

LV	Name	Description
1	Bedtime Story	The caster causes 24 HD worth of creatures within 60', lowest HD first, to fall asleep for 1 round/caster level, unless they save vs Paralysis.
1	Command Word	As divine spell
1	Wooden Object	Caster creates a wooden object within a 10' cube; the object behaves as natural wood, and lasts 1 turn.
1	Darkness	As divine spell
1	Doorfinder	Takes 1 turn to cast; when finished, for the next turn, the caster will see any secret door within 60' outlined in a dim glow.
1	Fellowship	As divine spell
1	Lifted	Caster chooses a target within 30'; that target can be moved upwards at 20'/round. Additionally, the creature must drop anything it is carrying. The caster may choose a new target every round, allowing the previous target to fall. The effect lasts up to 6 rounds; the caster must concentrate throughout.
1	Light	As divine spell
1	Magic Mouth	As arcane spell
1	Magic Rope	As arcane spell
1	Magical Shield	Caster creates an immovable wall of force, 1" thick and 100 sq ft area, strong enough to stop creatures with less than 4 HD, and impervious to magical and physical effects. It lasts 1 hour (6 turns).
1	Mountain	The caster causes up to 30,000 cubic feet of unworked stone to double in size, and octuple in weight, for a full turn.
1	Protection from Evil	As divine spell
1	Puff of Air	A quick burst of wind shoots from the caster's fingertips, affecting anything within a 5' sphere; see Gust of Wind for effects.
1	Read Languages	As arcane spell
1	Teleport Object	The caster teleports an object weighing up to 2st/lvl anywhere within 10 miles, with pinpoint accuracy; however, the item ages 1d10/2 years (round up).
1	Trapfinder	Takes turn to cast; when finished, for the next turn, the caster will see any secret door within 60' outlined in a plainly visible glow.
1	Ventriloquism	As arcane spell
1	Weaken	The caster targets a creature or object within 60'; any creature meaning harm towards the target or his allies and within 5' of the target must save vs spells, or take an extra point of damage per die from any attack.
1	Yard Light	The caster targets an object or a point in space at touch range; if any movement occurs within 30' of that point or object, it lights up as the spell "Light". After 10 rounds of no movement, it turns back off again. The triggered object lasts until dispelled.
2	Continual Darkness	As divine spell
2	Continual Light	As divine spell
2	Copy	Makes a permanent copy of an object; has the same magical effects, if any, but only illusory. Lasts until dispelled, though if anyone realizes it is an illusion, it appears translucent.
2	Find	If detecting a unique object, the caster will immediately know its exact location if it is within 100 miles; if detecting a non-unique object (ie, a sword), the caster will know the exact location of every object of that type within 100 miles. The effect lasts only one round per caster level.
2	Firewall	As long as the caster concentrates, up to 1 turn, the caster any within a 5' sphere are immune to magical and mundane fire and heat.
2	Inaudibility	As arcane spell

Σ	Name	Description
2	Insulation	As long as the caster concentrates, up to 1 turn, the caster any within a 5' sphere are immune to magical and mundane ice and cold.
2	Invisibility	As arcane spell
2	Lead Feet	The caster causes a target within 60' to move at half their movement rate for 1 turn.
2	Magical Armor	The caster chooses up to 1 ally per caster level within 30' at the start of the spell; as long as the caster concentrates and remains stationary, those allies will receive a magical +4 armor bonus
2	Mass Confusion	All creatures, living and undead, within 480' of the target who do not save vs spells become confused for 1 round per caster level.
2	Mirror Image	As arcane spell
2	Pepperbox	2d4/lvl max 8d4; 5' diameter sphere up to 30' away; attack throw required vs target (unarmored).
2	Phantasmal Force	As arcane spell
2	Plant-to-Stone	The caster causes up to 3,000 sq ft of plants within 60' to turn to stone; intelligent plants may save vs paralysation to avoid.
2	Speed Force	The caster causes 1 creature plus 1 creature every 2 levels at 0' to have double attack and movement rate for the next turn, as long as the caster concentrates.
2	Statues	The caster causes a target at touch distance to transform into a statue; they gain +10 AC while a statue, but lose the ability to speak, move, or cast spells. However, they can become human again at will. The effect lasts 1 turn per caster level.
2	Teleport Person	instant, no save, teleports a creature up to 260'; willing targets unstable until their next round; unwilling targets require attack throw.
2	Traveler	On touch, the caster causes one target to be able to climb walls at a rate of 40', and move normally at double rate, including over water, as water-walking, for 1 turn.
2	Weakness	All creatures within a 20' sphere up to 30' from the caster must save vs. spells (if only a single creature is targeted, they will save at a -2) or have their Blast, Paralysis, and Death saving throws reduced by 4.
3	Absolutely Charming	Any humanoids within 480' of the cast must save vs spells or become charmed for 9 turns.
3	Alter Self	As divine spell
3	Chimerical Force	As arcane spell
3	Clairaudience	As arcane spell
3	Clairvoyance	As arcane spell
3	Eyes of the Eagle	As divine spell
3	Fine Finder	As long as the caster concentrates, he can sense any treasure over 100 gp, including held treasure, within 240'.
3	Glyph of Warding	As divine spell
3	Immortal Warrior	The caster summons an immortal warrior to attack a target within 30'. The warrior is only visible to the target, and is immune to all but dispelling. If the target flees, even by teleporting, the warrior follows and leaps in front of him, re-engaging in combat. However, the warrior only does imaginary damage; if "killed", the target will only faint, and awaken in 1d4 rounds. Lasts for 1 turn.
3	Invisibility 10' radius	As arcane spell
3	Nondetection	As arcane spell
3	Protection from Evil, Sustained	As arcane spell
3	Protection from Normal Missiles	As arcane spell

LV	Name	Description
3	Remove Curse	As divine spell
3	Roc On	Caster touches 1 friendly target and transforms them into a Roc (pg 190 ACKS). As a roc, they cannot speak unless they can speak animal languages, and then only in bird tongues.
3	Stone-to-flesh	If cast on a statue that used to be alive, it returns the statue to life; however, if cast on a statue that was not ever alive, or if cast on up to 3,000 sq ft of unworked stone, the stone becomes raw meat; if cast on lava, it transforms into hot, cooked meat.
3	Stop	When the spell is cast, up to 24 HD worth of creatures within 60' of the caster, lowest HD first, are held for 1 round per caster level; each creature may make a saving throw vs Paralysis to avoid.
3	Summon Weapons	Summons 7,500 GP worth of any mundane iron weapon (swords, knives, axes, maces, sling bullets, arrows, crossbow bolts, etc.)
3	Teleportitus	The caster may choose any location within 360' to teleport himself to instead of moving (with no need to concentrate) each round for a full turn. However, the spell ages him 1-5 years.
3	Water Breathing	As divine spell
4	Charm Monster	As arcane spell
4	Command Plant	As arcane spell
4	Cone of Command	The caster targets all living creatures within a cone 60' long and 30' wide; creatures may save vs Spells to avoid, though arcane casters are at a -4, or otherwise are commanded for as long as the caster concentrates and remains stationary. If the caster cannot speak a creature's language, they will not respond to commands, and instead only stand, waiting for orders.
4	Create Armor	All creatures within a 10' cube are given a set of armor, chain, scale, or plate as the caster chooses. If the wearer is hit with any magical targeted damage (magical weapons and targeted spells like magic missile or area effect), the attacker must roll vs Spells or do no damage. The armor lasts 8 hours. It weighs 1 stone less than it normally would due to its perfect fitting.
4	Death Ward	As divine spell
4	Fear	As arcane spell
4	Find Ritual	Once cast, the caster can detect the location of the nearest ritual magic being cast within 25 miles; if no ritual magic is being cast, then he knows the nearest location of previously-cast ritual magic, up to a month old.
4	Flesh-to-Stone	On touch, caster turns one target to stone, as long as the target does not save vs. paralyzation.
4	Hallucinatory Terrain	As arcane spell
4	Home	The caster targets one creature or object at 0', and returns them to the closest approximation of home on this plane (unwilling may save to avoid), though without any belongings (including clothing). Willing arrive unstable for the next round.
4	Impart	The target of this spell instantly learns a new language of their choice. They can speak and read that language fluently; this ability lasts until dispelled.
4	Massmorph	As arcane spell
4	Mindsting	The caster targets a 20' diameter sphere up to 30' away; as long as the caster concentrates and each creature fails to save vs blast, the creatures continue to take 6d4 damage.
4	Return	Instantly sends a willing creature or an object to the Librarian's home book return, from any plane of existence. Creature arrives at a -1 to all rolls.
4	Scripted	The caster targets a creature within 30'; for the next turn, that creature cannot speak or make a sound. Instead, the caster controls exactly what it says, in that creature's voice (if the caster chooses).

LV	Name	Description
4	Speak with Plants	As divine spell
4	Spectral Force	As arcane spell
4	Sphere of Atmos	The caster is surrounded by a sphere of air 10' in diameter. Under water, it acts like a bubble, allowing the caster to walk on dry ground. In buildings or underground, it will conform to passages; however, it will always maintain a breathable layer of air around the caster. It cancels all attacks and damage by liquid or gas.
4	Sticks to Snakes	As divine spell
4	Tongues	As divine spell
5	Avoidance	Once cast, the caster and up to 1 creature per caster level within 30' (at the time of casting) are surrounded by a dimly glowing 10' sphere. No magical creatures (summoned, enchanted, or innately magical) can enter or attack through the sphere, though ranged attacks and spells from said creatures still pass through.
5	Blast	Does 5d8 damage, no save.
5	Corporealize	Caster targets one gaseous or incorporeal creature within 60'; that creature becomes solid, and can be hit with normal weapons.
5	Disintegrating Illusion	The caster is rendered invisible; meanwhile, an illusion of the caster appears, which can move at up to 20' per round, controlled by the caster. Touching or attacking the illusion will cause instant disintegration unless the attacker saves vs Death; on success, the attacker is jolted for 1/2 their full HP. Lasts 1 turn.
5	Enchanted Container	As arcane spell
5	End Quest	As divine spell
5	Grasping Hands	The caster can move up to 1 creature per caster level, of any weight, up to 20' per round, to a distance of 240' from himself. Willing targets are unstable (-1 to all rolls) and unable to carry anything. Unwilling targets may save vs Paralyzation once to avoid the effect. The effect lasts 6 rounds.
5	Gusting Shock	A blast of wind jets out from the caster (see Gust of Wind for effects). The gust has a radius of 20', centered on the caster, and does 1d12 damage, on top of any other damage done.
5	Immortal Guardian	If the target is ever out of commission (knocked out, reduced to 0 HP or below, asleep, turned to stone, etc.), an immortal warrior will immediately appear, standing over the target's body, guarding it. The moment the target is revived/healed/awakened/etc., the warrior vanishes. The warrior is immune to all but dispelling, though it only does imaginary damage.
5	Immunity	As long as the caster remains still and concentrates, he maintains a cube of force, centered on himself, 20' on each side; all allies within are immune to all normal weapons and spells level 1-4.
5	Invincibility	Caster targets one creature; as long as the caster remains still, that creature is immune to normal damage and all level 1-4 spells.
5	Magic Jar	As arcane spell
5	Mass Climb	The caster causes up to 1 creature per caster level within 120' to be able to climb any surface at a rate of 20', for 1 turn per caster level.
5	Mire	Creates a sludge 1' deep, covering 1,500 sq ft of ground within 60' of the caster, including on top of creatures. Any creature attempting to move in or through the sludge must save vs Paralysis, or be trapped. Even if they make their save, their movement rate is restricted to 1/2. If set on fire, each 10' square will burn for 5 rounds, doing 1d6 damage per round, after which that section is burned clear of sludge. Fire spreads to adjacent 10' squares once per round. The sludge lasts 6 turns.
5	Phantasmal Killer	As arcane spell

LV	Name	Description
5	Planeshift	The caster chooses 1 target within 60', and teleports them anywhere on the same plane. The spell has a chance of error, as described by the Teleport spell. Unwilling targets are allowed a saving throw vs Paralysis; willing targets will be dizzy for the next round, at a -1 to all rolls.
5	Quest	As divine spell
5	Stone-to-Creature	The caster creates a creature of his choice from the same volume of plants as the creature. The creature is limited to the same number of HD as the caster level, but can be any creature, mundane, magical, undead, even intelligent. The creature will not be under the command of the caster.
5	True Seeing	As divine spell
5	X-Ray Vision	As arcane spell
6	Anti-Magic Shell	As arcane spell
6	Carpet Jet	The caster selects an object, plus 1 per 5 additional caster levels, that weighs 2 stone per caster level or less, and enchants it to fly, as a magic carpet; however, it has twice the speed. The effect lasts 6 turns, plus 1 turn per caster level.
6	Clone	The caster creates a permanent copy of a creature within 120'. The copy is identical to the original, though it does not have its memories. It is under complete control of the caster. Only someone intimately familiar with the target will notice it acts differently, and only on an 11+. Used to make Miracle Whips.
6	Create Maze	Creates a maze of iron, 10' tall and 1,200 sq ft, with 5' between interior walls (6x8 or similar; use www.mazegenerator.net). The maze must be solidly supported by the ground, which it bonds to. The walls of the maze are 1' thick iron. Permanent unless dispelled.
6	Electrify	Lightning jumps from the caster's fingertips, doing 1d8 damage per caster level to every creature in a line 60' long and 5' wide.
6	Eviction	The caster may target 1 creature within 30' every round for 6 rounds; the creature is allowed a save vs spells each time, but otherwise is teleported up to 360' away. Willing creatures are aged 1d10/2 years. Willing or unwilling creatures will leave any items, armor, or clothing behind. There is a chance of error; roll 1d10: no error on 1-8, 1d10' in 1d12 direction (read like a clock) on 9; the target is lost forever on 10.
6	Forbiddance	As divine spell
6	Jail	Caster creates a permanent jail cell of solid iron within 60'. The cell is 10'x10'x10', and can be summoned around one or more creatures. The cell is bonded to the ground, and must be solidly supported.
6	Let's Read!	Once cast, 1 creature plus 1 per 2 per caster levels within 30' of the caster can instantly read and understand any language (as the spell Read Language), for up to 1 turn per caster level.
6	Magic Immunity	The caster touches an ally; as long as the caster concentrates and remains still, that ally is immune all normal or magical weapon damage, and all spells level 1-6.
6	Permanent Illusion	As arcane spell
6	Programmed Illusion	As arcane spell
6	Projected Image	As arcane spell