable Device checks to sabotage a mechanism.
Ghostly Reload	Automatically pulls crossbow string into catch	Jump	Subject gets bonus on Jump checks
Glamour	Caster becomes physically attractive	Know Regional Origin	Identifies the region from which a creature or object came
Glaze Lock	Jams locks with snow and ice, raising Open Lock DC by 10 and the lock's hardness by 5	Lantern Light	Ranged touch attacks deal 1d6 points of damage
Golem Strike	You can sneak attack Constructs for 1 round	Light of Lunia	You radiate silvery light, which you can expend as two bolts that deal 1d6 damage
Good Luck	Target creature gains +1 luck bonus to attack rolls and Reflex saves	Locate City	Find nearest city
Grease	Makes 10-ft. square or one object slippery	Locate Touchstone	Find nearest planar touchstone on the plane you currently inhabit
Guide Craft	A ship, cart, or wagon moves as you command.	Locate Water	Reveals location, size, and quality of water sources

Low-Light Vision	See twice as far as a human in poor illumination	Parching Touch	One touch/level deals 1d6 dessication damage and possibly 1 Con damage
Luminous Gaze	Your eyes emit light, dazzle creatures.	Persistent Blade	Blade of force attacks subject, automatically flanks.
Mage Armor	Gives subject +4 armor bonus	Portal Beacon	You grant others knowledge of a magic portal's location.
Mage Hand, Greater	40-lb telekinesis	Power Word Fatigue	Make one creature with 100 hp or less fatigued
Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5).	Power Word Pain	Deal 1d6 hp per round to one creature with 100 hp or less
Magic Weapon	Weapon gains +1 bonus	Precise Vision	+5 to Spot and Search
Magical Performance	Bestows +5 circumstance bonus to Perform checks	Private Conversation	Allows subjects to speak without being overheard.
Margul (Dreaded Freeze)	Target is motionless for 1 round	Proficiency	You gain proficiency with a weapon
Master's Touch	You gain proficiency in a weapon or shield touched for 1 minute/level	Protect Familiar	Familiar gains +1 armor bonus to AC/level
Merfolk's Blessing	Target gains bonus on Swim checks and increased swimming speed.	Protection from Chaos	+2 to AC and saves, counter mind control, hedge out elementals and outsiders
Mighty Wallop	+1 size category of bludgeoning weapon	Protection from Evil	+2 to AC and saves, counter mind control, hedge out elementals and outsiders
Minor Lasting Image	Creates permanent, tiny, immobile image.	Protection from Good	+2 to AC and saves, counter mind control, hedge out elementals and outsiders
Mount	Summons riding horse for 2 hours/level	Protection from Law	+2 to AC and saves, counter mind control, hedge out elementals and outsiders
Nature's Aspect	Temporarily gain an Aspect of Nature	Quakethrust	Causes a violent upheaval that throws creatures to the ground
Necrotic Awareness	Sense encysted subjects	Quickswim	Your swim speed increases by 10 ft.
Negative Energy Ray	Ranged touch, 1d6 negative energy damage, +1d6 per 2 levels above 1st (max 5d6)	Raging Flame	Fires burn twice as hot, half as long.
Nerveskitter	Subject gains +5 bonus on initiative checks.	Ray of Clumsiness	Victim takes 1d6 Dexterity penalty +1/2 levels.
Net of Shadows	Ordinary shadows that provide concealment to all in the area.	Ray of Enfeeblement	Ray deals 1d6 +1 per two levels Str damage
Nether Trail	Creates a trail compelling evil outsiders to follow	Ray of Flame	Ray deals 1d6/2 levels fire damage, ignites subject.
Nightshield	You gain resistance bonus on saves, and spell absorbs magic missile damage.	Reduce Person	Humanoid creature halves in size
Noness Toma (Slip Between Sight)	Caster gains +5 bonus to Hide.	Remove Scent	Hides touched creature's scent.
Nystul's Magic Aura	Alters object's magic aura	Repair Light Damage	"Cures" 1d8 +1/level (max +5) points of damage to a construct
Object Loresight	Provides detail about an object touched.	Resist Planar Alignment	Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane
Obscuring Mist	Fog surrounds you	Resist Scrying	Adds +10 bonus to opponent's Scry check DC.
Orb of Acid, Lesser	Ranged touch attack deals 1d8 acid damage + 1d8/2 levels beyond first (max 5d8)	Sacrificial Skill	Caster gains +5 bonus on Knowledge (religion) checks made during sacrifice
Orb of Cold, Lesser	Ranged touch attack deals 1d8 cold damage + 1d8/2 levels beyond 1st (max 5d8)	Safe Search	Caster can search an area without risk.
Orb of Electricity, Lesser	Ranged touch, 1d8 electricity damage + 1d8/2 levels above first (max 5d8)	Scatterspray	Group of small objects flies apart in a burst.
Orb of Fire, Lesser	Ranged touch, 1d8 fire damage + 1d8/2 levels (max 5d8)	Scholar's Touch	Read books in seconds
Orb of Sound, Lesser	Ranged touch, 1d6 sonic damage + 1d6/2 levels above 1st (max 5d6)	Self-Cleaning Object	You make an object self-maintaining
Paint Area	You cause an object or area to be painted.	Serene Visage	Gain insight bonus on Bluff checks equal to half your level.

Shield	Invisible disc gives +4 to AC, blocks magic missiles
Shieldbearer	Shield floats near subject to offer protection.
Shivering Touch, lesser	Touch deals 1d6 Dex damage
Shock and Awe	Flat-footed creatures get –10 on initiative.
Shocking Grasp	Touch delivers 1d6/level electricity damage (max 5d6).
Silent Image	Creates minor illusion of your design
Silent Sound	Ranged touch attack. 1d6/level of sonic damage (max 5d6)
Silent Steel	Silences armor and weapons while Hiding and Moving Silently
Sleep	Puts 4 HD of creatures into magical slumber
Slide	Move subject 5 feet.
Slow Burn	Fires burn twice as long.
Slow Consumption	Caster absorbs health and sustenance from helpless subject
Sniper's Shot	No range limit on next ranged sneak attack
Snowdrift	Forms existing snow into another shape
Sonic Blast	Subject takes 1d4/2 levels sonic damage plus deafness.
Spell Flower	Hold the charge on one touch spell per forelimb.
Spirit Worm	Subject takes 1 point Con damage every round for 1 round/level.
Spontaneous Search	Instantly Search area as if having taken 10.
Stench	Creates a zone of stench around the caster, causing those in the area to retch and become incapacitated
Sticky Floor	Entangles and immobilizes creatures in affected area
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
Summon Undead I	Summons undead to fight for you
Sunstroke	Target takes 2d6 nonlethal damage and is fatigued
Suspend Disease	Keeps disease from harming creature for 24 hours
Syron's Energy Armor	Causes 1d8 damage to all Undead that touch the subject
Targeting Ray	You and allies are +1 to hit/3 levels against subject.
Tasha's Tickle Finger	Finger of magical force distracts opponents, imposing a -2 penalty to attack rolls and saving throws

Tenser's Floating Disc	Creates 3-ft.-diameter horizontal disk that holds 100 lb./level
Thunderhead	Small lightning bolts deal 1d6 damage/round.
Tongue Tendrils	Caster spits out tendrils that grapple
Trade Tongue	Allows enough communication to engage in business
Trinket	Change small objects to appear worth up to 50 gp in value
True Strike	+20 on your next attack roll
Unhand	Disarms subject.
Unravel	All cloth on the target unravels, possibly entangling him and ruining clothing and armor
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.
Weapon Shift	Touched weapon changes form.
Web Strand	Creates rope-like strand that is sticky on one end.
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

Accurate Tally	You divine the number of items in a location
Acidic Vapors	Imbues an existing fog spell with acidic properties.
Acuminate	Your hand becomes a +1 weapon that inflicts 1d8+1 damage
Addiction	Subject becomes addicted to a drug
Aerial Alarm	Wards an area for 2 hours/level
Alarm, Greater	As Alarm, but also detects creatures in adjacent planes
Alter Self	Assume form of a similar creature
Animalistic Power	Subject gains +2 bonus to Str, Dex, and Con
Animate Medium Object	Animates one object up to Medium size
Arcane Lock	Magically locks a portal or chest
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
Baleful Transposition	Two subjects switch places

Balor Nimbus	Subject's flaming body damages foes in grapple	Command Undead	Undead creature obeys your commands
Battering Ram	Deals 1d6 damage plus bull rush.	Cone of Dust	Wind blows dust in a cone, blinding opponents.
Bear's Endurance	Subject gains +4 to Con for 1 min./level	Conjure Elemental Wisp	You summon a tiny elemental servant
Belker Claws	One touch/level deals 2d12 damage and lingers +1 round/3 levels	Continual Flame	Makes a permanent, heatless torch
Bigby's Striking Fist	Hand deals 1d6 nonlethal damage/2 levels (max 5d6) and knocks subject back	Create Cool Zone	You create a volume space of consistent cold temperature
Bigby's Warding Hand	Hand of force slows opponent	Create Magic Tattoo	Subject receives a magic tattoo with various effects.
Black Karma Curse	Subject damages self with melee attack	Crown of Veils	Gain +2 to Disguise and Hide, discharge to gain +8
Bladeweave	Your melee attack dazes your opponent	Curse of Impending Blades	Subject takes -2 penalty to AC
Blast of Force	Ray deals 1d6 damage/two caster levels (max 5d6)	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
Blinding Color Surge	Blind subject for one round, gain invisibility	Dance of Ruin	Nondemons take 2d20 points of damage
Blindness/Deafness	Makes subject blind or deaf	Dark Way	Creates temporary unbreakable bridge supporting up to 200 lb./level.
Blur	Attacks miss subject 20% of the time	Darkness	20-ft. radius of supernatural shadow
Body of the Sun	Your body emanates fire, dealing 1d4/2 levels damage	Darkvision	See 60 ft. in total darkness
Bone Chill	Corporeal undead are held by a thick layer of frost	Daze Monster	Living creature of 6 HD or less loses next action
Bonefiddle	Spectral fiddle bow deals 3d6 damage/round.	Death Armor	Black aura damages creatures attacking you.
Boulder	Boulder moves through battlefield knocking creatures prone	Delusions of Grandeur	Subject thinks it is better than it is.
Bristle	Armor spikes attack with wearer.	Desiccating Bubble	Globe of air damages by evaporating moisture from subject.
Brumal Stiffening	Brittle weapon's hardness reduced by 5	Dessicate (II)	Deals 1d6/2 levels of dessication damage and dehydrates living creature
Bull's Strength	Subject gains +4 to Str for 1 min./level	Detect Aberration	Detects the presence of Aberrations
Burning Sword	Weapon gains flaming burst special ability.	Detect Fey Doorway	Reveals doorways to fey sideroads within 60 ft.
Cat's Grace	Subject gains +4 to Dex for 1 min./level	Detect Thoughts	Allows "listening" to surface thoughts
Celerity, Lesser	Take a move action immediately, but be dazed for a round	Detect Ward	You gain information about a ward by concentrating on it
Chain of Eyes	You send magical sensor to infiltrate an area	Detoim Nar (Guided Strike)	Next attack that would miss gains +20 bonus
Choke	Target takes 1d4 points of damage each round from strangling hands.	Detonation Bolts	Exploding bolts deal fire damage with touch attack
City Lights	Absorb nearby light to release as blinding flare	Dig	Creates a hole in the earth, or deals 2d6+1/level points of damage to earth creatures
Claws of Darkness	Claws deal 1d8 cold damage and have reach.	Discern Shapechanger	Penetrates disguises and identifies shapechanging creatures
Cloak Pool	Hide a color pool on the Astral Plane from view	Discolor Pool	Change the color of a color pool on the Astral Plane
Cloud of Bewilderment	Generates a nauseating 10-ft cube.	Disguise Undead	Changes the appearance of undead creatures
Cloud of Knives	Release 1 knife/round, 1d6 damage +1/3 levels (max +5)	Disrobe	Strip a creature of items worn or carried
Combat Awareness	You gain a +2 insight bonus to AC and Reflex saves		
Combust	Subject takes 1d8/level fire damage and might catch fire.		

Disruption Missiles	Missiles deal 2d4+2 points of damage to undead creatures	Forge Inherited Bond	You and a relative gain a +1 bonus to attacks, saves, and checks
Dissonant Chant	Concentration checks more difficult within area of spell.	Fox's Cunning	Subject gains +4 to Int for 1 min./level
Distracting Ray	Ray forces spellcaster to make Concentration check.	Frost Breath	Icy breath deals 1d4 damage/2 levels.
Dreamspeak	Compel target creature to speak	Frost Weapon	Weapon gains frost special ability, +1d6 cold damage
Dwarf-Friend	Nondwarf gains stonecunning and bonuses against poison and spells	Fuse Arms	Multiple arms/tentacles become one pair of stronger limbs.
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level	Garris Adon (Seeming of Form)	Object seems like something else.
Earth Lock	Constricts tunnel, preventing access.	Gaze Screen	Subject has 50% chance to avoid gaze attacks
Earthbind	Flying creature loses flying ability.	Ghost Touch Armor	Armor works normally against incorporeal attacks
Earthen Grasp	Arm made of earth and soil grapples foes	Ghoul Glyph	Glyph wards area, paralyzes victims
Ectoplasmic Feedback	Incorporeal attackers take 1d6 damage	Ghoul Touch	Paralyzes one subject, which exudes stench
Electric Loop	Deals 1d6/2 levels electricity damage plus stunning to a single creature.	Glitterdust	Blinds creatures, outlines invisible creatures
Embrace of Darkness	You summon a mobile blot of darkness that hinders enemies.	Glittering Robe	Absorbs 1d8+1/level points of damage
Energize Potion	Transforms potion into a grenade that deals energy damage in a 10-ft-radius burst	Glob of Sap	Summons ball of sticky sap to bind creature
Energy Lash	Creates a whip made of energy that inflicts 1d6 points of damage +1/ 2 levels	Gnome Blight	Cloud of itchy, debilitating pollen sickens living creatures
Enhance Magical Flow	+2 to spell save DCs	Grant Senses	Gives intelligent item ability to see and hear.
Entice Gift	Creature gives caster what it is holding	Grant Speech	Gives intelligent item ability to speak
Erad's Silent Killer	One creature suffers 1d6 damage per level internally	Graz'zt's Long Grasp	Caster's hand flies from her arm to make grapple attacks
Ethereal Chamber	You entrap an ethereal subject in a chamber of force.	Gust of Wind	Blows away or knocks down smaller creatures
Exhaust	Targets take 3d6 nonlethal damage and become dazed	Heat Leech	Subject takes 1d8 points of cold damage/round
Extend Tentacles	+5 ft. to reach of tentacle attack.	Helm of Warding	Subject gains +5 bonus to saves vs. mind influences
Faerie Dance	Compels target creature to dance	Heroics	Fighter gains one fighter bonus feat.
False Life	Gain 1d10 temporary hp +1/level (max +10).	Hesitate	Targets may only take either a Standard or a Move action in a round
Fearsome Grapple	You grow tentacles that help you grapple.	Hurl	Thrown weapon returns to thrower.
Felonious Friend I	Conjures a being of pure force that can use skills to aid the caster	Hypnotic Pattern	Fascinates (2d4 + level) HD of creatures
Filter	Makes subject resistant to inhaled toxins	Ice Armor	You gain fire protection and temporary armor.
Fins to Feet	Transforms tails and fins into legs and feet.	Ice Darts	Icicle missiles deal 2d4 damage, half of which is cold
Fireburst	Adjacent subjects take 1d8/level fire damage	Ice Knife	Magical shard of ice deals 2d8 cold damage plus 2 Dex damage, or deals 1d8 cold damage in a 10-ft radius burst
Flame Dagger	Beam of fire deals 1d4 damage +1/level.	Icebolt	Ranged attack. 2d6 plus 1d6+1/level cold damage.
Flaming Sphere	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level	Icicle	Magical trap hangs from ceiling, dealing 4d6 damage when triggered
Fly, Swift	Gain fly speed of 60 ft for 1 round	Imprint	Caster may memorize text and images and transfer them to blank pages
Fog Cloud	Fog obscures vision	Indifference	Makes subject resistant to fear, compulsion, and morale effects.
Fool's Gold	Transform small quantity of metal into gold for the duration	Infernal Wound	Weapon inflicts persistent, bleeding wounds
Force Ladder	Creates an immobile ladder of force.		

Inky Cloud (SC)	Obscures sight underwater beyond 5 ft.	Mire	Stone and earth entangle foes.
Instability	Target loses all strength in his legs	Mirror Image	Creates decoy duplicates of you (1d4 +1 per three levels, max 8)
Instant Trap	Converts a weapon into a trap warding a single 5 ft square.	Misdirection	Misleads divinations for one creature or object
Invigorate Item	Magic item DC increases by +1.	Molten Strike	5 ft radius burst does 2d6 fire damage, ignites nearby targets
Invisibility	Subject is invisible for 1 min./level or until it attacks	Mountain Stance	Subject becomes hard to move.
Iron Fists	Target deals normal damage with unarmed attack rather than subdual.	Necrotic Cyst	Encyst undead sac of tissue in subject
Ironthunder Horn	Intense vibrations trip those in area.	Necrotic Scrying	Hear or See encysted subject at a distance
Jaws of the Moray	Subject gains a bite attack.	Numbing Sphere	Creates rolling ball of intense cold that deals 1d6 cold damage plus 1d4 Dex damage, lasts 1 round/level
Jester's Gift	Angers any creature with an Intelligence score greater than 2	Obscure Object	Masks object against scrying.
Knock	Opens locked or magically sealed door	Obscuring Snow	Obscures sight in a 30 ft radius around the caster
Kuo-Toa Skin	Subject gains +8 on Escape Artist checks and cannot be snared by webs.	Owl's Wisdom	Subject gains +4 to Wis for 1 min./level
Legacy	Stores soundless image of you programmed to activate when properly triggered.	Phantasmal Assailants	Nightmare creatures strike target for 8 Wis damage, 8 Dex damage
Leomund's Tiny Igloo	Creates igloo that lasts for 2 hours/level	Phantom Foe	Subject is always flanked by one creature.
Lethality Denied	Subdual damage rather than normal on a killing blow.	Phantom Trap	Makes item seem trapped
Levitate	Subject moves up and down at your direction	Pierce	Bolt of energy destroys force protections and inflicts 1d8 points of damage / 2 levels
Life Bolt	1 ray/2 levels draws 1 hp from you to deal 1d12 damage to undead.	Play the Fool	Casters think spells were effective when they weren't
Light of Mercuria	You radiate golden light, which you can expend as two bolts that deal 1d6 damage, 2d6 against undead and evil outsiders	Plunge Deep to the Core	Weapon bypasses +1 DR per 5 levels
Lively Step	You and allies gain +10 increase to speed.	Portal Alarm	You are alerted when a creature passes through a warded portal.
Local Tremor	Light tremor shakes in a 30-ft line	Pounce	Subject gets +10 ft speed and +30 on running jump checks, and can make pounce attacks
Locate Object	Senses direction toward object (specific or type)	Power Craft	You provide a source of locomotion to a cart, wagon, boat, or ship.
Magic Mouth	Speaks once when triggered	Power Word Sicken	Sickens one creature with 100 hp or less
Malevolent Miasma	Cloud of fog deals 1d4 nonlethal damage/level.	Pressure Sphere	Water pressure deals 4d6 damage to submerged targets.
Mark of Air	Subject has +2 Dex plus other power.	Programmed Light Sculpture	You create a small animation that plays back when triggered
Mark of Earth	Subject has +2 Strength plus other power.	Protect Book	Target books gain resistance 5 versus elemental damage and slows the book's aging
Mark of Fire	Subject has +2 Dex and other power.	Protection from Arrows	Subject immune to most ranged attacks
Mark of Frost	Subject has +1 AC plus other power	Proud Arrogance	Targets gain +4 bonus on saves against Charm, Compulsion, and Fear
Mark of Water	Subject has +2 Con plus other power.	Pyrotechnics	Turns fire into blinding light or choking smoke
Marked Object	You gain bonus to track a specific being.	Quick Potion	Creates a potion that must be used within 1 hour/level.
Masochism	For every 10 hp damage caster takes, he gains +1 on attacks, saves, and checks	Rainbow Beam	Ray dazzles and deals 1d12 damage/3 levels of random type.
Mechanus Mind	Reformat subject's mind to be coldly calculating	Ray of Ice	Ray deals 1d6 cold damage/2 levels.
Melf's Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels	Ray of Sickness	Subject becomes sickened.
Mindless Rage	Target is compelled to attack you physically for 1 round/level		
Minor Image	As silent image, plus some sound		

Ray of Stupidity	Victim takes 1d4+1 Intelligence damage.	Slapping Hand	Hand makes creature provoke attacks of opportunity
Ray of Weakness	Subject takes -2 on attacks, -10 ft. speed.	Slide, Greater	Move subject 20 feet.
Razorfangs	Your bite or claw attack threatens a critical hit on a 19 or 20.	Slipping the Ranks	Allows creature to make short teleportations as part of normal movement
Rebuke	Subject is dazed 1 round, then shaken.	Snake's Swiftess	Subject immediately makes one attack
Reflective Disguise	Viewers see you as their own species and gender.	Snowball Swarm	Snowballs deal 2d6 points of cold damage in 10-ft. burst.
Repair Moderate Damage	"Cures" 2d8+1/level (max +10) points of damage to a construct	Sonic Weapon	Weapon touched deals +1d6 sonic damage with each hit
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type	Spawn Screen	You resist being transformed into an undead spawn if slain
Resist Touch	Adds +2 luck bonus +1 per 3 caster levels to touch AC	Speak to Allies	Whispered conversation at distance
Rogue's Stab	Target gains +1d6 sneak attack damage	Spectral Hand	Creates disembodied glowing hand to deliver touch attacks
Rope Trick	As many as eight creatures hide in extradimensional space	Spell Missile	Imbue a missile weapon with a spell
Sadism	For every 10 hp damage caster deals, he gains +1 on attacks, saves, and checks	Spider Climb	Grants ability to walk on walls and ceilings
Sap Strength	Subject becomes exhausted	Static Veil	+1/level to DC of scry checks.
Scale Weakening	Subject's natural armor weakens.	Steal Size	Humanoid creature doubles in size as targeted humanoid halves in size
Scare	Panics creatures of less than 6 HD	Stellar Display	Projects the stars when they cannot be seen normally, allowing navigation
Scimitar of Sand	Sand sword deals 1d6 damage +1/2 levels and renders target dehydrated	Sting Ray	Subject of ray can take only standard or move action, has -2 AC, and must make Concentration checks to cast spells.
Scintillating Scales	Your natural armor bonus turns into a deflection bonus.	Stinking Bolt	Ray causes nausea in one target
Scorch	Jet of flame deals 1d8/2 levels (max 5d8).	Stolen Breath	Subject has wind knocked out of it.
Scorching Ray	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3)	Stone Bones	Corporeal undead gains +3 natural armor bonus.
Scrytalk	Allows communication between scried and scrier.	Stormrunner's Ward	Add +4 (+1/4 levels) to ship's checks to weather storms.
Second Sight	See creatures concealed by invisibility or fey mask	Stun Item	Intelligent item is stunned for 1 round / level
See Invisibility	Reveals invisible creatures or objects	Summon Fey II	Summons fey creature to fight for you
Sense Undead	Like detect undead but continual without concentration	Summon Monster II	Calls extraplanar creature to fight for you
Shadow Mask	Grants +4 on saves against light spells, protection from gaze attacks.	Summon Swarm	Summons swarm of bats, rats, or spiders
Shadow Radiance	Area filled with intense light that grows brighter.	Summon Undead II	Summons undead to fight for you
Shadow Spray	Deals 4 points of Str damage and dazes.	Surefooted Stride	You can move over rubble as easily as you can over open ground.
Shatter	Sonic vibration damages objects or crystalline creatures	Swim	Subject gains swim speed, +8 bonus on swim checks
Shieldbreaker	Allows 1 weapon to ignore or break shields, dispels shield spell.	Tales of Stone and Wood	You gain information about a building you touch.
Shrapnel Globe	Exploding sphere inflicts 1d6 damage / 2 levels	Tasha's Hideous Laughter	Subject loses actions for 1 round/ level
Shriveling	Subject takes 1d4 damage per level	Tern's Persistence	Subject can travel overland 50% longer without fatigue.
Shroud of Undeath	Negative energy shroud makes undead perceive you as undead.	Thief Ward	Hide and Move Silently checks are made at -10 penalty.
Sink	Subject loses buoyancy.	Threatening Weapon	Weapon of force threatens target.

Touch of Idiocy	Subject takes 1d6 points of Int, Wis, and Cha damage
Transform Clothing	You change the specifics of appearance of a suit of clothes.
True Filch	Grants a +20 bonus to one Pick Pockets attempt
Turbidity	Water surrounding you becomes cloudy, granting concealment.
Undaunted Fixture	Affix two objects together.
Unfettered Grasp	Grappling creature immediately gains free attempt to escape
Unheavened	Subject gains +4 save bonus against powers of good outsiders
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
Vivid Discharge	inflicts 1d6 damage /level on foe that strikes subject in melee.
Wall of Gloom	Shadow barrier obscures vision and deters passage
Web	Fills 20-ft.-radius spread with sticky spiderwebs
Weightless Cube	Creates a gravity-free area of space, allowing for vertical movement and disrupting careless creatures
Welter	1 creature / level is shaken and must make a Balance check or fall prone.
Whirling Blade	Hurled slashing weapon magically attacks all foes in a 60 ft line
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
Wraithstrike	Your melee attacks strike as touch attacks for 1 round
Yoke	Helpless target moves with caster.
Yoke of Mercy	Target deals nonlethal damage
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
Abuashne (Share Armor)	Caster transfers natural armor to subject.
Acid Breath	Breathe out a cloud of acid
Acid Burst	A spray of acid bursts from your body

Acidic Globes	Globes deal 1d6 damage when thrown
Activate Bloodline Power	Certain subjects gain ability based on heritage.
Air Breathing	The target creature or creatures can breathe air
Alikaba's Gift	Object in your hands appears in subject's hands
Alikaba's Theft	Object in subject's hands appears in your hands.
Alter Fortune	Cause one creature to reroll any die roll
Amorphous Form	Your form becomes fluid and ooze-like
Analyze Portal	Find a nearby portal and discover its properties
Analyze Touchstone	Find a nearby planar touchstone and discover its properties
Anchor Fey	Prevents fey creature from leaving plane
Animate Large Object	Animates one object up to Large size
Anticipate Teleportation	Predict and delay the arrival of creatures teleporting into range by 1 round
Antidragon Aura	Allies gain bonus to AC and saves against dragons.
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
Arrow Reflection	Sends incoming ranged attacks back at the attacker
Avoid Planar Effects	Provides temporary protection against overtly damaging planar traits.
Bands of Steel	Metallic bands immobilize or entangle target for 1 round/level
Battlemagic Perception	Sense and counter spellcasting within 100 ft
Bestow Malady	Gives intelligent item a malady
Bigby's Disrupting Hand	Hand disrupts opponent's spellcasting
Bite of the Wererat	You gain the Dexterity and attacks of a wererat.
Blacklight	Create an area of total darkness.
Blade of Pain and Fear	Creates blade of gnashing teeth
Blink	You randomly vanish and reappear for 1 round/level.
Blood Snow	Area of fallen snow drains 1d2 points of Con/round and causes nausea
Body Blaze	You are surrounded by fire and leave a wall-like trail of flames in your wake
Body of Eyes	Allows the caster to see in all directions
Bolt of Conjuring	1d4/level (max 10d4) damage plus summons monster.

Bone Tattoo	SR of 10+level against cold, polymorph, and mind-affecting spells.	Deepsight	Subject gains superior darkvision
Brutal Seething Surge	Touch attack / level that inflicts 1d8+1/level acid damage	Demon Dirge	Demons are stunned and take 2d6 damage/round for 1d6 rounds
Capricious Zephyr	Gale-force winds push creatures.	Dessicate	Causes wooden objects to become dry and brittle
Chain Missile	Multiple missiles deal 1d4+1 damage each, then strike secondary targets.	Detect Ship	Detect and identify ships.
Chameleon Skin	Target gains partial concealment and +10 on Hide checks	Detect Traps	Reveals all traps in an area
Circle Dance	Indicates direction to known individual.	Devil Blight	Stun Baatezu, damage other lawful and evil creatures
Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level	Devil's Eye	Caster can see in even magical darkness up to 30 ft.
Cloaked Light	Provides illumination to friends without being visible to enemies.	Devlin's Venomblade	Creates venomed blade that inflicts 1d4 temporary Con damage.
Compelling Question, Greater	Target must answer question	Diamondsteel	Metal armor provides damage reduction.
Comrade's Immunity	Subject is immune to caster's spells	Dispel Magic	Cancels magical spells and effects
Cone of Dimness	Subjects believe they are engulfed in magical darkness.	Displacement	Attacks miss subject 50%.
Contagious Fog	20-ft.-radius cloud of fog inflicts disease.	Disrupt Undead, Greater	As disrupt undead, but 1d8 damage/level.
Contest of Wills	Subject and caster are locked in mental struggle	Distilled Joy	Creates ambrosia
Control Temperature	Raise or lower temperature by one band/5 levels	Dolorous Blow	Weapon's threat range is doubled and threats are automatically confirmed.
Corpse Candle	Ghostly hand and candle sheds light, affects incorporeal creatures	Dolorous Motes	Creates clouds of flickering light (1 10-ft cube/level) that dazes creatures
Crack Ice	Shatters ice structures or ice creatures	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
Create Frigid Zone	You create a volume space of persistent cold.	Dragonskin	+4 natural armor plus energy resistance 10
Crown of Clarity	+2 to Listen and Spot, discharge spell to gain +8	Dragonskin (SC)	You gain a bonus to natural armor plus energy resistance 10.
Crown of Might	Gain +2 Strength, discharge to gain +8 bonus for 1 round	Dread Word	1d3 Cha drain on one target
Crown of Protection	+1 deflection bonus to AC, +1 resistance bonus on saves, discharge to gain +4 for 1 round	Drown	Subject begins to drown or takes 2d6 damage
Crown of the Grave	Command undead, discharge to gain +4 on Turn or Rebuke	Earthen Grace	Subject takes only nonlethal damage from stone and earth.
Cruel Disappointment	Fools subject for 1 round, then -4 penalty on attacks, saves, and checks	Elation	Allies gain +2 to Strength and Dexterity, +5 ft of speed
Curse of Arrow Attraction	Subject takes -5 penalty to AC against ranged attacks	Energy Shield	Creates an immovable barrier that reduces energy attacks of one type.
Curse of Impending Blades, Mass	Enemies take -2 penalty to AC	Enhance Familiar (2)	Your familiar gains a +2 modifier on saves, combat rolls, and AC for 1 hour/level
Curse of the Putrid Husk	Subject is unconscious for 1d10 minutes	Enlarge Familiar	Doubles your familiar's size and hit dice for 1 round/level
Daylight	60-ft. radius of bright light	Enlarge Ward	Increases a ward's radius by 10 ft/2 levels
Deep Slumber	Puts 10 HD of creatures to sleep	Eradicate Earth	Deals 1d8 points of damage/level to earth creatures (max 10d8).
Deeper Darkvision	Subject can see 90 ft. in magical darkness.	Eriador's Permanent Levity	Subject gains +4 to saves versus mind-affecting spells but he cannot initiate combat.
		Evil Eye	Subject takes -4 penalty on attacks, saves, and checks
		Explosive Runes	Deals 6d6 damage when read
		Extended Charge	Allows the use of a charged item without losing a charge.

Eyes of the Zombie	Caster sees through a Zombie's eyes	Harvest Breath of Life	Draw out a target's Constitution to power spells
False Gravity	Travel on a solid surface as if that surface had its own gravity	Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves
False Love's Kiss	Creates a waxy substance that works as a powerful charm spell on any target that the user kisses	Healing Touch	You take up to 1d6 points of damage/2 levels and heal target that amount
Family Curse	Curse affects 1d6 members of targets family.	Heroism	Gives +2 on attack rolls, saves, skill checks
Favorable Wind	Produces a strong wind that lasts 10 min./level.	Hold Person	Paralyzes one humanoid for 1 round/level
Feign Death	Makes one willing, living creature appear dead	Ice Burst	Chunks of ice deal 1d4 points of cold damage and 1 point of bludgeoning damage per level (max 10d4+10), 30-ft radius
Fey Mask	As invisibility, plus selected creatures can see targets	Ice Lance	Changes ice into lance, which attacks subject for 6d6 damage and stuns for 1d4 rounds.
Fey Ward	Barrier keeps out fey creatures	Illusory Script	Only intended reader can decipher
Fireball	1d6 damage per level, 20-ft. radius	Immobilize	Renders Constructs unable to move
Flame Arrow	Arrows deal +1d6 fire damage	Incorporeal Enhancement	Grant bonuses to incorporeal undead
Flashburst	Flash of light dazzles and blinds creatures in area.	Induce Vulnerability	Target suffers double damage from one energy type.
Floor of Fire	Creates a horizontal sheet of flames above the ground, causing 1d6+1 points of damage to creatures within	Ink Cloud	Creates a dark patch of ink that blocks sight.
Fly	Subject flies at speed of 60 ft	Instant Fact	Makes subject accept one item of information as a fact.
Foil Tracer	Teleport spells cannot be traced.	Invisibility Sphere	Makes everyone within 10 ft. invisible
Forceblast	Deal 1d4 damage / level in a 5-foot wide line.	Item from Beyond	Sends object to scried subject
Fortify Familiar	Your familiar gains 2d8 temporary hp, +2 to armor, 25% chance to avoid extra sneak attack and critical hit damage.	Jevicca's Just Reversal	Reflects enchantment back at caster.
Gandar's Chatterbox	Creates a chattering mouth that distracts those near it	Junglerazer	Fey, vermin, plants, and animals take 1d10 damage/level.
Garble	Render a target's speech unintelligible to others	Keen Edge	Doubles normal weapon's threat range
Gaseous Form	Subject becomes insubstantial and can fly slowly	Kin Link	Creates mental connection between relatives.
Gentle Repose	Preserves one corpse	Leomund's Tiny Hut	Creates shelter for ten creatures
Giant's Wrath	Pebbles you throw become boulders.	Light of Venya	You radiate golden light, which you can expend as two bolts that deal 1d6 damage, 3d6 against undead and evil outsiders, or heals 3d6 damage
Girallon's Blessing	Subject gains one additional pair of arms.	Lightning Bolt	Electricity deals 1d6/level damage
Glacial Globe of Invulnerability	Stops 1st- through 3rd- level fire spell effects and provides concealment	Mage Armor, Greater	Gives subject +6 armor bonus
Glimpse of Truth	Caster gets an answer to a yes or no question	Mage Armor, Mass	Gives subject +4 armor bonus
Glowing Orb	Creates permanent magical light; you control brightness.	Magic Circle Against Chaos	As protection spells, but 10-ft. radius and 10 min./level
Grant Mobility	Allows intelligent item to float/attack on its own	Magic Circle Against Evil	As protection spells, but 10-ft. radius and 10 min./level
Great Thunderclap	Loud noise causes stunning, deafness, and knocks prone in a large area.	Magic Circle Against Good	As protection spells, but 10-ft. radius and 10 min./level
Haboob	Cloud of dust obscures sight and abrades those passing through it	Magic Circle Against Law	As protection spells, but 10-ft. radius and 10 min./level
Hailstones	Frigid globes deal 5d6 cold damage.	Magic Weapon, Greater	+1 bonus/four levels (max +5).
Halt Undead	Immobilizes undead for 1 round/level		
Hamatula Barbs	Subject grows barbs, which damage foes that attack subject in melee		

Major Image	As silent image, plus sound, smell and thermal effects	Rally Standard	A banner strengthens allied creatures and deals holy damage
Malediction of Razors	Wounding razors shoot toward your target, causing 1d4+1 points of damage and possibly causing it to bleed	Rary's Lesser Telepathic Bond	Link with subject within 30 ft. for 10 minutes/level.
Mantle of Shadows	Grants subject concealment and +4 bonus on Hide checks	Ray of Dizziness	Subject can take only move or standard actions.
Manyjaws	One set of jaws/level attacks enemies for 1d6 damage.	Ray of Exhaustion	Ray makes subject exhausted
Materialize	Forces incorporeal creatures to become solid	Reality Blind	Subject can take no actions, and afterward does not heal naturally
Mesmerizing Glare	Your gaze fascinates creatures.	Regal Procession	Summons riding horses for 2 hours/level
Message in a Bottle	Caster may send a message to any location on the same or connected body of water.	Repair Serious Damage	"Cures" 3d8+1/level (max +15) points of damage to a construct
Mighty Wallop, Greater	+1 size category of bludgeoning weapon/4 levels (maximum +5)	Resist Taint	Bestows +4 bonus on saves against taint.
Mind Poison	Your poisonous touch deals Wis damage.	Resonating Bolt	Sonic energy deals 1d4 damage/level (max 10d4)
Minor Wall of Force	Wall sustains 10 points of damage / level	Restore Page	Fragments of a single page are restored completely
Miscast Spells	Target must save or suffer the effects of a scroll mishap on target's next spell	Reveal Ward	Reveals invisible wards and allows the caster to determine the type and number of spells in a ward
Miser's Envy	Subject jealously covets a nearby object.	Reverse Arrows	As protection from arrows, but negated arrows turn back upon their source.
Missive Token	Creates an item that lets a creature contact you mentally.	Revitalize Legacy, Least	Get extra use of chosen least legacy ability
Mystic Tracer	Detect creatures in area, long-term Scry bonus	Rust Ray	Metal objects take 2d6 damage +1/2 levels.
Nauseating Breath	Exhale a cone of nauseating gas.	Scintillating Sphere	20-ft.-radius burst deals 1d6 electricity/level.
Necrotic Bloat	Encysted subject takes 1d6 damage/level	Scribe	Copies text to blank pages
Negative Energy Burst	1d8+1/level (max +10) negative energy damage, 20 ft radius	Scry Retaliation	Inflicts 1d6 points of damage / level upon the scrier.
Nondetection	Hides subject from divination, scrying	Sea Hag's Visage	Caster takes on the appearance of a sea hag, dealing ability score damage to any who look at him.
Outcast's Curse	You cause minor tribulations to hinder the actions of a single creature	Secret Page	Changes one page to hide its real content
Phantom Guardians	Create illusion of group of guards	Seek the Soulless	Deals nonliving creatures and objects 1d6 damage / level.
Phantom Steed	Magic horse appears for 1 hour/level	Sense of the Dragon	Nonvisual senses out to 30 ft that pinpoint creatures
Power Word Deafen	Deafens one creature with 100 hp or less	Sepia Snake Sigil	Creates text symbol that immobilizes reader
Power Word Maladroit	Deals 2 points Dex damage to one creature with 75 hp or less	Shadow Binding	Ribbon-like shadows daze and entangle creatures in 10-ft-radius burst
Power Word Weaken	Deals 2 points of Str damage to one creature with 75 hp or less	Shadow Cache	You open a small portal to the Plane of Shadow through which you can put an item for later retrieval.
Primal Form	You change into elemental, gain some abilities.	Shadow Phase	Subject becomes partially incorporeal.
Protection from Dessication	Absorb 10 points/level of dessication damage	Shadow Sight	Allows the caster to see into the shadow world, allowing him to ignore invisibility and concealment
Protection from Energy	Absorb 12 points/level of damage from one kind of energy	Shatterfloor	Deals 1d4 sonic/level plus damages floor surface.
Rage	Gives +2 to Str and Con, +1 on Will saves, -2 to AC	Shield of the Kuo-Toa	Caster creates magical shield that grants Deflection bonus to AC and may disarm or grapple attacking enemies.
Rainbow Blast	Line deals 1d6 damage of each energy type.		

Shivering Touch	Touch deals 3d6 Dex damage	Syron's Dancing Shield	Grants subject a +8 shield bonus to AC versus a limited number of attacks
Shockwave	Deals 3d6 nonlethal damage to all within area and knocks targets to the ground	Telepathic Bond, Lesser	As Rary's telepathic bond, but you and one other creature
Shrink Creature	As reduce, but creature is one-tenth normal size	Temporal Venom	Poison disrupts target's connection with time.
Shrink Item	Object shrinks to one-sixteenth size	Thin Air	Creatures suffer from altitude sickness
Sign of Sealing	Magical sigil protects door or chest, deals 1d4/level damage (max 10d4) if opened	Tongue Serpents	Caster spits out 1 Tiny viper/4 levels
Skull Watch	Skull shrieks when creature enters warded area.	Tongues	Speak any language
Sleep, Greater	Puts 4d6 HD (max 10HD) worth of creatures to sleep.	Tormenting Thirst	Subject is overwhelmed by thirst
Sleet Storm	Hampers vision and movement	Transmute Water to Blood	Caster changes normal water into blood.
Slow	One subject/level takes only one action/round, -2 to AC and attack rolls	Tremorsense (SC)	Grants tremorsense to a range of 30 feet.
Snake's Swiftmess, Legion's	Subjects immediately make one attack each	Trigger Trap	Sets off mechanical traps in the area of effect
Sonorous Hum	Removes need to concentrate to maintain next spell cast.	Undead Lieutenant	Chosen undead can give orders to undead in your control.
Sound Lance	Sonic energy deals 1d8/level damage.	Undead Torch	Undead creature gains blue aura that gives +2d6 damage against living creatures.
Spectral Weapon	Use quasi-real weapon to make touch attacks	Underwater Sense	Caster can locate creatures underwater
Spell Vulnerability	Reduce target creature's spell resistance by 1 per caster level (max reduction 15)	Undulant Innards	Gain immunity to extra damage from critical hits and sneak attacks
Spider Poison	Touch deals 1d6 Str damage, repeats in 1 minute.	Unluck	Target remakes all rolls, uses worse result for 1 round/level
Spiderskin	Subject gains increasing bonus to natural armor bonus, saves against poison, and Hide checks.	Unseen Servant Retinue	Conjures multiple unseen servants
Stars of Arvandor	Tiny starbursts each deal 1d8 damage (half nonlethal), or 1d8 lethal damage to evil creatures	Valus' Mass Missile	A line of force deals 1d6 points/level to all creatures in its path, possibly knocking them to the ground or forcing them backward
Steeldance	Blades hover around you and attack foes.	Vampiric Touch	Touch deals 1d6/two levels damage; caster gains damage as hp
Step Sideways	Make a 5 ft step into between and remain there for 1 round/level	Ventilation	Create a pleasant breeze
Stinking Cloud	Nauseating vapors, 1 round/level	Vile Lance	Creates +2 shortspear that deals vile damage
Stony Grasp	Arm made of soil and rock grapples foes	Vipergout	You spit forth celestial or fiendish vipers that attack your foes.
Storm Mote	Dust Devil of flensing sand	Walk the Mountain's Path	Grants agility and prowess for mountaineering-related skills
Suggestion	Compels subject to follow stated course of action	Wall of Chains	Creates barrier of woven chains that has 20 hp/4 caster levels
Summon Fey III	Summons fey creature to fight for you	Wall of Light	Creates wall of light, can dazzle creatures.
Summon Monster III	Calls extraplanar creature to fight for you	Warcry	Creatures within 30-ft cone cower for 1d4 rounds
Summon Undead III	Summons undead to fight for you	Water Breathing	Subjects can breathe underwater
Suppress Breath Weapon	Subject can't use breath weapon.	Water to Acid	Transforms 1 cu. ft./level of water into acid.
Suspended Silence	Object becomes programmed to create an area of silence at your command.	Weapon of Energy	Weapon deals extra energy damage.
Sword Curse	Forces the target to direct attacks and spells randomly.	Weapon of Impact	As keen edge, but aids bludgeoning weapons.
		Whisper Geas	Target must share information with everyone she meets
		Whispering Sand	Sand delivers your message
		Wind Wall	Deflects arrows, smaller creatures, and gases

Wing Wither Reduce maneuverability and flying speed of target for 1 round/level

Zone of Visibility Negates concealment within the area of effect

Spell level 4

Aboleth Curse Subject's skin undergoes a horrible transformation

Abyssal Might Caster gains +2 to Str, Con, Dex, and SR

Acid Form Your body turns into a thick, acidic gel

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

Arrow Redirection You make saves to redirect incoming ranged attacks

Assay Resistance +10 bonus on caster level checks to defeat one creature's spell resistance

Assay Spell Resistance +10 bonus on caster level checks to defeat one creature's spell resistance.

Attune Form Grant target creature temporary protection against overtly damaging planar traits

Backlash Subject takes damage if it uses spells against another creature.

Baleful Blink Subject has 50% chance of failure on attacks and spells

Battle Hymn Allies can reroll one Will save/round.

Battlefield Fortification Creates trench or berm

Befriend Doorway Guardian As charm monster, except on Fey only, plus information can be obtained

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

Bind Item Object encased in globe of force.

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 Flame 60-foot cone of fire, 1d6/level damage

Blast of Sand Cone delivers 1d6 damage/level

Bleakness 1d6 damage/round to living creatures; grants undead turn resistance and fast healing

Blinding Breath Your breath weapon blinds subjects.

Blistering Radiance Sphere of light blinds creatures, deals 2d6 fire damage in 50 ft radius spread

Bloodstar Hovering construct wounds for each time foe is damaged

Boiling Oil 10 ft cylinder deals 4d6 damage + 2d6 damage/round for 1 round/3 levels

Bornhain's Shockwave Deals 1d6 damage / 2 levels and pushes creatures back.

Bright Worms Fiery worms damage enemies within 20 ft spread

Brother's Revenge Target who harmed caster's family withers and rots.

Burning Blood Target takes 1d8 acid damage plus 1d8 fire damage/round

Burrowing Bony Digits Up to five bony fingers fly toward your targets, burrowing into their flesh and causing 1d6 points of damage per round.

Call of Stone Slowly turn subject to stone

Catalytic Mouth As magic mouth, but can trigger command word magic items and effects

Celerity Take a standard action immediately, but be dazed for a round

Celestial Brilliance Object sheds brilliant light to 120 ft, hurts undead and evil outsiders

Chains of Vengeance Subject is bound and takes 2d6 points of fire damage/ round.

Channeled Pyroburst Deal fire damage, amount and radius based on casting time

Charm Monster Makes monster believe it is your ally

Circle of Binding Targets cannot leave circle

City Elemental I Summons an enhanced earth elemental

Coax Forth Power Magic item inflicts 50 percent more damage.

Coldscream 1d6 damage/level (10d6 max). Half sonic, half cold.

Column of Ice Column of Ice erupts from the ground, lifting anything in its area into the air

Compass Curse The target becomes disoriented and confused when traveling

Condemnation Lowers subject outsider's SR and stuns for 1 round.

Confession's Hand Compel written truthful answers from a subject

Confusion Subjects behave oddly for 1 round/level

Construct Rider Create sensor attached to construct

Contagion Infects subject with chosen disease

Control Creature of the Mist Creature of the mist obeys caster's commands

Corporeal Instability Transform a target creature into an amorphous mass

Create Lesser Creature of the Mist Creates creature of the mist up to CR5

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

Crushing Grip Subject takes -2 on attacks, checks, saves, and AC and -20 ft movement penalty to speed, might be paralyzed

Damning Darkness	Darkness deals either 2d6 or 1d6 damage / round	Fire Stride	Teleport from one fire to another.
Dancing Chains	Animates one chain / level	Fire Trap	Opened object deals 1d4 +1/level damage
Dancing Web	Energy strands deal 1d6/level non-lethal damage plus entangle evil creatures for 1d6 rounds	Fitful Sleep	Curse that denies restful sleep and spell preparation until removed
Darkvision, Mass	Creatures in 10 ft radius gain ability to see 60 ft in total darkness	Flame Whips	Your forelimbs deal 6d6 fire damage.
Defenestrating Sphere	Cloudy gray sphere knocks enemies prone, hurls them upward for subsequent falling damage	Flaming Corrosion	1d6 damage/ level (10d6 max). Half acid, half fire.
Desert Diversion	Those attempting planar travel are diverted to a random wasteland	Flight of the Dragon	You grow dragon wings.
Detect Scrying	Alerts you of magical eavesdropping	Floating Disc, Greater	Creates 3-ft.-diameter horizontal disk that holds 100 lb./level
Dimension Door	Teleports you short distance	Force Chest	2-ft-cube chest made of force.
Dimensional Anchor	Bars extradimensional movement	Force Claw	Claw of force guards an area, making opportunity attacks.
Disguise Ship	Disguises a ship.	Force Missiles	Unerring missiles of force strike for 2d6 damage and explode in a burst.
Dismiss Fey	Forces fey creature to faerieland	Forceward	Creates a sphere of force that protects against force effects and keeps out incorporeal creatures.
Dispelling Screen	Targeted dispel magic on any creature and unattended items, +10 max on caster level check	Forcewave	Bull rushes all creatures within 10 ft.
Displacer Form	You change into displacer beast, gain some abilities.	Fury of Stone	Hurls rock from the surrounding area to harm enemies.
Distort	Impose -10 penalty to all Charisma-based skill checks	Fuse Sand	Hardens sand and may trap creatures
Distort Summons	Creates area where only evil creatures can be summoned	Gaze of Destruction	Caster's next spell becomes a gaze attack.
Dragon Breath	You choose a dragon type and mimic its breath weapon	Geas, Lesser	Commands subject of 7 HD or less
Early Twilight	Reduce light in an 80 ft radius cylinder	Gird the Warrior	Subject gains +10 armor bonus and +4 enhancement bonus to attack and damage
Energy Spheres	Five colored spheres attack with or negate acid, cold, electricity, fire, and sonic energy.	Glacial Ward	Subject gains SR 18 against fire spells and effects
Enervation	Subject gains 1d4 negative levels	Globe of Invulnerability, Lesser	Stops 1st- through 3rd-level spell effects
Enhance Magical Flow, Greater	+4 to spell save DCs.	Grim Revenge	Tears hand from target dealing 6d6 damage, then hand attacks target
Enlarge Person, Mass	Enlarges several creatures.	Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, or the like).
Entangling Staff	Quarterstaff gains improved grab and can constrict grappled foes	Hell's Power	Caster gains +2 AC and +1 to existing DR
Ethereal Mount	Magic horses appear for 1 hour/level	Hidden Object	Object can be seen only through magical glass.
Evard's Black Tentacles	Tentacles grapple all within 15 ft. spread	Ice Shield	Subject gains damage reduction 15/-
Explosive Cascade	Bouncing flame ball deals 1d6/level fire damage.	Ice Ship	Creates ice runner or ice galleon
Fear	Subjects within cone flee for 1 round/level	Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across
Feedback	Target suffers 1d8+1/level damage if specified action is taken.	Ice Web	Creates webs of coldfire that entangle and deal 1d6 frostburn damage/round
Felonious Friend II	Increases the skills available to the creature conjured	Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through
Fire Shield	Creatures attacking you take fire damage; you're protected from heat or cold	Ilrosos Tobor (Roses of Life)	Creates magical roses that heal 1d8 damage.
		Improved Water Breathing	The target creature or creatures gain enhanced underwater survival abilities.

Instill Familiar	Grants familiar one spell of 4th level or lower to cast	Orb of Force	Globe of force deals 1d6/level damage, maximum 10d6
Invisibility, Greater	As invisibility, but subject can attack and stay invisible	Orb of Sound	Ranged touch, 1d6/level points of sonic damage and target might be deafened
Iron Bones	Corporeal undead gains +6 natural armor bonus.	Otiluke's Resilient Sphere	Force globe protects but traps one subject
Iron Shard, Greater	Shoots iron needles for 1d4+level (1d6+level vs Fey) damage, +1 shard/2 levels over 1st (max +5), +1 hp damage/round for duration	Parboil	Flash-heated air deals fire and Intelligence damage to one or more creatures
Knivescour	Protects items with a trap that inflicts 1d6 acid damage / level	Perfect Summons	Creates area where only good creatures can be summoned
Know the Earth	You gain knowledge of the dungeon areas around you.	Perinarch	Gain greater control over Limbo's morphic essence
Know Vulnerabilities	Determine subject's vulnerabilities and resistances.	Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage
Laughing Gas	Cloud of hideous laughter	Poisoned Goblet	Makes any object touched poisonous
Leomund's Secure Shelter	Creates sturdy cottage	Polymorph	Gives one willing subject a new form
Lethargy	Target affected as if by slow until getting a full night's rest	Portal Alarm, Improved	Warded portal alerts you or a creature designated by you to creatures passing through it.
Liquid Pain	Extracts 1 dose of liquid pain from tortured victim	Power Word Distract	Makes one creature with 150 hp or less flat-footed
Locate Creature	Indicates direction to familiar creature	Privacy	Blocks divination and perception attempts in a 10 ft area around the caster
Mark of Air, Greater	Subject can fly at speed 40 and has other power.	Psychic Poison	Poisons those casting divination spells or mind-affecting spells at an object, creature, or area
Mark of Earth, Greater	Subject has DR 10/+1 and has other power	Radiant Fog	As solid fog, but dazzles or blinds creatures within
Mark of Fire, Greater	Subject has fire resistance 20 and other power.	Radiant Shield	Creatures attacking you take electricity damage; you're protected from electricity
Mark of Frost, Greater	Subject has cold resistance 20 and other power.	Rainbow Pattern	Lights fascinate 24 HD of creatures
Mark of Water, Greater	Subject can breathe water and has other power.	Raise from the Deep	Creature or sunken ship made buoyant.
Metal Melt	Melts metal object without heat.	Rary's Mnemonic Enhancer	Wizard only. Prepares extra spells or retains one just cast
Mindfrost	Deals 5d6 cold damage, 1d4 Int damage	Ray Deflection	Ray attacks are reflected away.
Minor Creation	Creates one cloth or wood object	Ray of Deanimation	Ray deals 1d6 damage/level to constructs.
Mirror Sending	Caster sends her image to a mirror and can see and speak through it	Ray of Weariness	Ray causes exhaustion in one target
Multi Image	Creates multiple images of the caster, all of which can act independently	Rebuke, Greater	Subject cowers for 1d4 rounds.
Nap	Gain 4 hours of restful sleep in 1 hour	Rebuking Breath	Your breath weapon rebukes undead.
Necrotic Domination	Completely control encysted subject	Reduce Person, Mass	Reduces several creatures
Negative Energy Wave	Surge of negative energy rebukes or bolsters 1d6 HD/level (max 15d6) of undead	Remove Curse	Frees object or person from curse
Orb of Acid	Ranged touch, 1d6/level points of acid damage and target might be sickened	Repair Critical Damage	"Cures" 4d8 +1/level (max +20) points of damage to a construct
Orb of Cold	Ranged touch, 1d6/level points of cold damage and target might be blinded	Repel Undead	Forces undead away from the caster
Orb of Electricity	Ranged touch, 1d6/level points of electricity damage and target might be entangled	Resist Energy, Mass	Targeted creatures ignore damage from specified energy type
Orb of Fire	Ranged touch, 1d6/level points of fire damage and target might be dazed	Resistance, Greater	Subject gains +3 on saving throws for 24 hours

Ring Dance, Lesser	Allows participants to pool experience points for item creation and spell casting	Sword of Deception	Blade of energy attacks independently, deals 1d4 damage, penalizes subsequent save
Robe of Reflection	Sends one type of energy damage to another creature.	Thief of Spells	Ends spell effects on a creature and grants them to you.
Ruin Delver's Fortune	Cast on another creature's turn and choose one of several benefits.	Thunderlance	Lance of force deals 3d6 damage and might dispel force effects.
Sandform	You become an ooze-like being of sand	Titan's Strength	Subject gains the ability to perform amazing feats of strength
Scramble Portal	You randomize the destination of a magic portal.	Touchstone Lightning	Use your Planar Touchstone granted higher-order abilities to fuel damaging rays
Scrying	Spies on subject from a distance	Translocation Trick	You and subject switch places and appear as each other.
Searing Exposure	Target suffers hours of wasteland exposure in a moment	Treasure Scent	You detect valuable metals and gems.
Sensory Deprivation	All of subject's senses are blocked.	Undeniable Gravity, Legion's	Flying creatures lose flying ability.
Shadow Conjuraton	Mimics conjuring below 4th level, but only 20% real	Unseen Servant, Mass	As unseen servant, except one servant/level
Shadow Well	Subject enters gloomy pocket plane and emerges frightened.	Voice of the Dragon	+10 on Bluff, Diplomacy, and Intimidate checks; can use one suggestion.
Sharptooth	One of your natural weapons deals damage as if you were one size larger.	Vortex of Teeth	3d8 points of damage due to force per round to all creatures in the area.
Shout	Deafens all within cone and deals 5d6 sonic damage	Wall of Chaos	Wall blocks creatures of opposite alignment.
Siren's Call	Compel one creature/2 levels to submerge itself.	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
Slay Illusion	Creates illusion that destroys other illusions	Wall of Deadly Chains	Creates barrier of woven chains that has 20 hp/4 caster levels and deals 3d6 damage to all within 5 ft.
Sleepwalking	As suggestion, but cast upon sleeping targets	Wall of Evil	Wall blocks creatures of opposite alignment.
Solid Fog	Blocks vision and slows movement	Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level
Soul Burst	20 ft radius burst inflicts 1d6 damage/level to living creatures only.	Wall of Good	Wall blocks creatures of opposite alignment.
Spell Enhancer	Lets you cast another spell in the same round at +2 caster level.	Wall of Ice	Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside
Spelltrap	Prepares gem that is triggered by specific spell.	Wall of Law	Wall blocks creatures of opposite alignment.
Stone Sanctuary	You take shelter inside a temporary hollow stone.	Wall of Salt	Wall of salt that can be shaped
Stone Shape	Sculpts stone into any shape	Wall of Sand	Wall impedes movement, obscures vision, and blocks some attacks
Stone Sphere	3-ft.-diameter stone sphere rolls over your enemies.	Wall of Water	Wall impedes movement and can drown creatures
Stonesight	You see through stone	Warding Globes	Creates 1 tiny globe / 2 levels that negates attacks of opportunity and 2d6 damage.
Stoneskin	Ignore 10 points of damage per attack	Warm Air	You create an indoor region of warmer temperature than the outdoors.
Strength of the Earth	Transforms the target into a powerful, stony-skinned warrior.	Waterways	Caster instantly transported from one aquatic location to another.
Strength to Strike	You suffer 2 points of Strength damage, weapon gains +2d6 damage	Weaken Resistance	Curse imposes a penalty on the target's attacks, skills, and saves
Summon Fey IV	Summons fey creature to fight for you	Wind Tunnel	Knocks enemies back and to the ground
Summon Monster IV	Calls extraplanar creature to fight for you	Wingbind	A net of force entangles the subject, causing it to fall from the sky.
Summon Undead IV	Summons undead to fight for you		
Suppress Lesser	Lower level arcane spellcaster cannot cast spells		
Swift Journey	Travel at twice normal speed for 12 hours		

Wings of Air, Greater	Subject's flight maneuverability improves by two steps.
Wither	Deals 1d6/level dessication damage and dehydrates living creature
Zone of Speed	Movement through 20-ft sphere has a maximum speed set by caster

Spell level 5

Acid Rain	20 ft radius cylinder deals 7d6 acid damage
Acid Sheath	Sheath of acid damages those who attack you, enhances acid spells.
Animal Growth	One animal/two levels doubles in size
Animate Huge Object	Animates one object up to Huge size
Animate Images	Animates any images into quasi-real shadow creatures.
Animate Legion	Creates skeletons or zombies
Animate Necrosis	Animates a wound that attacks the wounded creature.
Anticold Sphere	Mobile energy field provides immunity to cold
Antifire Sphere	Creatures within sphere gain immunity to fire damage
Antimagic Shield	Creates an immobile barrier to magic on a battlefield.
Aquatic Form	The target permanently gains the Aquatic template.
Arc of Lightning	Line of electricity between two creatures (1d6/level damage)
Arrow Storm (W&W)	Barrage of arrows rain down on a target
Axes of the Cavernsgaard	Axes of force attack enemies who approach you.
Baleful Polymorph	Transforms subject into harmless animal
Ball Lightning	Energy ball deals 1d6/level electricity damage.
Bandersnatch	Transforms a normal bag into a magical trap.
Bigby's Interposing Hand	Hand provides cover against one opponent
Bite of the Wereboar	You gain the Strength and attacks of a wereboar.
Blackwater Tentacle	Create blackwater tentacle that attacks your foe.
Blight	Withers one plant or deals 1d6/level damage to plant creature
Blink, Greater	Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round/level
Boreal Wind	Gust of cold wind deals 1d4 cold damage/level and knocks creatures back
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification

Breath Weapon Substitution	Your breath weapon deals a different kind of damage than normal.
Cacophonic Burst	Noise deals 1d6/level sonic damage to all within area.
Cacophonic Shield	Shield 10 ft from you blocks blocks sounds, deals 1d6+1/level sonic damage, and deafens creatures that pass through
Call Dretch Horde	Summons 2d4 Dretches
Call Faithful Servants	Summons 1d4 lantern archons, coure eladrins, or musteval guardinals
Call Lemure Horde	Summons 2d4 Lemures
Call Nightmare	Summons a Nightmare
Call of the Ruby	Forces a creature to attack another creature.
Call of the Topaz	Forces a creature to hold still for 1 round.
Call Zelekhut	A Zelekhut aids you in hunting a fugitive
Charm Person, Mass	As charm person, but all within 30 ft
Choking Sands	Touched creature begins to suffocate on sand
Cloudkill	Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage
Cone of Cold	1d6/level cold damage
Contact Fey Oracle	As contact other plane, but always true and cryptic
Contact Other Plane	Lets you ask question of extraplanar entity
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	
Cross of Lightning	Four lighting bolts. 1d6 damage/level (max 15d6).
Cyclonic Blast	Deals 1d6 damage/level, knocks down creatures.
Death Throes	Your body explodes when you die
Dimension Door, Greater	Teleports you short distance
Discern Route	Learn destination of a Fey road
Dismissal	Forces a creature to return to native plane
Dispel Water	Cancels water spells and effects or dismisses water creatures
Dispelling Breath	Your breath weapon acts as a targeted dispel magic to all creatures in its area.
Dominate Item	You control the actions of an intelligent item.
Dominate Person	Controls humanoid telepathically
Draconic Might	Gain +5 to Str, Con, Cha; +4 natural armor; immunity to magic sleep effects and paralysis.

Dragon Ally, Lesser	Exchange services with a 9 HD dragon.	Graymantle	Inhibits creature's ability to heal and regenerate for 1 round/level.
Dragonsight	Gain low-light vision, darkvision, and blindsense.	Gutsnake	10-ft. tentacle grows from your stomach and attacks your enemies.
Dream	Sends message to anyone sleeping	Hall of Fire	Creates a hollow tube of fire, damaging creatures attempting to enter the hall
Dreamstealer	Target must make a Will save or be affected by crushing despair during periods of distress	Harroc Adulese (Hunter Serpent)	Energy snake hunts specific type of creature, inflicts 1d6 points of damage/level
Drowining Darkness	You turn a region of darkness into a damaging hazard.	Haunt Shift	Turn corporeal and incorporeal undead into haunting presences
Duelward	+4 on Spellcraft checks, counterspell as an immediate action	Hidden Lodge	Creates sturdy cottage camouflaged to blend into natural surroundings
Earth Reaver	Eruption deals 7d6 damage to all in area.	Hold Monster	As hold person, but any creature
Elemental Shroud	Undead are granted a shroud of chosen element that grants powers.	Ice Shape	Sculpts ice into any shape
Emerald Burst	20-ft-radius burst dazes neutral creatures for 1 round, stuns evil creatures for 1d4 rounds.	Ice to Flesh	Restores frozen creature
Energy Bubbles	Random damage in area during duration, plus 1d4 damage/level	Illusory Feast	Subjects become dazed by illusory food.
Energy Buffer	Absorbs 1d6/level points of damage (maximum 15d6) from one kind of energy.	Imprison Possessor	Subject that can possess creatures is trapped in current body
Enlarge Person, Greater	Humanoid creature doubles in size	Indomitability	Subject can't be reduced below 1 hp.
Ethereal Breath	Your breath weapon manifests on the Ethereal Plane.	Iron Cloud	Kills 3 HD (2 HD fey) or less, and damages higher HD 1d8/level (1d10/level vs Fey)
Extract Gift	Extracts essence from a willing or trapped demon to grant subject a lasting enhancement	Iron Ward, Lesser	Renders recipient safe from touch of normal metals
Fabricate	Transforms raw materials into finished items	Ironblight	Destroys ferrous metals in cloud area
False History	Object misleads all attempts to identify it via divination spells and skill checks	Ironguard, Lesser	Subject becomes immune to nonmagical metal.
False Vision	Fools scrying with an illusion	Ke vessa Gul (Spines of Death)	Caster gains spines for melee or ranged use.
Featherfeet	Makes the subject's footsteps so slight as not to disturb a fragile surface.	Kin Curse	Target is compelled to kill nearest relative
Feeblemind	Subject's Int and Cha drop to 1	Leomund's Billet	Creates sturdy barracks
Fiendform	Assume form and abilities of fiendish creature, demon, or devil	Leomund's Secret Chest	Hides expensive chest on Ethereal Plane; you retrieve it at will
Firebrand	One 5-ft. burst/level deals 1d6 fire/level plus burning for 1 round.	Lucent Lance	Ambient light forms lance, deals various damage.
Fireburst, Greater	Subjects within 15 feet take 1d8/level fire damage	Magic Jar	Enables possession of another creature
Flaywind Burst	Cone blows away and knocks down smaller creatures and deals 1d6 damage/level	Major Creation	As minor creation, plus stone and metal
Flesh to Ice	Turns subject into statue of ice	Miasma of Entropy	Rot all natural materials in a 30-foot cone-shaped burst
Flesh to Salt	Turns creature into a statue of salt	Mind Fog	Subjects in fog get -10 to Wis and Will checks
Flowsight	You can scry creatures in contact with a body of water.	Minor Servitor	Animated object does your bidding.
Fly, Mass (2)	One creature/level flies at a speed of 60 ft.	Mirage Arcana	As hallucinatory terrain, plus structures
Force Ram	Deals 2d6 damage/level to one inanimate object.	Moonbow	Three motes of electricity each deal 1d6/2 levels electricity damage to subjects.
Forget	Force a subject to forget a specific memory	Mordenkainen's Faithful Hound	Phantom dog can guard, attack
Gelid Blood	Subject takes -4 penalty on attacks, AC, and Str- and Dex- related checks, 50% failure of spells with somatic components	Mordenkainen's Private Sanctum	Prevents anyone from viewing or scrying an area for 24 hours
		Necrotic Blast	Draws power from nearby corpses to power an explosion causing 1d6 points of damage per corpse

Necrotic Burst	Encysted subject killed; cyst begins to roam	Sending	Delivers short message anywhere, instantly
Nightmare	Sends vision dealing 1d10 damage, fatigue	Shadow Evocation	Mimics evocation of lower than 5th level, but only 20% real
Night's Caress	Touched foe takes 1d6 points of damage per level, plus 1d6+2 points of Constitution damage	Shadow Form	Gain +4 on Hide, Move Silently, and Escape Artist checks, and concealment; you can move through obstacles if you have ranks in Escape Artist.
Nightstalker's Transformation	Gain +4 Dex, +3 luck bonus to AC, +5 luck bonus on Ref saves, +3d6 sneak attack, and evasion	Shadow Guardians	Create group of shadowy warriors
Oath of Blood	Extends a geas beyond death that compels the target to animate and continue her quest as undead.	Shadow Hand	Medium hand blocks opponents or carries items.
Overcome Force	Subject becomes immune to force damage and can walk through a wall of force	Shadowfade	Opens a portal to the Plane of Shadow.
Overland Flight	You fly at a speed of 40 ft. and can hustle over long distances	Shard Storm	Blast deals 3d6 damage to creatures in area.
Passwall	Creates passage through wood or stone wall	Shredding Spheres	Two flying spheres of blades attack foes.
Permanency	Makes certain spells permanent	Shrieking Blast	40 ft radius burst deafens and deals 8d6 sonic damage
Persistent Image	As major image, but no concentration required	Shroud of Flame	Subject bursts into flames, taking 2d6 fire damage/round.
Phantasmal Thief	Creates an unseen force that steals from others	Sink Ship	A target ship is ruptured violently.
Phantom Foil	Creates phantasms that prevent sneak attacks.	Sleep Mote	Dust devil of magic sand puts foes to sleep
Planar Binding, Lesser	Traps extraplanar creature of 6 HD or less until it performs a task	Sleepless Curse	Ability damage until death or curse is dispelled
Planar Tolerance	Provides temporary protection against overtly damaging planar traits.	Sonic Rumble	Cone of sound deals damage.
Pleasant Weather Zone	Create an outdoor region of fixed temperature	Soul Shackles	Imprison soul of dead creature in talisman from which caster can question it
Power Word Disable	Reduces creature with 50 hp or less to 0 hp	Spell Matrix, Lesser	Magical matrix stores a 3rd-level or lower spell to be cast later as quickened spell.
Precipitate Breach	You can force planar boundaries to rip, creating a planar breach	Spellsense	Become aware of all spells cast on you or in your presence
Prismatic Ray	Ray of light blinds target, deals random effect	Sphere of Air	The target is surrounded, and trapped, in a globe of air.
Programmed Instruction	Compel a creature to perform certain actions under certain conditions	Spine Tendril	Creates a tendril that grapples or disarms.
Prying Eyes	1d4 +1/level floating eyes scout for you	Spiritwall	Wall of spirit-forms cause panic, deals 1d10 damage if touched, can bestow negative levels if passed through
Quintelemental Blast	Cone inflicts 1d6 damage / level of whatever type of energy the target is susceptible to.	Stop Heart	Subject drops to -8 hp immediately
Rary's Telepathic Bond	Link lets allies communicate	Stunning Breath	Your breath weapon also stuns creatures for 1 round.
Reciprocal Gyre	Creature or object takes 1d6 damage/level of spell affecting it (max 25d6)	Summon Fey V	Summons Fey creature to fight for you
Reduce Person, Greater	Humanoid creature halves in size	Summon Monster V	Calls extraplanar creature to fight for you
Refusal	Spellcasters and creatures with spell-like abilities are prevented from entering an area	Summon Undead V	Summons undead to fight for you
Resonating Resistance	Foes must check spell resistance twice against caster	Summoning Standard	A banner strengthens summoned creatures and summons an allied creature
Revitalize Legacy, Lesser	Get extra use of chosen lesser legacy ability	Suppress Legacy	Target temporarily loses all legacy abilities of one item
Scry Reverse	You automatically scry person scrying you	Surefooted Stride, Mass	As surefooted stride but multiple subjects.
Seeming	Changes appearance of one person per two levels	Symbol of Pain	Triggered rune wracks nearby creatures with pain

Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber
Symbol of Spell Loss	Triggered rune absorbs spells yet to be cast.
Taboo	Place compulsion forbidding a specific action
Telekinesis	Moves object, attacks creature, or hurls object or creature
Telepathy Block	Blocks all telepathic communication within an 80 ft. radius
Teleport	Instantly transports you as far as 100 miles/level
Teleport Block	No teleports are allowed into or out of the area.
Teleport Redirect	Incoming or outgoing teleport has a new destination.
Thalassemia	Turns blood to seawater, dealing 1d6/level damage.
Touch of Adamantine	Weapon gains the properties of an adamantine weapon
Transformation of the Deeps	Grant water breathing, darkvision, and pressure immunity to one creature/ 3 levels.
Transmute Mud to Rock	Transforms two 10-ft. cubes per level
Transmute Rock to Mud	Transforms two 10-ft. cubes per level
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
Transparent Object	Makes a volume of material see-through.
Unearthly Heat	Target is subjected to unearthly heat for 1 round/level
Vanishing Weapon	Weapon's touch dispels summoned or quasi-real creatures
Vicious Summons	Summons fiendish dire weasel on a creature, automatically inflicting damage
Viscid Glob	Ranged touch attack hurls 5-ft.-diameter glob of glue at subject.
Vitriolic Sphere	Potent acid deals 6d6 acid damage plus possible damage in following 2 rounds.
Vitriolic Sphere	Potent acid deals 1d4/level damage (max 15d4) plus possible damage in following two rounds
Voice of Authority	You charm others into obeying you as if you were a governmental figure.
Vulnerability	Reduces an opponent's damage reduction.
Wall of Dispel Magic	Creatures passing through a transparent wall become subjects of targeted dispel magic.
Wall of Force	Wall is immune to damage
Wall of Limbs	Whirling limbs deal 5d6 damage and grab creatures passing through.

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 Ooze	Creates barrier that has 50 hp/4 levels that paralyzes and deals 2d6 damage to all that touch it
Wall of Stone	Creates a stone wall that can be shaped
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
Wrack	Renders creature helpless with pain
Xorn Movement	Touched creature swims through earth like a xorn.
X-Ray Vision	You see through matter.
Zone of Respite	Prevents teleportation and similar effects from functioning in the area.
Zurlien's Eon of Sleep	Places the victim in a sleeping state for years

Spell level 6

Acid Fog	Fog deals acid damage
Acid Fog, Aquatic	Fog deals acid damage
Acid Storm	Deals 1d6/level acid damage (max 15d6) in a 20-ft. radius.
Airy Water	Turn normal water into a breathable substance; negate underwater movement and melee attack penalties.
Alert Bebilith	Summons bebilith to deal with a demon
Analyze Dweomer	Reveals magical aspects of subject
Anticipate Teleportation, Greater	Predict and delay the arrival of creatures teleporting into range by 3 rounds
Antimagical Field	Negates magic within 10 ft.
Ashen Union	Drains moisture from a creature, possibly killing it and destroying its body
Aura of Evasion	All within 10 ft. gain evasion against breath weapons.
Aura of Terror	You gain an aura of fear, or your frightful presence becomes more effective.
Bear's Endurance, Mass	As bear's endurance, affects one subject/level
Bigby's Forceful Hand	Hand pushes creatures away
Bite of the Weretiger	You gain the Strength and attacks of a weretiger.
Blackwater Taint	Desecrate water, deal 1d6/2 levels negative energy damage, bestow a negative level.
Brilliant Blade	Weapon or projectiles shed light, ignore armor
Bull's Strength, Mass	As bull's strength, affects one subject/level

Call of the Emerald	Forces a creature to steal an object.	Ferrod Adul Vestorimin (Vestorimin's Golden Aura)	Caster surrounded by antimagic field vs. evil spells
Call of the Sapphire	Forces a creature to go to its home.	Fiendish Quickening	Caster's ability to teleport without error is quickened
Cat's Grace, Mass	As cat's grace, affects one subject/level	Fire Spiders	Swarm of Fine fire elementals deals fire damage in an area.
Chain Lightning	1d6/level damage; 1 secondary bolt/level each deals half damage	Fires of Purity	Target bursts into magical flame, becoming a dangerous weapon
Chasing Perfection	Subject gains +4 to all abilities	Flesh to Stone	Turns subject creature into statue
Circle of Death	Kills 1d4/level HD of creatures.	Fleshshiver	Subject is stunned for 1 round, takes 1d6/level damage, and is nauseated for 1d4+2 rounds.
City Elemental II	Summons an enhanced Medium earth elemental	Fork Path	Allows caster to create a fork in a fey path
Cloak of Hate	Target provokes hostile reactions, takes -10 penalty to Diplomacy checks.	Fox's Cunning, Mass	As fox's cunning, affects one subject/level
Cloak of the Sea	Gain blur, freedom of movement, and water breathing while in water	Freezing Claw	Ranged touch attack. 3d6 damage and freezes subject solid.
Coma	Subject cannot take actions for 1 hour /level.	Freezing Fog	Fog slows creatures, obscures vision, hinders movement
Concealed Instruction	As programmed instruction, but almost impossible to detect	Freezing Glance	Gaze freezes subjects in place
Conditional Spell	Designated spell triggers stored spell in subject.	Geas/Quest	As lesser geas, plus it affects any creature.
Contagion, Mass	Infects subject with chosen disease	Gemjump	Teleport to the location of a specially prepared gem.
Contingency	Sets trigger condition for another spell	Gestalt	Fuses 2 creatures into 1.
Control Water	Raises or lowers bodies of water	Ghoul Gauntlet	Convert victim to a ghoul under your control
Create Undead	Create ghouls, ghosts, mummies, or mohrgs	Globe of Invulnerability	As lesser globe of invulnerability, plus 4th-level spell effects
Dessicate, Mass	Dessicates several creatures	Guards and Wards	Array of magic effects protect area
Disintegrate	Makes one creature or object vanish	Hardening	Increases object's hardness by 1 point/2 levels.
Dispel Magic, Greater	As dispel magic, but +20 on check	Heartfreeze	Subject exhausted, dies in 1d3+2 rounds
Dream Casting	Alter subject's dreams to produce desired effect.	Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp
Eagle's Splendor, Mass	As eagle's splendor, affects one subject/level	Horrific Aspect	Caster's visage becomes horrific, frightening all creatures within range
Ectoplasmic Enhancement	Incorporeal undead gain +1 AC, +1d8 hp, +1 on attacks, +2 turn resistance for every 3 levels	Howling Chain	Chain of force trips and attacks opponents.
Electrical Deluge	1d6 electricity damage / level (15d6 max) in spread out to 100 feet.	Ice Rift	Intense quake shakes 40 ft radius spread of ice
Entomb	Captures subjects in blocks of ice, suffocating them	Illusory Pit	Creatures in area are stunned or knocked prone while believing they are falling
Ethereal Projection	Your spirit enters the Ethereal Plane	Imbue Familiar with Spell Ability	You transfer spells and casting ability into your familiar
Extract Water Elemental	Pulls water from victim, forms water elemental.	Imperious Glare	You cause subjects to cower in fear.
Eye of Stone	Creates a sensor able to move through stone	Impotent Possessor	Subject that can possess creatures is rendered powerless
Eyebite	Target becomes panicked, sickened, and comatose.	Incorporeal Nova	Destroy incorporeal undead
False Sending	As sending, except caster imitates someone else	Iron Shower	Iron splinters rain down doing 1d4 (1d6 vs fey)/caster level (15d4 max)
Felonious Friend III	Conjured creature may now attack as well as use skills to aid the caster	Knock, Greater	Opens doors and disarms traps in an area.

Legend Lore	Lets you learn tales about a person, place, or thing	Reflective Disguise, Mass	Viewers see subjects as their own species and gender.
Make Manifest	You cause a creature on a coexistent plane to appear on your plane.	Repulsion	Creatures can't approach you
Mislead	Turns you invisible and creates illusory double	Resistance, Superior	Subject gains +6 on saving throws for 24 hours
Mordenkainen's Lucubration	Wizard only. Recalls spell of 5th level or lower	Restore Book	Fragments of a single book are restored completely
Move Snow and Ice	Digs trenches and builds hills in ice and snow	Revive Undead	Restores undeath to undead that were destroyed up to 1 day/level ago
Mudslide	Landslide buries, mires creatures within a 40-ft. radius.	Ruby Ray of Reversal	Ray negates magical or mundane hazards.
Mummify	Touched living creature dies and is mummified.	Scalding Mud	Transmute rock or earth into boiling muck
Nap, Improved	A full night's sleep condensed into an hour of sleep	Scry Blast	Inflicts 1d4 damage / 2 levels upon scried subject
Nautomancy	Caster imbues ship with spells	Scryjack	Take control of a scrying spell directed at you and feed it what you wish
Necrotic Eruption	Encysted subject killed; those nearby damaged and possibly encysted	Seal Portal	Seal an interplanar portal or gate
Nonesuch Spell	Prevents one 4th level or lower spell from being cast within 50 ft of you.	Shadow Walk	Step into shadow to travel rapidly
Oozepuppet	You telekinetically control an ooze.	Shadowy Grappler	Illusory force grapples subject.
Opalescent Glare	Kill evil creatures with a look, or make them very afraid	Shard Rain	Rain of crystals deals 1d6/2 levels in an area.
Open Doorway	Open doorway without meeting conditions of entry	Sign of Sealing, Greater	Magical sigil protects door, chest, or open space; deals 1d6/level damage (max 20d6) if opened
Oroster's Revenge	Attackers suffer 2d6 + 1/level damage for each attack	Snare Astral Traveler	Captures one astral creature and holds it motionless
Otiluke's Freezing Sphere	Freezes water or deals cold damage	Spatial Distortion	Magically makes an area larger than it truly is.
Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level	Spectral Touch	Your touch bestows one negative level per round
Permanent Image	Includes sight, sound, and smell	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
Planar Binding	As lesser planar binding, but up to 12 HD	Stone Body	Your body becomes living stone.
Power Word Nauseate	Makes one creature with 150 hp or less nauseated	Stone to Flesh	Restores petrified creature
Probe Thoughts	Read subject's memories, one question/round	Stormwalk	Teleport yourself and one creature/2 levels from a storm.
Programmed Image	As major image, plus triggered by event	Subvert Planar Essence	Reduces targets DR and SR
Prorogate Death	Allows subject to act below 0 hp and live after reaching -10 hp.	Sudden Wave	Creates a wave of water that sweeps away creatures or objects.
Pulsating Fireball	A fireball explodes repeatedly in the same area for five rounds	Suggestion, Mass	As suggestion, plus one subject/level
Quickshift	Caster can teleport or greater teleport spell-like ability as a free action for 1 round/level	Summon Fey VI	Summons Fey creature to fight for you
Rary's Interplanar Telepathic Bond	Link lets allies communicate across planes.	Summon Monster VI	Calls extraplanar creature to fight for you
Ray of Entropy	Subject takes -4 Strength, Dexterity, and Constitution.	Suppress Flame	Reduces damage and illumination from fire
Ray of Light	Ray blinds subject.	Susar's Death	Target dies in 1d4 rounds as blood turns to lead.
Recurring Nightmare	Creatures gain negative energy levels until death or curse is removed	Symbol of Fear	Triggered rune panics nearby creatures
		Symbol of Persuasion	Triggered rune charms nearby creatures

Symbol of Thirst	Triggered rune overwhelms nearby creatures with thirst
Teleport Coordinate Transfer	Information about destination is transferred.
Teleport Tracer	Destination of teleport is discovered.
Tenser's Transformation	You gain combat bonuses
Transcribe Symbol	Safely moves an untriggered magical symbol to another location
True Seeing	Lets you see all things as they really are
Tunnel Swallow	Tunnel's peristaltic convulsions deal 1d6 points of damage/level (max 15d6).
Undeath to Death	Destroys 1d4 HD/level undead (max 20d4)
Veil	Changes appearance of group of creatures
Wages of Sin	Evil creatures attack other evil creatures
Wall of Gears	Creates a wall of moving gears that deals 1d6 damage/2 levels to creatures within 10 ft
Wall of Iron	30 hp/four levels; can topple onto foes
Waves of Cold	Fire creatures become shaken and cold creatures lose immunity to cold

Spell level 7

Amber Sarcophagus	Target is trapped in stasis inside amber
Animalistic Power, Mass	As animalistic power, but multiple subjects
Animate Breath	Your breath weapon becomes an elemental.
Animate Gargantuan Object	Animates one object up to Gargantuan size
Antimagic Ray	Subject loses all magical powers.
Arcane Sight, Greater	As arcane sight, but also reveals magic effects on creatures and objects
Arrow of Bone	Missile or thrown weapon gains +4 bonus, target takes 3d6 +1/level damage (max +15) or is slain
As the Frost	Transform into a creature of cold
Astral Projection, Lesser	You project onto the Astral Plane
Avasculate	Reduce foe to one-half hp and stun for 1 round by purging blood vessels
Awaken Undead	Grant sentience to otherwise mindless undead
Banishment	Banishes 2 HD/level of extraplanar creatures
Banner of Perdition	A banner lowers energy resistance and releases a blast of holy energy
Barghest's Feast	Destroy target corpse, potentially preventing its return to life
Bigby's Grasping Hand	Hand provides cover, pushes, or grapples

Bite of the Werebear	You gain the Strength and attacks of a werebear.
Body of War	You change into warforged titan, gain some abilities.
Brilliant Aura	Allies weapons become brilliant energy, ignoring armor
Call Kolyarut	A Kolyarut aids you in punishing an oath-breaker
Call Loyal Servant	You summon a human with the skills and equipment for the task at hand
Call of the Diamond	Forces creature to come to your location.
Control Undead	Undead don't attack you while under your command
Control Weather	Changes weather in local area
Create Creature of the Mist	Creates creature of the mist up to CR9
Create Crossroads and Backroad	Creates a crossroads and backroad
Create Doorways and Backroad	Same as create crossroads and backroad, but for arcane casters
Delayed Blast Fireball	1d6/level fire damage; you can postpone blast for 5 rounds
Diabolich Portam (Devil's Gate)	Creates doorway to hell through which one devil might step through each round.
Dispelling Screen, Greater	Targeted dispel magic on any creature and unattended items, +20 max on caster level check
Disruption Wave	Cone of Positive Energy destroys all undead in the area or deals them 1d8/level points of damage
Dragon Ally	As lesser dragon ally, but up to 15 HD.
Drawmij's Instant Summons	Prepared object appears in your hand
Eladrin Form	You become an incorporeal globe
Elemental Body	You take on the qualities of a type of elemental.
Emerald Flame Fist	Touch attack deals 3d6+1/level fire damage (max +20), target can be engulfed by flame for additional damage
Energy Ebb	Give subject one negative level/round for round/level
Energy Immunity	Subject and equipment gain immunity to damage of specified energy type
Energy Transformation Field	Area absorbs magic energy to power a predetermined spell.
Ethereal Jaunt	You become ethereal for 1 round/level
Ethereal Projection, Greater	As ethereal projection, but indefinite duration
Evil Glare	Paralyze creature with your glare

Eye of the Beholder	Caster's eye gains random Beholder ray	Phase Door	Creates an invisible passage through wood or stone
FeyForm	Grants Fey-born template for the duration	Planar Bubble	Create bubble around target creature that emulates target's native planar environment
Fiendish Clarity	Grants you darkvision to 60 ft, allows you to see in magical darkness, see invisibility out to 60 ft, and detect good	Plane Shift	As many as eight subjects travel to another plane
Finger of Death	Kills one subject	Power Word, Blind	Blinds creature with 200 hp or less
Flesh to Salt, Mass	Turns several creatures into statues of salt	Prismatic Eye	Orb produces individual prismatic rays as touch attacks.
Fly, Mass	1 creature/level can fly at speed 90.	Prismatic Spray	Rays hit subjects with variety of effects
Flying Abominations	Animates the body parts of affected creatures	Prohibit Kind	Puts all creatures other than specified type into stasis.
Forcecage	Cube or cage of force imprisons all inside	Project Image	Illusory double can talk and cast spells
Ghost Trap	Incorporeal creatures turn corporeal	Protection from Wards	The target is rendered invisible to wards, making him immune to all ward abilities
Glacial Ward, Greater	Area around you provides SR 25 against fire spells and effects	Puppet Master	Caster can control the actions of any construct
Glass Strike	Turns subject into glass.	Radiant Assault	1d6 damage/level, victims dazed or dazzled.
Greater Image	Creates figment perceived for miles	Rebuke, Final	As rebuke, except the subject must save or die.
Hide from Dragons	Dragons can't perceive one subject/2 levels.	Reverse Gravity	Objects and creatures fall upward
Hiss of Sleep	You induce comatose slumber in subjects.	Righteous Glare	Your gaze attack kills evil creatures with less than 5 HD, causes fear in others.
Hold Person, Mass	As hold person, but all within 30 ft	Ring Dance, Greater	As Lesser Ring Dance, but 2 participants/level
Ice Castle	Creates castle of snow and ice with an array of magical effects	Scrying, Greater	As scrying, but faster and longer
Ice Claw	Claw of ice grapples and deals cold damage.	Sequester	Subject is invisible to sight and scrying; renders creature comatose
Insanity	Subject suffers continuous confusion	Shadow Conjuration, Greater	As shadow conjuration, but up to 6th level and 60% real
Invisibility, Mass	As invisibility, but affects all in range	Simulacrum	Creates partially real double of a creature
Iron Ward, Greater	Renders recipient safe from touch of metals up to +3	Solipsism	Subject believes it alone exists.
Ironguard	Subject becomes immune to all metal.	Soul Link	Grants target a boon, allows monitoring, and establishes a telepathic link that enhances enchantments
Jevicca's Fourfold Ostracism	Sends up to 4 targets to another plane temporarily.	Spell Matrix	Stores up to two spells of 3rd level or lower to be released later.
Kiss of the Vampire	You gain vampire-like supernatural abilities, but are vulnerable to attacks that harm undead	Spell Turning	Reflect 1d4+6 spell levels back at caster
Limited Wish	Alters reality—within spell limits	Spellmaster	You can increase range and duration of spells, delay effects, and shape areas.
Magical Vacuum	All magic is sucked from the victim and his possessions and stored in a sphere above his head	Spirit Knife	Creates a deadly knife that slays opponents upon a successful strike
Massmorph	As baneful polymorph, but 1 subject / level	Statue	Subject can become a statue at will
Master Creature of the Mist	Creature of the mist obeys caster's commands	Stone Shape, Greater	Sculpts stone into any shape
Mordenkainen's Magnificent Mansion	Door leads to extradimensional mansion	Stray from the Path	Allows caster and recipients to step off fey path for the duration
Mordenkainen's Sword	Floating magic blade strikes opponents	Stun Ray	Subject stunned 1d4+1 rounds.
Move Earth	Digs trenches and builds hills	Submerge Ship	You control ship mentally while it travels underwater.
Necrotic Tumor	Permanently control encysted subject		

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
Sword of Darkness	Blade of negative energy attacks independently, deals 1d4 damage, bestows negative level
Symbol of Stunning	Triggered rune stuns nearby creatures
Symbol of Weakness	Triggered rune weakens nearby creatures
Symphonic Nightmare	Discordant noise haunts subject's sleep.
Synostodweomer	Channel a spell into positive energy to cure 1d8/spell level.
Teleport Object	As teleport, but affects a touched object
Teleport, Greater	As teleport, but no range limit and no off-target arrival
Teleport, Mass	Instantly transports the subjects as far as 100 miles/level
Tomb of Light	Entraps and harms evil extraplanar creatures
Transfix	Humanoids freeze in place until condition you specify is met
Unfurl the Mortal Coil	Deal Constitution damage via poisonous spell touch
Vessa Kornari (Steal Heart)	You eat the target's heart to prevent raising.
Vision	As legend lore, but quicker and strenuous
Vitrify	Melts sand into glass
Wall of Eyes	Creates barrier that caster can see through and that paralyzes and consumes those that touch it.
Waves of Exhaustion	Several targets become exhausted
Whirlwind of Teeth	Creates moving, 5-ft/level cylinder that deals 1d8 hp damage/2 caster levels each round
Window to Elsewhere	Creates view into another location

Spell level 8

Antipathy	Object or location affected by spell repels certain creatures
Avascular Mass	Reduce foe to half its hp and stun for 1 round by purging blood vessels, which can trap creatures in 20 foot radius from victim
Axiomatic Creature	Transforms creature into an axiomatic creature
Bestow Curse, Greater	As bestow curse, but more severe penalties
Bigby's Clenched Fist	hand provides cover, pushes, or attacks your foes

Binding	Utilizes an array of techniques to imprison a creature
Blackfire	Target is engulfed in black flame, takes 1d4 Con damage and becomes nauseated; flames and effects can spread to adjacent living creatures
Celerity, Greater	Take a full-round action immediately, but be dazed for a round
Chain Dispel	Dispel multiple magical effects on multiple creatures
Chains of Antimagic	Chains bind target, preventing spells and abilities.
Charm Monster, Mass	As charm monster, but all within 30 ft
City Elemental III	Summons an enhanced Huge earth elemental
Clone	Duplicate awakens when original dies
Create Greater Undead	Create shadows, wraiths, spectres, or devourers
Dark Channeling	Caster may inhabit the mind of any undead creature within range
Demand	As sending, plus you can send suggestion
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
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level
Discern Location	Reveals exact location of creature or object
Disintegration Field	Creates an area where matter is disintegrated.
Disintegration Sphere	Conjures a green ball that disintegrates anything in its path
Displacement, Mass	As displacement, but all creatures within 180 ft.
Earth Glide	Grant the ability to move easily through dirt and stone
Embrace the Dark Chaos	Exchanges one of target's feats for an Abyssal Heritor feat
Ethereal Projection, Mass	As ethereal projection, but multiple subjects
Excavate	Creates a permanent passage in earth and walls.
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
Field of Icy Razors	Creatures in area take normal and cold damage, might be slowed.
Fierce Pride of the Beastlands	Summon celestial lions and celestial dire lions to follow your commands
Flensing	Pain and trauma deal 2d6 damage, 1d6 Con damage, 1d6 Cha damage for up to 4 rounds

Fuse Line	Two subjects share traits with future offspring.	Power Word, Stun	Stuns creature with 150 hp or less
Ghostform	You assume incorporeal form and gain some incorporeal traits and bonuses	Pretur Ar Nuade (Hoard Ward)	Intruders teleport to specific destination.
Gutwrench	kills subject and gives caster 4d6 temporary hit points and +4 Strength	Primal Release	Subject becomes stronger, tougher, and more bestial.
Heart of Stone	Exchange your heart with stone one to gain damage reduction, resistance to energy for 1 year	Prismatic wall	Wall's colors have array of effects
Horrid Wilting	Deals 1d6/level damage within 30 ft	Protection from Spells	Confers +8 resistance bonus
Imbue Guardian	Sets eternal guardian to watch over an area.	Prying Eyes, Greater	As prying eyes, but eyes have true seeing
Improved Simulacrum	As simulacrum, but creates a more powerful and versatile double	Scintillating Pattern	Twisting colors confuse, stun, or render unconscious
Incendiary Cloud	Cloud deals 4d6 fire damage/round	Screen	Illusion hides area from vision, scrying
Invisibility, Superior	Subject is invisible to sight, hearing, and scent for 1 minute/level, and can attack.	Scrying Eye	As greater scrying, but sensor is mobile
Iron Body	Your body becomes living iron	Sever Legacy	Target permanently loses all legacy abilities
Jigsaw Sepa (Disguise Soul)	Target appears to be other creature for many spells	Shadow Evocation, Greater	As shadow evocation, but up to 7th level and 60% real
Last Judgment	Evil creatures are struck dead and sent to the lower planes	Shifting Paths	Illusion hides path, creates false new path.
Lightning Ring	Ring of lightning gives you resistance to electricity 20, damages adjacent creatures, and emits two lightning bolts per round.	Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects
Maddening Whispers	You induce confusion and madness in subjects.	Shun the Dark Chaos	Exchanges one of targt's Abyssal Heritor feats for another kind of feat
Mantle of Egregious Might	Subject has +4 luck bonus to AC, attack rolls, saving throws, and ability scores.	Skeletal Guard	Create one skeleton/level with turn resistance.
Mark of Death	Subject is immune to death effects and has other power.	Soul's Treasure Lost	Disintegrates subject's most valuable object
Maze	Traps subject in extradimensional maze	Spell Engine	Wizard only. Swap out prepared spells for other spells in your spellbook.
Mind Blank	Subject is immune to mental/emotional magic and scrying	Spell Shield Banner	A banner provides spell resistance and dispels magical effects
Moment of Prescience	You gain insight bonus on single attack roll, check, or save	Steal Life	Caster drains 1 ability score point per round and becomes younger
Mordenkainen's Capable Caravel	Creates magical ship with extradimensional staterooms.	Stunning Breath, Greater	Your breath weapon also stuns creatures for 2d4 rounds.
Necrotic Empowerment	Draw vigor from mother cyst	Summon Fey VIII	Summons Fey creature to fight for you
Otiluke's Telekinetic Sphere	As resilient sphere, but you move sphere telekinetically	Summon Monster VIII	Calls extraplanar creature to fight for you
Otto's Irresistible Dance	Forces subject to dance	Sunburst	Blinds all within 10 ft., deals 6d6 damage
Planar Binding, Greater	As lesser planar binding, but up to 18 HD	Symbol of Death	Triggered rune slays nearby creatures
Plane Shift, Greater	Plane shift accurately to your desired destination	Symbol of Insanity	Triggered rune renders nearby creatures insane
Polar Ray	Ranged touch attack deals 1d6/level cold damage	Sympathy	Object or location attracts certain creatures
Polymorph Any Object	Changes any subject into anything else	Temporal Stasis	Puts subject into suspended animation
Power Word Petrify	Petrifies one creature with 100 hp or less	Timeslip	Reroll any one die
		Trap the Soul	Imprisons subject within gem
		Undead Gate	Forms a gate via which the caster may summon powerful undead allies
		Utter Thrall	Completely enslaves 1 humanoid
		Veil of Undeath	You gain undead traits

Wall of Greater Dispel Magic Creatures passing through a transparent wall become subjects of targeted greater dispel magic.

Wrathful Castigation Subject dies or is dazed and -4 on saves for 1 round/level.

Spell level 9

Absorption You absorb targeted spell energy to power spells of your own

Abyssal Army Summons demons to fight for you.

Abyssal Rift Opens a rift in the ground, damaging creatures and structures

Animate Colossal Object Animates one object up to Colossal size

Arcana Form Caster becomes pure energy that can power spells.

Astral Projection Projects you and companions onto Astral Plane

Awaken Construct Construct gains humanlike sentience.

Bigby's Crushing Hand Large hand provides cover, pushes, or crushes your foes

Black Blade of Disaster Floating magic weapon disintegrates subjects.

Blinding Glory 100-ft/level radius of light that blinds evil creatures

Breath Weapon Admixture Add a second kind of energy to your breath weapon.

Call Marut A Marut aids you in pursuing one seeking to cheat time

Chain Contingency As Contingency, but you can trigger up to 3 spells.

Command Construct Permanently transfers control of any construct to the caster

Create Doorway and Sideroad As create doorway and backroad except creates a fey road from a mortal world to faerieland

Create Greater Creature of the Mist Creates creature of the mist up to CR12

Crushing Fist of Spite Fist deals 1d6 damage/level each round

Cuigna Arthanath (Consume Man) Humanoid is annihilated

Dominate Monster As dominate person, but any creature

Doorway to Elsewhere Creates a doorway to another location

Dragon Ally, Greater As lesser dragon ally, but up to 21 HD.

Duplicate Creates an exact duplicate of you that you control.

Effulgent Epuration Creates one sphere/level to negate hostile magic.

Energy Drain Subject gains 2d4 negative levels

Enervating Breath Your breath weapon also bestows 2d4 negative levels.

Etherealness Travel to Ethereal Plane with companions

Eye of Power As arcane eye, but you can cast spells of 3rd level or lower through it.

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

Gate Connects two planes for travel or summoning

Heavenly Host Summons archons to fight for you

Hellish Horde Summons devils to fight for you

Hide Life You lock away your life force into a small receptacle and cannot be killed while the receptacle remains intact.

Hindsight You see into the past

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

Ice Assassin Creates duplicate of creature with sole purpose to slay the original

Iceberg Block of ice falls from the sky, dealign 20d6 damage and burying subjects

Imprisonment Entombs subject beneath the earth.

Instant Refuge Transport to a safe location of your choice.

Invoke Magic Momentarily negate antimagic effects

Lord of the City You charm a city into treating you as an honored guest

Magic Miasma Solid fog reduces caster level by -4.

Magma Burst Magma Burst Creates a huge volcanic pit that inflicts 20d6 damage.

Maw of Chaos Chaotic energy dazes, deals damage, impedes concentration.

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

Mindraper Caster learns everything subject knows and can alter its memory or knowledge

Mordenkainen's Disjunction Dispels magic, disenchant magic items

Necrotic Termination Permanently eliminates encysted subject

Obedient Avalanche Snowy avalanche crushes and buries your foes

One Step Beyond Targets immune to divinations

Perinarch, Planar Gain control over a small area of any divinely morphic plane

Plague of Undead Animates horde of undead

Planar Navigation Send a whole ship to another plane.

Power Word, Kill Kills one creature with 100 hp or less

Precipitate Complete Breach	You rip wide the boundary between two planes
Prismatic Sphere	As prismatic wall, but surrounds on all sides
Programmed Amnesia	Destroy, alter, or replace memories in target creature
Reality Maelstrom	Hole in reality sends creatures and objects to another plane.
Reaving Dispel	On a targeted dispel, steal spell power and effects for yourself
Refuge	Alters item to transport its possessor to you
Replicate Casting	Duplicate observed spell or spell-like ability.
Revitalize Legacy, Greater	Get extra use of chosen greater legacy ability
Shades	As shadow conjuration, but up to 8th level and 80% real
Shadow Projection	Projects you and companions into the Plane of Shadow
Shapechange	Transforms you into any creature, and change forms once per round
Skip Generation	Subjects enter pocket dimension for 25 years.
Soul Bind	Traps newly dead soul to prevent resurrection
Spell Matrix, Greater	Stores up to three spells of 3rd level or lower to be released later.
Sphere of Deterioration	All creatures in range suffer 1d6 points of damage/round
Sphere of Ultimate Destruction	Featureless black sphere moves 30 ft/round, disintegrates on ranged touch attack
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
Summon Monster IX	Calls extraplanar creature to fight for you
Superior Invisibility	Subject is invisible to sight, hearing, and scent for 1 minute/level and can attack
Teleportation Circle	Circle teleports any creature inside to designated spot
Time Stop	You act freely for 1d4+1 rounds
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.
Utterdark	100-ft/level radius of darkness that evil creatures can see through
Vile Death	Undead creature gains fiendish template.
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