

Spell Book for Magic Shop Wizard

Arcane Mark

Universal
Level: Sor/Wiz 0; DC: 13; Inscribes a personal rune (visible or invisible); Comp: V, S; CT: 1 standard action; Rng: 0 ft.; Effect: One personal rune or mark, all of which must fit within 1 sq. ft.; Dur: Permanent; SV: None; SR: No

Dancing Lights

Evocation [Light]
Level: Sor/Wiz 0; DC: 13; Creates torches or other lights; Comp: V, S; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Effect: Up to four lights, all within a 10-ft.-radius area; Dur: 1 minute (D); SV: None; SR: No

Daze

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 0; DC: 13; Humanoid creature of 4 HD or less loses next action; Comp: V, S, M; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One humanoid creature of 4 HD or less; Dur: 1 round; SV: Will negates; SR: Yes

Detect Magic

Divination
Level: Sor/Wiz 0; DC: 13; Detects spells and magic items within 60 ft; Comp: V, S; CT: 1 standard action; Rng: 60 ft.; Area: Cone-shaped emanation; Dur: Concentration, up to 1 min./level (D); SV: None; SR: No

Detect Poison

Divination
Level: Sor/Wiz 0; DC: 13; Detects poison in one creature or small object; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One creature, one object, or a 5-ft. cube; Dur: Instantaneous; SV: None; SR: No

Disrupt Undead

Necromancy
Level: Sor/Wiz 0; DC: 13; Deals 1d6 damage to one undead; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Dur: Instantaneous; SV: None; SR: Yes

Flare

Evocation [Light]
Level: Sor/Wiz 0; DC: 13; Dazzles one creature (-1 on attack rolls); Comp: V; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Effect: Burst of light; Dur: Instantaneous; SV: Fortitude negates; SR: Yes

Ghost Sound

Illusion (Figment)
Level: Sor/Wiz 0; DC: 13; Figment sounds; Comp: V, S, M; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Effect: Illusory sounds; Dur: 1 round/level (D); SV: Will disbelief (if interacted with); SR: No

Light

Evocation [Light]
Level: Sor/Wiz 0; DC: 13; Object shines like a torch; Comp: V, M/DF; CT: 1 standard action; Rng: Touch; Trg: Object touched; Dur: 10 min./level (D); SV: None; SR: No

Mage Hand

Transmutation
Level: Sor/Wiz 0; DC: 13; 5-pound telekinesis; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One nonmagical, unattended object weighing up to 5 lb.; Dur: Concentration; SV: None; SR: No

Mending

Transmutation
Level: Sor/Wiz 0; DC: 13; Makes minor repairs on an object; Comp: V, S; CT: 1 standard action; Rng: 10 ft.; Trg: One object of up to 1 lb.; Dur: Instantaneous; SV: Will negates (harmless, object); SR: Yes (harmless, object)

Open/Close

Transmutation
Level: Sor/Wiz 0; DC: 13; Opens or closes small or light things; Comp: V, S, F; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: Object weighing up to 30 lb. or portal that can be opened or closed; Dur: Instantaneous; SV: Will negates (object); SR: Yes (object)

Prestidigitation

Universal
Level: Sor/Wiz 0; DC: 13; Performs minor tricks; Comp: V, S; CT: 1 standard action; Rng: 10 ft.; Trg: See text; Dur: 1 hour; SV: See text; SR: No

Ray of Frost

Evocation [Cold]
Level: Sor/Wiz 0; DC: 13; Ray deals 1d3 cold damage; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Dur: Instantaneous; SV: None; SR: Yes

Read Magic

Divination
Level: Sor/Wiz 0; DC: 13; Read scrolls and spellbooks; Comp: V, S, F; CT: 1 standard action; Rng: Personal; Trg: You; Dur: 10 min./level

Resistance

Abjuration
Level: Sor/Wiz 0; DC: 13; Subject gains +1 on saving throws; Comp: V, S, M/DF; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 1 minute; SV: Will negates (harmless); SR: Yes (harmless)

Alarm

Abjuration
Level: Sor/Wiz 1; DC: 14; Wards an area for 2 hours/level; Comp: V, S, F/DF; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Area: 20-ft.-radius emanation centered on a point in space; Dur: 2 hours/level (D); SV: None; SR: No

Cause Fear

Necromancy [Fear, Mind-Affecting]
Level: Sor/Wiz 1; DC: 14; One creature of 5 HD or less flees for 1d4 rounds; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One living creature with 5 or fewer HD; Dur: 1d4 rounds or 1 round; see text; SV: Will partial; SR: Yes

Charm Person

Enchantment (Charm) [Mind-Affecting]
Level: Sor/Wiz 1; DC: 14; Makes one person your friend; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One humanoid creature; Dur: 1 hour/level; SV: Will negates; SR: Yes

Chill Touch

Necromancy
Level: Sor/Wiz 1; DC: 14; One touch/level deals 1d6 damage and possibly 1 Str damage; Comp: V, S; CT: 1 standard action; Rng: Touch; Trg: Creature or creatures touched (up to one/level); Dur: Instantaneous; SV: Fortitude partial or Will negates;

see text; SR: Yes

Color Spray

Illusion (Pattern) [Mind-Affecting]
Level: Sor/Wiz 1; DC: 14; Knocks unconscious, blinds, and/or stuns weak creatures; Comp: V, S, M; CT: 1 standard action; Rng: 15 ft.; Area: Cone-shaped burst; Dur: Instantaneous; see text; SV: Will negates; SR: Yes

Detect Secret Doors

Divination
Level: Sor/Wiz 1; DC: 14; Reveals hidden doors within 60 ft; Comp: V, S; CT: 1 standard action; Rng: 60 ft.; Area: Cone-shaped emanation; Dur: Concentration, up to 1 min./level (D); SV: None; SR: No

Detect Undead

Divination
Level: Sor/Wiz 1; DC: 14; Reveals undead within 60 ft; Comp: V, S, M/DF; CT: 1 standard action; Rng: 60 ft.; Area: Cone-shaped emanation; Dur: Concentration, up to 1 minute/level (D); SV: None; SR: No

Enlarge Person

Transmutation
Level: Sor/Wiz 1; DC: 14; Humanoid creature doubles in size; Comp: V, S, M; CT: 1 round; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One humanoid creature; Dur: 1 min./level (D); SV: Fortitude negates; SR: Yes

Feather Fall

Transmutation
Level: Sor/Wiz 1; DC: 14; Objects or creatures fall slowly; Comp: V; CT: 1 free action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart; Dur: Until landing or 1 round/level; SV: Will negates (harmless) or Will negates (object); SR: Yes (object)

Hold Portal

Abjuration
Level: Sor/Wiz 1; DC: 14; Holds door shut; Comp: V; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: One portal, up to 20 sq. ft./level; Dur: 1 min./level (D); SV: None; SR: No

Identify

Divination
Level: Sor/Wiz 1; DC: 14; Determines properties of magic item; Comp: V, S, M/DF; CT: 1 hour; Rng: Touch; Trg: One touched object; Dur: Instantaneous; SV: None; SR: No

Mage Armor

Conjuration (Creation) [Force]
Level: Sor/Wiz 1; DC: 14; Gives subject +4 armor bonus; Comp: V, S, F; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 1 hour/level (D); SV: Will negates (harmless); SR: No

Magic Missile

Evocation [Force]
Level: Sor/Wiz 1; DC: 14; 1d4+1 damage; +1 missile per two levels above 1st (max 5); Comp: V, S; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: Up to five creatures, no two of which can be more than 15 ft. apart; Dur: Instantaneous; SV: None; SR: Yes

Magic Weapon

Transmutation
Level: Sor/Wiz 1; DC: 14; Weapon gains +1 bonus;

Comp: V, S, DF; CT: 1 standard action; Rng: Touch; Trg: Weapon touched; Dur: 1 min./level; SV: Will negates (harmless, object); SR: Yes (harmless, object)	Level: Sor/Wiz 2; DC: 15; Opens locked or magically sealed door; Comp: V; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: One door, box, or chest with an area of up to 10 sq. ft./level; Dur: Instantaneous; see text; SV: None; SR: No	min./level; SV: Will negates (harmless); SR: Yes (harmless)
Ray of Enfeeblement Necromancy Level: Sor/Wiz 1; DC: 14; Ray deals 1d6+1 per two levels Str damage; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Dur: 1 min./level; SV: None; SR: Yes	Levitate Transmutation Level: Sor/Wiz 2; DC: 15; Subject moves up and down at your direction; Comp: V, S, F; CT: 1 standard action; Rng: Personal or close (25 ft. + 5 ft./2 levels); Trg: You or one willing creature or one object (total weight up to 100 lb./level); Dur: 1 min./level (D); SV: None; SR: No	Web Conjuration (Creation) Level: Sor/Wiz 2; DC: 15; Fills 20-ft.-radius spread with sticky spiderwebs; Comp: V, S, M; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Effect: Webs in a 20-ft.-radius spread; Dur: 10 min./level (D); SV: Reflex negates; see text; SR: No
Shocking Grasp Evocation [Electricity] Level: Sor/Wiz 1; DC: 14; Touch delivers 1d6/level electricity damage (max 5d6); Comp: V, S; CT: 1 standard action; Rng: Touch; Trg: Creature or object touched; Dur: Instantaneous; SV: None; SR: Yes	Locate Object Divination Level: Sor/Wiz 2; DC: 15; Senses direction toward object (specific or type); Comp: V, S, F/DF; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level; Dur: 1 min./level; SV: None; SR: No	Clairaudience/Clairvoyance Divination (Scrying) Level: Sor/Wiz 3; DC: 16; Hear or see at a distance for 1 min./level; Comp: V, S, F/DF; CT: 10 minutes; Rng: Long (400 ft. + 40 ft./level); Effect: Magical sensor; Dur: 1 min./level (D); SV: None; SR: No
Sleep Enchantment (Compulsion) [Mind-Affecting] Level: Sor/Wiz 1; DC: 14; Puts 4 HD of creatures into magical slumber; Comp: V, S, M; CT: 1 round; Rng: Medium (100 ft. + 10 ft./level); Area: One or more living creatures within a 10-ft.-radius burst; Dur: 1 min./level; SV: Will negates; SR: Yes	Mirror Image Illusion (Figment) Level: Sor/Wiz 2; DC: 15; Creates decoy duplicates of you (1d4 +1 per three levels, max 8); Comp: V, S; CT: 1 standard action; Rng: Personal; see text; Trg: You; Dur: 1 min./level (D)	Dispel Magic Abjuration Level: Sor/Wiz 3; DC: 16; Cancels magical spells and effects; Comp: V, S; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Area: When dispel magic is used in this way, the spell affects everything within a 30-foot radius.; Dur: Instantaneous; SV: None; SR: No
Acid Arrow Conjuration (Creation) [Acid] Level: Sor/Wiz 2; DC: 15; Ranged touch attack; 2d4 damage for 1 round +1 round/three levels; Comp: V, S, M, F; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Effect: One arrow of acid; Dur: 1 round + 1 round per three levels; SV: None; SR: No	Protection from Arrows Abjuration Level: Sor/Wiz 2; DC: 15; Subject immune to most ranged attacks; Comp: V, S, F; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 1 hour/level or until discharged; SV: Will negates (harmless); SR: Yes (harmless)	Displacement Illusion (Glamer) Level: Sor/Wiz 3; DC: 16; Attacks miss subject 50%; Comp: V, M; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 1 round/level (D); SV: Will negates (harmless); SR: Yes (harmless)
Continual Flame Evocation [Light] Level: Sor/Wiz 2; DC: 15; Makes a permanent, heatless torch; Comp: V, S, M; CT: 1 standard action; Rng: Touch; Effect: Magical, heatless flame; Dur: Permanent; SV: None; SR: No	Resist Energy Abjuration Level: Sor/Wiz 2; DC: 15; Ignores first 10 (or more) points of damage/attack from specified energy type; Comp: V, S, DF; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 10 min./level; SV: Fortitude negates (harmless); SR: Yes (harmless)	Explosive Runes Abjuration [Force] Level: Sor/Wiz 3; DC: 16; Deals 6d6 damage when read; Comp: V, S; CT: 1 standard action; Rng: Touch; Trg: One touched object weighing no more than 10 lb.; Dur: Permanent until discharged (D); SV: See text; SR: Yes
Flaming Sphere Evocation [Fire] Level: Sor/Wiz 2; DC: 15; Creates rolling ball of fire, 2d6 damage, lasts 1 round/level; Comp: V, S, M/DF; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Effect: 5-ft.-diameter sphere; Dur: 1 round/level; SV: Reflex negates; SR: Yes	Rope Trick Transmutation Level: Sor/Wiz 2; DC: 15; As many as eight creatures hide in extradimensional space; Comp: V, S, M; CT: 1 standard action; Rng: Touch; Trg: One touched piece of rope from 5 ft. to 30 ft. long; Dur: 1 hour/level (D); SV: None; SR: No	Fireball Evocation [Fire] Level: Sor/Wiz 3; DC: 16; 1d6 damage per level, 20-ft. radius; Comp: V, S, M; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Area: 20-ft.-radius spread; Dur: Instantaneous; SV: Reflex half; SR: Yes
Ghoul Touch Necromancy Level: Sor/Wiz 2; DC: 15; Paralyzes one subject, which exudes stEnch; Comp: V, S, M; CT: 1 standard action; Rng: Touch; Trg: Living humanoid touched; Dur: 1d6+2 rounds; SV: Fortitude negates; SR: Yes	Scare Necromancy [Fear, Mind-Affecting] Level: Sor/Wiz 2; DC: 15; Panics creatures of less than 6 HD; Comp: V, S, M; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: One living creature per three levels, no two of which can be more than 30 ft. apart; Dur: 1 round/level or 1 round; see text for cause fear; SV: Will partial; SR: Yes	Fly Transmutation Level: Sor/Wiz 3; DC: 16; Subject flies at speed of 60 ft; Comp: V, S, F/DF; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 1 min./level; SV: Will negates (harmless); SR: Yes (harmless)
Hideous Laughter Enchantment (Compulsion) [Mind-Affecting] Level: Sor/Wiz 2; DC: 15; Subject loses actions for 1 round/level; Comp: V, S, M; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One creature; see text; Dur: 1 round/level; SV: Will negates; SR: Yes	See Invisibility Divination Level: Sor/Wiz 2; DC: 15; Reveals invisible creatures or objects; Comp: V, S, M; CT: 1 standard action; Rng: Personal; Trg: You; Dur: 10 min./level (D)	Gentle Repose Necromancy Level: Sor/Wiz 3; DC: 16; Preserves one corpse; Comp: V, S, M/DF; CT: 1 standard action; Rng: Touch; Trg: Corpse touched; Dur: One day/level; SV: Will negates (object); SR: Yes (object)
Invisibility Illusion (Glamer) Level: Sor/Wiz 2; DC: 15; Subject is invisible for 1 min./level or until it attacks; Comp: V, S, M/DF; CT: 1 standard action; Rng: Personal or touch; Trg: You or a creature or object weighing no more than 100 lb./level; Dur: 1 min./level (D); SV: Will negates (harmless) or Will negates (harmless, object); SR: Yes (harmless) or Yes (harmless, object)	Spider Climb Transmutation Level: Sor/Wiz 2; DC: 15; Grants ability to walk on walls and ceilings; Comp: V, S, M; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 10	Haste Transmutation Level: Sor/Wiz 3; DC: 16; One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves; Comp: V, S, M; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One creature/level, no two of which can be more than 30 ft. apart; Dur: 1 round/level; SV: Fortitude negates (harmless); SR: Yes (harmless)
Knock Transmutation	min./level; SV: Will negates (harmless); SR: Yes (harmless)	Hold Person Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3; DC: 16; Paralyzes one humanoid for 1 round/level; Comp: V, S, F/DF; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: One humanoid creature; Dur: 1 round/level (D); see text; SV: Will negates; see text; SR: Yes

Invisibility Sphere

Illusion (Glamer)

Level: Sor/Wiz 3; DC: 16; Makes everyone within 10 ft. invisible; Comp: V, S, M; CT: 1 standard action; Rng: Personal or touch; Area: 10-ft.-radius emanation around the creature or object touched; Dur: 1 min./level (D); SV: Will negates (harmless) or Will negates (harmless, object); SR: Yes (harmless) or Yes (harmless, object)

Phantom Steed

Conjuration (Creation)

Level: Sor/Wiz 3; DC: 16; Magic horse appears for 1 hour/level; Comp: V, S; CT: 10 minutes; Rng: 0 ft.; Effect: One quasi-real, horselike creature; Dur: 1 hour/level (D); SV: None; SR: No

Stinking Cloud

Conjuration (Creation)

Level: Sor/Wiz 3; DC: 16; Nauseating vapors, 1 round/level; Comp: V, S, M; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Effect: Cloud spreads in 20-ft. radius, 20 ft. high; Dur: 1 round/level; SV: Fortitude negates; see text; SR: No

Suggestion

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Sor/Wiz 3; DC: 16; Compels subject to follow stated course of action; Comp: V, M; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One living creature; Dur: 1 hour/level or until completed; SV: Will negates; SR: Yes

Tiny Hut

Evocation [Force]

Level: Sor/Wiz 3; DC: 16; Creates shelter for ten creatures; Comp: V, S, M; CT: 1 standard action; Rng: 20 ft.; Effect: 20-ft.-radius sphere centered on your location; Dur: 2 hours/level (D); SV: None; SR: No

Tongues

Divination

Level: Sor/Wiz 3; DC: 16; Speak any language; Comp: V, M/DF; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 10 min./level; SV: Will negates (harmless); SR: No

Vampiric Touch

Necromancy

Level: Sor/Wiz 3; DC: 16; Touch deals 1d6/two levels damage; caster gains damage as hp; Comp: V, S; CT: 1 standard action; Rng: Touch; Trg: Living creature touched; Dur: Instantaneous/1 hour; see text; SV: None; SR: Yes

Water Breathing

Transmutation

Level: Sor/Wiz 3; DC: 16; Subjects can breathe underwater; Comp: V, S, M/DF; CT: 1 standard action; Rng: Touch; Trg: Living creatures touched; Dur: 2 hours/level; see text; SV: Will negates (harmless); SR: Yes (harmless)

Animate Dead

Necromancy [Evil]

Level: Sor/Wiz 4; DC: 17; Creates undead skeletons and zombies; Comp: V, S, M; CT: 1 standard action; Rng: Touch; Trg: One or more corpses touched; Dur: Instantaneous; SV: None; SR: No

Arcane Eye

Divination (Scrying)

Level: Sor/Wiz 4; DC: 17; Invisible floating eye moves 30 ft./round; Comp: V, S, M; CT: 10 minutes; Rng: Unlimited; Effect: Magical sensor; Dur: 1 min./level (D); SV: None; SR: No

Charm Monster

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 4; DC: 17; Makes monster believe it is your ally; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One living creature; Dur: One day/level; SV: Will negates; SR: Yes

Contagion

Necromancy [Evil]

Level: Sor/Wiz 4; DC: 17; Infects subject with chosen disease; Comp: V, S; CT: 1 standard action; Rng: Touch; Trg: Living creature touched; Dur: Instantaneous; SV: Fortitude negates; SR: Yes

Dimension Door

Conjuration (Teleportation)

Level: Sor/Wiz 4; DC: 17; Teleports you short distance; Comp: V; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Trg: You and touched objects or other touched willing creatures; Dur: Instantaneous; SV: None and Will negates (object); SR: No and Yes (object)

Fear

Necromancy [Fear, Mind-Affecting]

Level: Sor/Wiz 4; DC: 17; Subjects within cone flee for 1 round/level; Comp: V, S, M; CT: 1 standard action; Rng: 30 ft.; Area: Cone-shaped burst; Dur: 1 round/level or 1 round; see text; SV: Will partial; SR: Yes

Geas, Lesser

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Sor/Wiz 4; DC: 17; Commands subject of 7 HD or less; Comp: V; CT: 1 round; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One living creature with 7 HD or less; Dur: One day/level or until discharged (D); SV: Will negates; SR: Yes

Globe of Invulnerability, Lesser

Abjuration

Level: Sor/Wiz 4; DC: 17; Stops 1st- through 3rd-level spell effects; Comp: V, S, M; CT: 1 standard action; Rng: 10 ft.; Area: 10-ft.-radius spherical emanation, centered on you; Dur: 1 round/level (D); SV: None; SR: No

Ice Storm

Evocation [Cold]

Level: Sor/Wiz 4; DC: 17; Hail deals 5d6 damage in cylinder 40 ft. across; Comp: V, S, M/DF; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Area: Cylinder (20-ft. radius, 40 ft. high); Dur: 1 full round; SV: None; SR: Yes

Invisibility, Greater

Illusion (Glamer)

Level: Sor/Wiz 4; DC: 17; As invisibility, but subject can attack and stay invisible; Comp: V, S; CT: 1 standard action; Rng: Personal or touch; Trg: You or creature touched; Dur: 1 round/level (D); SV: Will negates (harmless); SR: Yes (harmless) or Yes (harmless, object)

Polymorph

Transmutation

Level: Sor/Wiz 4; DC: 17; Gives one willing subject a new form; Comp: V, S, M; CT: 1 standard action; Rng: Touch; Trg: Willing living creature touched; Dur: 1 min./level (D); SV: None; SR: No

Rainbow Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 4; DC: 17; Lights fascinate 24 HD of creatures; Comp: V (Brd only), S, M, F; see text; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Effect: Colorful lights with a 20-ft.-radius spread; Dur: Concentration +1 round/level (D); SV: Will negates; SR: Yes

Remove Curse

Abjuration

Level: Sor/Wiz 4; DC: 17; Frees object or person from curse; Comp: V, S; CT: 1 standard action; Rng: Touch; Trg: Creature or item touched; Dur: Instantaneous; SV: Will negates (harmless); SR: Yes (harmless)

Scrying

Divination (Scrying)

Level: Sor/Wiz 4; DC: 17; Spies on subject from a distance; Comp: V, S, M/DF, F; CT: 1 hour; Rng: See text; Trg; Dur: 1 min./level; SV: Will negates; SR: Yes

Secure Shelter

Conjuration (Creation)

Level: Sor/Wiz 4; DC: 17; Creates sturdy cottage; Comp: V, S, M, F; see text; CT: 10 minutes; Rng: Close (25 ft. + 5 ft./2 levels); Effect: 20-ft.-square structure; Dur: 2 hours/level (D); SV: None; SR: No

Summon Monster IV

Conjuration (Summoning) [see text for summon monster I]

Level: Sor/Wiz 4; DC: 17; Calls extraplanar creature to fight for you; Comp: V, S, F/DF; CT: 1 round; Rng: Close (25 ft. + 5 ft./2 levels); Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart; Dur: 1 round/level (D); SV: None; SR: No

Wall of Fire

Evocation [Fire]

Level: Sor/Wiz 4; DC: 17; Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level; Comp: V, S, M/DF; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high; Dur: Concentration + 1 round/level; SV: None; SR: Yes

Baleful Polymorph

Transmutation

Level: Sor/Wiz 5; DC: 18; Transforms subject into harmless animal; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One creature; Dur: Permanent; SV: Fortitude negates, Will partial; see text; SR: Yes

Cone of Cold

Evocation [Cold]

Level: Sor/Wiz 5; DC: 18; 1d6/level cold damage; Comp: V, S, M/DF; CT: 1 standard action; Rng: 60 ft.; Area: Cone-shaped burst; Dur: Instantaneous; SV: Reflex half; SR: Yes

Dismissal

Abjuration

Level: Sor/Wiz 5; DC: 18; Forces a creature to return to native plane; Comp: V, S, DF; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One extraplanar creature; Dur: Instantaneous; SV: Will negates; see text; SR: Yes

Dominate Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5; DC: 18; Controls humanoid

telepathically; Comp: V, S; CT: 1 round; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One humanoid; Dur: One day/level; SV: Will negates; SR: Yes

Hold Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5; DC: 18; As hold person, but any creature; Comp: V, S, M/DF; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: One living creature; Dur: 1 round/level (D); see text; SV: Will negates; see text; SR: Yes

Mage's Faithful Hound

Conjuration (Creation)

Level: Sor/Wiz 5; DC: 18; Phantom dog can guard, attack; Comp: V, S, M; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Effect: Phantom watchdog; Dur: 1 hour/caster level or until discharged, then 1 round/caster level; see text; SV: None; SR: No

Magic Jar

Necromancy

Level: Sor/Wiz 5; DC: 18; Enables possession of another creature; Comp: V, S, F; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: One creature; Dur: 1 hour/level or until you return to your body; SV: Will negates; see text; SR: Yes

Major Creation

Conjuration (Creation)

Level: Sor/Wiz 5; DC: 18; As minor creation, plus stone and metal; Comp: V, S, M; CT: 10 minutes; Rng: Close (25 ft. + 5 ft./2 levels); Trg: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level; Dur: See text; SV: None; SR: No

Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Sor/Wiz 5; DC: 18; Sends vision dealing 1d10 damage, fatigue; Comp: V, S; CT: 10 minutes; Rng: Unlimited; Trg: One living creature; Dur: Instantaneous; SV: Will negates; see text; SR: Yes

Permanency

Universal

Level: Sor/Wiz 5; DC: 18; Makes certain spells permanent; Comp: V, S, XP; CT: 2 rounds; Rng: See text; Trg: See text; Dur: Permanent; see text; SV: None; SR: No; XP to Cast: 500*

Prying Eyes

Divination

Level: Sor/Wiz 5; DC: 18; 1d4 +1/level floating eyes scout for you; Comp: V, S, M; CT: 1 minute; Rng: One mile; Effect: Ten or more levitating eyes; Dur: 1 hour/level; see text (D); SV: None; SR: No

Secret Chest

Conjuration (Summoning)

Level: Sor/Wiz 5; DC: 18; Hides expensive chest on Ethereal Plane; you retrieve it at will; Comp: V, S, F; CT: 10 minutes; Rng: See text; Trg: One chest and up to 1 cu. ft. of goods/caster level; Dur: Sixty days or until discharged; SV: None; SR: No

Seeming

Illusion (Glamer)

Level: Sor/Wiz 5; DC: 18; Changes appearance of one person per two levels; Comp: V, S; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One creature per two levels, no two of which can be more than 30 ft. apart; Dur: 12 hours (D); SV: Will negates or Will disbelief (if interacted with); SR: Yes or No; see text

Sending

Evocation

Level: Sor/Wiz 5; DC: 18; Delivers short message

anywhere, instantly; Comp: V, S, M/DF; CT: 10 minutes; Rng: See text; Trg: One creature; Dur: 1 round; see text; SV: None; SR: No

Telekinesis

Transmutation

Level: Sor/Wiz 5; DC: 18; Moves object, attacks creature, or hurls object or creature; Comp: V, S; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Trg: See text; Dur: Concentration (up to 1 round/level) or instantaneous; see text; SV: Will negates (object) or None; see text; SR: Yes (object); see text

Telepathic Bond

Divination

Level: Sor/Wiz 5; DC: 18; Link lets allies communicate; Comp: V, S, M; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart; Dur: 10 min./level (D); SV: None; SR: No

Teleport

Conjuration (Teleportation)

Level: Sor/Wiz 5; DC: 18; Instantly transports you as far as 100 miles/level; Comp: V; CT: 1 standard action; Rng: Personal and touch; Trg: You and touched objects or other touched willing creatures; Dur: Instantaneous; SV: None and Will negates (object); SR: No and Yes (object)

Wall of Force

Evocation [Force]

Level: Sor/Wiz 5; DC: 18; Wall is immune to damage; Comp: V, S, M; CT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Effect: Wall whose area is up to one 10-ft. square/level; Dur: 1 round/level (D); SV: None; SR: No

Acid Fog

Conjuration (Creation) [Acid]

Level: Sor/Wiz 6; DC: 19; Fog deals acid damage; Comp: V, S, M/DF; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Effect: Fog spreads in 20-ft. radius, 20 ft. high; Dur: 1 round/level; SV: None; SR: No

Antimagic Field

Abjuration

Level: Sor/Wiz 6; DC: 19; Negates magic within 10 ft; Comp: V, S, M/DF; CT: 1 standard action; Rng: 10 ft.; Area: 10-ft.-radius emanation, centered on you; Dur: 10 min./level (D); SV: None; SR: See text

Chain Lightning

Evocation [Electricity]

Level: Sor/Wiz 6; DC: 19; 1d6/level damage; 1 secondary bolt/level each deals half damage; Comp: V, S, F; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Trg: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target); Dur: Instantaneous; SV: Reflex half; SR: Yes

Circle of Death

Necromancy [Death]

Level: Sor/Wiz 6; DC: 19; Kills 1d4/level HD of creatures; Comp: V, S, M; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Area: Several living creatures within a 40-ft.-radius burst; Dur: Instantaneous; SV: Fortitude negates; SR: Yes

Contingency

Evocation

Level: Sor/Wiz 6; DC: 19; Sets trigger condition for another spell; Comp: V, S, M, F; CT: At least 10 minutes; see text; Rng: Personal; Trg: You; Dur: One day/level (D) or until discharged

Disintegrate

Transmutation

Level: Sor/Wiz 6; DC: 19; Makes one creature or object vanish; Comp: V, S, M/DF; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Effect: Ray; Dur: Instantaneous; SV: Fortitude partial (object); SR: Yes

Flesh to Stone

Transmutation

Level: Sor/Wiz 6; DC: 19; Turns subject creature into statue; Comp: V, S, M; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: One creature; Dur: Instantaneous; SV: Fortitude negates; SR: Yes

Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Sor/Wiz 6; DC: 19; As lesser geas, plus it affects any creature; Comp: V; CT: 10 minutes; Rng: Trg: One living creature; Dur; SV: None

Globe of Invulnerability

Abjuration

Level: Sor/Wiz 6; DC: 19; As lesser globe of invulnerability, plus 4th-level spell effects; Comp: V, S, M; CT: 1 standard action; Rng: 10 ft.; Trg: 10-ft.-radius spherical emanation, centered on you; Dur: 1 round/level (D); SV: None; SR: No

Legend Lore

Divination

Level: Sor/Wiz 6; DC: 19; Lets you learn tales about a person, place, or thing; Comp: V, S, M, F; CT: See text; Rng: Personal; Trg: You; Dur: See text

Permanent Image

Illusion (Figment)

Level: Sor/Wiz 6; DC: 19; Includes sight, sound, and smell; Comp: V, S, F; CT: 1 standard action; Rng: Long (400 ft. + 40 ft./level); Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S); Dur: Permanent (D); SV: Will disbelief (if interacted with); SR: No

Planar Binding

Conjuration (Calling) [see text for lesser planar binding]

Level: Sor/Wiz 6; DC: 19; As lesser planar binding, but up to 12 HD; Comp: V, S; CT: 10 minutes; Rng: Close (25 ft. + 5 ft./2 levels); see text; Trg: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear; Dur: Instantaneous; SV: Will negates; SR: No and Yes; see text

Stone to Flesh

Transmutation

Level: Sor/Wiz 6; DC: 19; Restores petrified creature; Comp: V, S, M; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long; Dur: Instantaneous; SV: Fortitude negates (object); see text; SR: Yes

Suggestion, Mass

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Sor/Wiz 6; DC: 19; As suggestion, plus one subject/level; Comp: V, M; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Trg: One creature/level, no two of which can be more than 30 ft. apart; Dur: 1 hour/level or until completed; SV: Will negates; SR: Yes

True Seeing

Divination

Level: Sor/Wiz 6; DC: 19; Lets you see all things as they really are; Comp: V, S, M; CT: 1 standard action; Rng: Touch; Trg: Creature touched; Dur: 1 min./level; SV: Will negates (harmless); SR: Yes (harmless)

Project Image

Illusion (Shadow)

Level: Sor/Wiz 7; DC: 20; Illusory double can talk and cast spells; Comp: V, S, M; CT: 1 standard action; Rng: Medium (100 ft. + 10 ft./level); Effect: One shadow duplicate; Dur: 1 round/level (D); SV: Will disbelief (if interacted with); SR: No