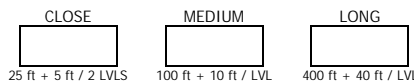


Bard Spells

SPELLS PER DAY							
BONUS SPELLS							
SPELLS KNOWN							
LEVEL	0	1	2	3	4	5	6
SPELL SAVE DC							

RANGES



LEVEL 0

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 <input type="checkbox"/>	Dancing Lights	Evoc	V,S	1 a	Medium	Within 10 ft-rad area	1 min	Will disblf	-	190
___	2 <input type="checkbox"/>	Daze	Ench	V,S,M	1 a	Close	1 creat up to 4 HD	1 rnd	Will negs	Yes	191
___	3 <input type="checkbox"/>	Detect Magic	Univ	V,S	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
___	4 <input type="checkbox"/>	Flare	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	206
___	5 <input type="checkbox"/>	Ghost Sound	Illus	V,S,M	1 a	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-	209
___	6 <input type="checkbox"/>	Light	Evoc	V,M	1 a	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
___	7 <input type="checkbox"/>	Mage Hand	Trans	V,S	1 a	Close	Move 15 ft	Concentrate	-	-	223
___	8 <input type="checkbox"/>	Mending	Trans	V,S	1 a	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes	227
___	9 <input type="checkbox"/>	Open / Close	Trans	V,S,F	1 a	Close	Object not locked	Instantaneous	Will negs	Yes	233
___	10 <input type="checkbox"/>	Prestidigitation	Univ	V,S	1 a	10 ft	Lift 1 lbs etc. tricks	1 h	-	-	238
___	11 <input type="checkbox"/>	Read Magic	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
___	12 <input type="checkbox"/>	Resistance	Abjur	V,S,M	1 a	Touch	Creature touched	1 min	Will negs	Yes	245

LEVEL 1

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 <input type="checkbox"/>	Alarm	Abjur	V,S,F	1 a	Close	25-ft-rad emanation	2 h/lvl (D)	-	-	172
___	2 <input type="checkbox"/>	Cause Fear	Necro	V,S	1 a	Close	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes	182
___	3 <input type="checkbox"/>	Charm Person	Ench	V,S	1 a	Close	1 person	1 h/lvl	Will negs	Yes	183
___	4 <input type="checkbox"/>	Cure Light Wounds	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	5 <input type="checkbox"/>	Detect Secret Doors	Div	V,S	1 a	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	193
___	6 <input type="checkbox"/>	Erase	Trans	V,S	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	200
___	7 <input type="checkbox"/>	Expeditious Retreat	Trans	V,S	1 a	Personal	You, speed/jump x2	1 min/lvl (D)	-	-	202
___	8 <input type="checkbox"/>	Feather Fall	Trans	V	Freeact	Close	10-ft-rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes	203
___	9 <input type="checkbox"/>	Grease	Conj	V,S,M	1 a	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-	210
___	10 <input type="checkbox"/>	Hypnotism	Ench	V,S	1 a	Close	Max 30 ft apart	2d4 rnds (D)	Will negs	Yes	215
___	11 <input type="checkbox"/>	Identify	Div	V,S,M	8 h	Touch	1 touched obj/lvl	Instantaneous	-	-	216
___	12 <input type="checkbox"/>	Mage Armor	Conj	V,S,F	1 a	Touch	Creature touched	1 h/lvl (D)	Will negs	Yes	223
___	13 <input type="checkbox"/>	Magic Weapon	Trans	V,S,F	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
___	14 <input type="checkbox"/>	Message	Trans	V,S,F	1 a	Medium	1 creature/lvl	10 min/lvl	-	-	227
___	15 <input type="checkbox"/>	Protection from Chaos / Evil / Good / Law	Abjur	V,S,M	1 a	Touch	Creature touched	1 min/lvl	Will negs	-	240
___	16 <input type="checkbox"/>	Silent Image	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Concentrate	Will disblf	-	252
___	17 <input type="checkbox"/>	Sleep	Ench	V,S,M	1 a	Medium	Within 15 ft-rad burst	1 min/lvl	Will negs	Yes	252
___	18 <input type="checkbox"/>	Summon Monster I	Conj	V,S,F	Fullrnd	Clse	Summoned creat	1 rnd/lvl (D)	-	-	258
___	19 <input type="checkbox"/>	Unseen Servant	Conj	V,S,M	1 a	Close	Str 2, speed 15 ft	1 h/lvl	-	-	268
___	20 <input type="checkbox"/>	Ventriloquism	Illus	V,F	1 a	Close	Usually speech	1 min/lvl (D)	Will disblf	-	269

LEVEL 2

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	1 <input type="checkbox"/>	Animal Trance	Ench	V,S	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Yes	173
___	2 <input type="checkbox"/>	Blindness / Deafness	Trans	V	1 a	Medium	Living creat	Permanent (D)	Fort negs	Yes	180
___	3 <input type="checkbox"/>	Blur	Illus	V	1 a	Touch	½ concealment	1 min/lvl	Will negs	Yes	181
___	4 <input type="checkbox"/>	Bull's Strength	Trans	V,S,M	1 a	Touch	Creature touched	1 h/lvl	Will negs	Yes	181
___	5 <input type="checkbox"/>	Cat's Grace	Trans	V,S,M	1 a	Touch	Creature touched	1 h/lvl	-	Yes	182
___	6 <input type="checkbox"/>	Cure Moderate Wounds	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	7 <input type="checkbox"/>	Darkness	Evoc	V,M	1 a	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-	190
___	8 <input type="checkbox"/>	Daylight	Evoc	V,S	1 a	Touch	Obj, 60-ft radius	10 min/lvl	-	-	191
___	9 <input type="checkbox"/>	Delay Poison	Conj	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Fort negs	Yes	191
___	10 <input type="checkbox"/>	Detect Thoughts	Div	V,S,F	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-	194
___	11 <input type="checkbox"/>	Enthrall	Ench	V,S	Fullrnd	Medium	Any number of creats	Up to 1 h	Will negs	Yes	200
___	12 <input type="checkbox"/>	Glitterdust	Conj	V,S,M	1 a	Medium	Within 10 ft spread	1 rnd/lvl	Will negs	Yes	209
___	13 <input type="checkbox"/>	Hold Person	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 h/lvl (D)	Will negs	Yes	214
___	14 <input type="checkbox"/>	Hypnotic Pattern	Illus	V,S,M	1 a	Medium	15 ft-rad spread	Conc +2 rnds	Will negs	Yes	215
___	15 <input type="checkbox"/>	Invisibility	Illus	V,S,M	1 a	Prsl,touch	Weight 100 lb/lvl	10 min/lvl (D)	Will negs	Yes	218
___	16 <input type="checkbox"/>	Levitate	Trans	V,S,F	1 a	Prsl,close	100 lb/lvl, move 20 ft	10 min/lvl (D)	-	-	222
___	17 <input type="checkbox"/>	Locate Object	Div	V,S,F	1 a	Long	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-	223
___	18 <input type="checkbox"/>	Magic Mouth	Illus	V,S,M	1 a	Close	Creature or object	Perm until dischrgd	Will negs	Yes	224
___	19 <input type="checkbox"/>	Minor Image	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will disblf	-	228
___	20 <input type="checkbox"/>	Mirror Image	Illus	V,S	1 a	Personal	1d4 + 1/3 lvls, max 8	1 min/lvl	-	-	229
___	21 <input type="checkbox"/>	Misdirection	Illus	V,S	1 a	Close	Size 10-ft cube	1 h/lvl	Will negs	-	230
___	22 <input type="checkbox"/>	Obscure Object	Abjur	V,S,M	1 a	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes	232
___	23 <input type="checkbox"/>	Pyrotechnics	Trans	V,S,M	1 a	Long	Up to 20-ft cube	1d4+1 rnds	Special	Spec	241
___	24 <input type="checkbox"/>	Scare	Necro	V,S,M	1 a	Medium	All creatures 15-ft rad	1 rnd/lvl	Will negs	Yes	247
___	25 <input type="checkbox"/>	See Invisibility	Div	V,S,M	1 a	Medium	Cone	10 min/lvl (D)	-	-	248

26	<input type="checkbox"/>	Shatter	Sonic vibration damages objects	Evoc	V,S,M	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
27	<input type="checkbox"/>	Silence	Negates sound in 15-ft radius	Illus	V,S	1 a	Long	15-ft radius	1 min/lvl	Will negs	Yes	252
28	<input type="checkbox"/>	Sound Burst	Deals 1d8 sonic damage, may stun	Evoc	V,S,DF	1 a	Close	10-ft-rad spread	Instantaneous	Will part	Yes	254
29	<input type="checkbox"/>	Suggestion	Compels subject to follow	Ench	V,M	1 a	Close	One living creature	1 h/lvl	Will negs	Yes	257
30	<input type="checkbox"/>	Summon Monster II	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:1d3	1 rnd/lvl (D)	-	-	258
31	<input type="checkbox"/>	Summon Swarm	Swarm of crawling or flying creats	Conj	V,S,M	Fullrnd	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-	261
32	<input type="checkbox"/>	Tasha's Hideous Laughter	Subject loses actions for 1d3 rnds	Ench	V,S,M	1 a	Close	1 creat	1d3 rounds	Will negs	Yes	263
33	<input type="checkbox"/>	Tongues	Speak any language	Div	V,M	1 a	Touch	Creature touched	10 min/lvl	-	-	265
34	<input type="checkbox"/>	Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S	1 a	Close	One creat or object	24 hours	Will negs	Yes	267
35	<input type="checkbox"/>	Whispering Wind	Sends a message 1 mile/lvl	Trans	V,S	1 a	1 mile/lvl	10-ft-rad spread	Until dest or 1 h/lvl	-	-	272

LEVEL 3

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	Creature touched	Permanent	Will negs	Yes	178
2	<input type="checkbox"/>	Blink	Randomly vanish and reappear	Trans	V,S	1 a	Personal	You	1 rnd/lvl (D)	-	-	180
3	<input type="checkbox"/>	Charm Monster	Makes monster believe its your ally	Ench	V,S	1 a	Close	One living creature	1 day/lvl	Will negs	Yes	183
4	<input type="checkbox"/>	Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	Div	V,S,F	1 a	Special	Magical sensor	1 min/lvl (D)	-	-	184
5	<input type="checkbox"/>	Confusion	Makes behave oddly, 1 rnd/lvl	Ench	V,S,M	1 a	Medium	All creats 15-ft rad	1 rnd/lvl	Will negs	Yes	186
6	<input type="checkbox"/>	Cure Serious Wounds	Cures 3d8+1/lvl (max +15)	Conj	V,S	A	Touch	Creature touched	Instantaneous	Will half	Yes	190
7	<input type="checkbox"/>	Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
8	<input type="checkbox"/>	Displacement	Attacks miss subject 50%	Illus	V,M	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Yes	197
9	<input type="checkbox"/>	Emotion	Arouses strong emotion in subject	Ench	V,S	1 a	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes	199
10	<input type="checkbox"/>	Fear	Subjects within gone flee 1 rnd/lvl	Necro	V,S,M	1 a	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes	203
11	<input type="checkbox"/>	Gaseous Form	Subject insubstantial, can fly slowly	Trans	S,M	1 a	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	-	-	207
12	<input type="checkbox"/>	Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,M	1 a	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes	210
13	<input type="checkbox"/>	Gust Of Wind	Blows away or knows down creats	Evoc	V,S,F	1 a	Medium	10 ft wide, 10 ft high	1 rnd	Fort negs	Yes	212
14	<input type="checkbox"/>	Haste	Extra partial action, +4 AC	Trans	V,S,M	1 a	Close	One creature	1 rnd/lvl	Fort negs	Yes	212
15	<input type="checkbox"/>	Illusory Script	Only intended reader can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level	Will negs	Yes	216
16	<input type="checkbox"/>	Invisibility Sphere	Everyone within 10 ft invisible	Illus	V,S,M	1 a	Prsl,touch	10 ft rad sphere	10 min/lvl (D)	Will negs	Yes	218
17	<input type="checkbox"/>	Keen Edge	Doubles weapon's threat range	Trans	V,S	1 a	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes	219
18	<input type="checkbox"/>	Leomund's Tiny Hut	Creates shelter for 10 creatures	Evoc	V,S,M	1 a	20 ft	20-ft-rad sphere	2 h/lvl (D)	-	-	220
19	<input type="checkbox"/>	Lesser Geas	Commands subject 7 HD or less	Ench	V	1 a	Close	Creat up to 7 HD	1 day/lvl / dischrgrd	Will negs	Yes	221
20	<input type="checkbox"/>	Magic Circle against Chaos / Evil / Good / Law	Protection 10-ft-radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	Emanates 10 ft	10 min/lvl	Will negs	-	223
21	<input type="checkbox"/>	Major Image	Illusion plus sound, smell, thermal	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Conc + 3 rnds	Will disblf	-	225
22	<input type="checkbox"/>	Phantom Steed	Magic horse appears for 1 h/lvl	Conj	V,S	10 min	0 ft	AC18, HP 7+1/lvl	1 h/lvl	-	-	235
23	<input type="checkbox"/>	Remove Curse	Frees object or person from curse	Abjur	V,S	1 a	Touch	Creat or item touched	Instantaneous	Will negs	Yes	244
24	<input type="checkbox"/>	Remove Disease	Cures all diseases affecting subject	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Fort negs	Yes	244
25	<input type="checkbox"/>	Scrying	Spies on subject from a distance	Div	V,S,M,F	1 h	Special	Magical sensor	1 min/lvl	-	-	247
26	<input type="checkbox"/>	Sculpt Sound	Creates new sounds or changes	Trans	V,S	1 a	Close	1 creat or obj/lvl	1 h/lvl (D)	Will negs	Yes	248
27	<input type="checkbox"/>	Sepia Snake Sigil	Symbol that immobilizes reader	Conj	V,S,M	10 min	Touch	Book or written work	Perm or discharged	Ref negs	-	249
28	<input type="checkbox"/>	Slow	1/lvl only partial actions, -2 AC/att	Trans	V,S,M	1 a	Close	1 creat/lvl, 30 ft apart	1 rnd/lvl	Will negs	Yes	253
29	<input type="checkbox"/>	Summon Monster III	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:1d4+1, 2:1d3	1 rnd/lvl (D)	-	-	259
30	<input type="checkbox"/>	Wind Wall	Deflects arrows, small creats, gases	Evoc	V,S,M	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	273

LEVEL 4

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Break Enchantment	Fress subject from enchants etc.	Abjur	V,S	1 min	Close	1 creat/lvl,within 30ft	Instantaneous	Special	-	181
2	<input type="checkbox"/>	Cure Critical Wounds	Cures 4d8+1/lvl (max +20)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
3	<input type="checkbox"/>	Detect Scrying	Alerts of magical eavesdropping	Div	V,S,M	1 a	120 ft	120-ft-rad emanation	24 h	-	-	193
4	<input type="checkbox"/>	Dimension Door	Teleports you and up to 500 lb	Trans	V	1 a	Long	50 lb/lvl	Instantaneous	Spec	Spec	195
5	<input type="checkbox"/>	Dismissal	Force creat return to native plane	Abjur	V,S,F	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	196
6	<input type="checkbox"/>	Dominate Person	Controls humanoid telepathically	Ench	V,S	1 a	Medium	Medium or smaller	1 day/lvl	Will negs	Yes	197
7	<input type="checkbox"/>	Hallucinatory Terrain	Makes terrain appear like another	Illus	V,S,M	10 min	Long	One 30-ft cube/lvl	2 h/lvl	Will disblf	-	212
8	<input type="checkbox"/>	Hold Monster	Holds creature helpless	Ench	V,S,M	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	214
9	<input type="checkbox"/>	Improved Invisibility	Subject can attack & stay invisible	Illus	V,S	1 a	Prsl,touch	You or creat touched	1 min/lvl (D)	Will negs	--	217
10	<input type="checkbox"/>	Legend Lore	Learn tales about person,place etc.	Div	V,S,M,F	Special	Personal	You	Special	-	-	219
11	<input type="checkbox"/>	Leomund's Secure Shelter	Creates sturdy cottage	Conj	V,S,M	10 min	Close	20 ft sq structure	2 h/lvl (D)	-	-	220
12	<input type="checkbox"/>	Locate Creature	Indicates direction to familiar creat	Div	V,S,M	1 a	Long	Circle 400 ft + 40/lvl	10 min/lvl	-	-	223
13	<input type="checkbox"/>	Modify Memory	Changes 5 minutes of memories	Ench	V,S	1 a	Close	One living creature	Permanent	Will negs	Yes	230
14	<input type="checkbox"/>	Neutralize Poison	Detoxifies venom in or on subject	Conj	V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232
15	<input type="checkbox"/>	Rainbow Pattern	Prevent 24 HD creats attacking	Illus	(V),SMF	1 a	Medium	15-ft radius sphere	Conc +1 rnd/lvl (D)	Will negs	Yes	241
16	<input type="checkbox"/>	Shout	Deafens all within cone, 2d6 dmg	Evoc	V	1 a	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes	252
17	<input type="checkbox"/>	Summon Monster IV	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	4:1,3:1d3,2:1:1d4+1	1 rnd/lvl (D)	-	-	259

LEVEL 5

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Personal	You	Concentrate	-	-	187
2	<input type="checkbox"/>	Control Water	Raises, lowers or parts water	Trans	V,S,M	1 a	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	-	-	188
3	<input type="checkbox"/>	Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	Living creat touched	Special	-	Yes	198
4	<input type="checkbox"/>	False Vision	Foolds scrying with an illusion	Illus	V,S,M	1 a	Close	25 ft + 5 ft/2 lvls	1 min/lvl	-	-	202
5	<input type="checkbox"/>	Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
6	<input type="checkbox"/>	Healing Circle	Cures 1d8+1/lvl dmg in all dirs	Conj	V,S	1 a	20 ft	20-ft radius burst	Instantaneous	Fort half	Yes	213
7	<input type="checkbox"/>	Mind Fog	Subjects in fog get -10 Wis / Will	Ench	V,S	1 a	Medium	Fills 20-ft cube	30 min + 2d6 rnds	Will negs	Yes	228
8	<input type="checkbox"/>	Mirage Arcana	Make terrain appear like another	Illus	V,S	1 a	Long	20-ft cube/lvl	Conc + 1 h/lvl (D)	Will disblf	No	229

9	<input type="checkbox"/>	Mislead	Turns you invisible and creates illus	Illus	S	1 a	Close	You / illusory double	1 rnd/lvl	Will disblf	-	230
10	<input type="checkbox"/>	Nightmare	Sends vision dealing 1d10 damage	Illus	V,S	10 min	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes	232
11	<input type="checkbox"/>	Persistent Image	Illusion, no concentration required	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	1 min/lvl (D)	Will disblf	-	235
12	<input type="checkbox"/>	Summon Monster V	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	259

LEVEL 6

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1	<input type="checkbox"/>	Control Weather	Trans	V,S	10 min	2 miles	2-mile-rad circle	4d12 hours	-	-	188
2	<input type="checkbox"/>	Eyebite	Trans	V,S	1 a	Close	You	1 rnd/3 lvls	Special	Yes	202
3	<input type="checkbox"/>	Geas / Quest	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrge	-	Yes	208
4	<input type="checkbox"/>	Greater Scrying	Div	V,S	1 a	Special	Magical sensor	1 h/lvl	-	-	211
5	<input type="checkbox"/>	Mass Haste	Trans	V,S,M	1 a	Close	Creat/lvl, 30 ft apart	1 rnd/lvl	Fort negs	Yes	226
6	<input type="checkbox"/>	Mass Suggestion	Ench	V,M	1 a	Medium	Creat/lvl, 30 ft apart	1 h/lvl	Will negs	Yes	226
7	<input type="checkbox"/>	Permanent Image	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Permanent (D)	Will disblf	-	235
8	<input type="checkbox"/>	Plane Shift	Trans	V,S,F	1 a	Touch	1-8 joining hands	Instantaneous	Will negs	Yes	236
9	<input type="checkbox"/>	Programmed Image	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Perm / triggered	Will disblf	-	239
10	<input type="checkbox"/>	Project Image	Illus	V,S,M	1 a	Medium	Shadow duplicate	1 rnd/lvl (D)	Will disblf	-	239
11	<input type="checkbox"/>	Repulsion	Abjur	V,S,F	1 a	10 ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes	245
12	<input type="checkbox"/>	Summon Monster VI	Conj	V,S,F	Fullrnd	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	259
13	<input type="checkbox"/>	Veil	Illus	V,S	1 a	Long	1+ creats, 30 ft apart	Conc +1 h/lvl (D)	Will negs	Yes	269