

Summoner Spells

0th Level Spells

Acid Splash²
Aracane Mark²
Daze²
Detect Magic²
Electric Jolt (S. Comp.)²
Guidance²
Launch Item (S. Comp.)²
Light²
Mage Hand²
Mending²
Message²
Open/Close²
Read Magic²
Resistance²

1st Level Spells

Accelerated Movement (S. Comp.)²
Alarm²
Align Fang (S. Comp.)²
Ant Haul (Adv. Player's)²
Blood Wind (S. Comp.)²
Claws of the Bear (S. Comp.)²
Combust (S. Comp.)²
Compel Hostility (Ul. Combat)¹
Corrosive Touch (Ul. Magic)²
Cutting Hand (S. Comp.)²
Daze Monster²
Dead End (S. Comp.)²
Ectoplasmic Armor (S. Comp.)²
Endure Elements²
Enlarge Person²
Expeditious Retreat²
Feather Fall²
Grease²
Ice Dagger (S. Comp.)²
Identify²
Jump²
Jury-Rig (Ul. Combat)¹
Know Greatest Enemy (S. Comp.)²
Life Conduit (Ul. Combat)¹
Mage Armor²
Mage Hand, Greater (S. Comp.)²
Magic Fang²
Magic Mouth²
Mount²
Protection from Chaos/Evil/Good/Law²
Raging Flame (S. Comp.)²
Ray of Sickening (Ul. Magic)²
Reduce Person²
Rejuvenate, Eidolon, Lesser (Adv. Player's)²
Remove Scent (S. Comp.)²

Shield²
Stone Shield (Race-Oread)²
Summon Minor Monster (Ul. Magic)²
Summon Monster I²
Summon Undead (S. Comp.)²
Unfetter (Adv. Player's)²
Unseen Servant²
Ventriloquism²

2nd Level Spells

Ablative Barrier (Ul. Combat)¹
Alter Self²
Ant Haul, Communal (Ul. Combat)¹
Barkskin²
Bear's Endurance²
Blur²
Bull's Strength²
Cat's Grace²
Cloud of Bewilderment (S. Comp.)²
Crabwalk (S. Comp.)²
Create Pit (Adv. Player's)²
Cushioning Bands (Ul. Magic)²
Darkfire (S. Comp.)²
Decoy Image (S. Comp.)²
Deep Breath (S. Comp.)²
Detect Thoughts²
Eagle's Splendor²
Evolution Surge, Lesser (Adv. Player's)²
Fox's Cunning²
Ghost Touch Armor (S. Comp.)²
Ghost Wolf (Race-Half-Orc)²
Glide (Adv. Player's)²
Glitterdust²
Haste²
Inky Cloud (S. Comp.)²
Instant Search (C. Adv. & S. Comp.)²
Invisibility²
Levitate²
Low-Light Vision (S. Comp.)²
Misdirection²
Mount, Communal (Ul. Combat)¹
Owl's Wisdom²
Phantom Steed²
Protection from Arrows²
Protect. from Chaos, Comm. (Ul. Combat)¹
Protect. from Evil, Comm. (Ul. Combat)¹
Protect. from Good, Comm. (Ul. Combat)¹
Protect. from Law, Comm. (Ul. Combat)¹
Resist Energy²
Restore Eidolon, Lesser (Ul. Magic)²
See Invisibility²
Slow²

Spider Climb²
Spontaneous Search (S. Comp.)²
Summon Eidolon (Adv. Player's)²
Summon Elysian Thrush (Plan. & S. C.)²
Summon Monster II²
Summon Swarm²
Summon Undead II (S. Comp.)²
Suspended Silence (S. Comp.)²
Swim (C. Arcane & S. Comp.)²
Twisted Space (Ul. Combat)¹
Warding Weapon (Ul. Combat)¹
Web Shelter (Ul. Magic)²
Wind Wall²

3rd Level Spells

Agonize (Ul. Magic)²
Aqueous Orb (Adv. Player's)²
Bands of Steel (C. A. & S. Comp.)²
Black Tentacles²
Charm Monster²
Control Summoned Creature (Ul. Magic)²
Corpse Candle (C. Arcane & S. C.)²
Devolution (Adv. Player's)²
Dimension Door²
Dimensional Anchor²
Dispel Magic²
Displacement²
Enlarge Person, Mass²
Evolution Surge (Adv. Player's)²
Fire Shield²
Fly²
Heroism²
Invisibility, Greater²
Life Conduit, Improved (Ul. Combat)¹
Locate Creature²
Mad Monkeys (Ul. Magic)²
Magic Circle against Chaos/Evil/Good/Law²
Magic Fang (Greater)²
Marionette Possession (Ul. Magic)²
Minor Creation²
Nondetection²
Obsidian Flow (Ul. Combat)¹
Pellet Blast (Ul. Combat)¹
Phantom Chariot (Ul. Combat)¹
Protection from Energy²
Phantom Steed, Communal (Ul. Combat)¹
Protect. from Arrows, Comm. (Ul. Combat)¹
Rage²
Rain of Frogs (Ul. Magic)²
Reduce Person, Mass²
Rejuvenate Eidolon (Adv. Player's)²
Resist Energy, Communal (Ul. Combat)¹
Restore Eidolon (Ul. Magic)²
Seek Thoughts (Adv. Player's)²

Spider Climb, Communal (Ul. Combat)¹
Spiked Pit (Adv. Player's)²
Steeldance (S. Comp.)²
Stoneskin²
Summon Monster III²
Summon Undead III (S. Comp.)²
Spectral Weapon (S. Comp.)²
Tongues²
Tremorsense (S. Comp.)²
Vipergout (S. Comp.)²
Vomit Twin (Race-Goblin)²
Wall of Fire²
Wall of Ice²
Water Breathing²

4th Level Spells

Acid Pit (Adv. Player's)²
Baleful Polymorph²
Bear's Endurance, Mass²
Bull's Strength, Mass²
Call Zelekhut (Planar & S. Comp.)²
Cat's Grace, Mass²
Contact other Plane²
Damnation Stride (Race-Tiefling)²
Daze, Mass (Ul. Magic)²
Dismissal²
Displacer Form (S. Comp.)²
Dragon Ally, Lesser (S. Comp.)²
Eagle's Splendor, Mass²
Essence of the Raptor (S. Comp.)¹
Evolution Surge, Greater (Adv. Player's)²
Fox's Cunning, Mass²
Hidden Lodge (S. Comp.)²
Hold Monster²
Hostile Juxtaposition (Ul. Combat)¹
Insect Plague²
Mage's Faithful Hound²
Magic Jar²
Major Creation²
Nixie's Lure (Race-Undine)²
Overland Flight²
Owl's Wisdom, Mass²
Planar Binding, lesser²
Protect. from Energy, Comm.(Ul. Combat)¹
Purified Calling (Adv. Player's)²
Resistance Greater (S. Comp.)²
Sending²
Stoneskin, Communal (Ul. Combat)¹
Stone Sphere (S. Comp.)²
Summon Bearded Devil (Plan & S. Comp.)²
Summon Hound Archon (Plan & S. Comp.)²
Summon Monster IV²
Summon Undead IV (S. Comp.)²
Summoner Conduit (Ul. Combat)¹

Teleport²
Tongues, Communal (Ul. Combat)¹
Transmogrify (Adv. Player's)²
Vitriolic Mist (Ul. Magic)²
Wall of Stone²

5th Level Spells

Banishment²
Call Zelekhut (Planar & S. Comp.)²
Conjure Black Pudding (Ul. Magic)²
Create Demiplane, Lesser (Ul. Magic)²
Creeping Doom²
Dispel Magic, Greater²
Energy Siege Shot (Ul. Combat)¹
Ethereal Jaunt²
Eyes of the King (S. Comp.)²
Heroism, Greater²
Hungry Pit (Adv. Player's)²
Ice Crystal Teleport (Ul. Magic)²
Invisibility, Mass²
Life Conduit, Greater (Ul. Combat)¹
Planar Adaptation (Adv. Player's)²
Planar Binding²
Plane Shift²
Repulsion²
Rejuvenate Eidolon Greater (Adv. Player's)²
Sequester²
Simulacrum²
Spell Turning²
Spider Plague (S. Comp.)²
Summon Bralani Eladrin (S. Comp.)²

Notes:

¹ = Can only be learned by members of the Mage's Guild

² = Can be learned by any Summoner

(C. A.) = Complete Adventurer

(C. Arcane) = Complete Arcane

(Plan.) or (Planar) = Planar Handbook

(S. C.) or (S. Comp.) = Spell Compendium

(Ul. Combat) = Ultimate Combat

(Ul. Magic) = Ultimate Magic

Summon Greater Elemental (Plan. & S. C.)²
Summon Monster V²
Tar Pool (Ul. Combat)¹
Teleport, Greater²
True Seeing²
Wall of Iron²
Wreath of Blades (Ul. Combat)¹

6th Level Spells

Antipathy²
Binding²
Call Kolyarut (Planar & S. Comp.)²
Charm Monster, Mass²
create Demiplane (Ul. Magic)²
Dimensional Lock²
Discern Location²
Dominate Monster²
Eagle Aerie (Ul. Magic)²
Energy Siege Shot, Greater (Ul. Combat)¹
Hostile Juxtaposition, Greater (Ul. Combat)¹
Incendiary Cloud²
Maze²
Planar Adaptation, Mass (Adv. Player's)²
Planar Binding, Greater²
Protection from Spells²
Summon Babau Demon (Plan. & S. Comp.)²
Summon Monster VI²
Sympathy²
Teleportation Circle²
Walk through Space (Ul. Combat)¹