

## Summoner Spells

### 0th Level Spells

Acid Splash<sup>2</sup>  
Aracane Mark<sup>2</sup>  
Daze<sup>2</sup>  
Detect Magic<sup>2</sup>  
Guidance<sup>2</sup>  
Light<sup>2</sup>  
Mage Hand<sup>2</sup>  
Mending<sup>2</sup>  
Message<sup>2</sup>  
Open/Close<sup>2</sup>  
Read Magic<sup>2</sup>  
Resistance<sup>2</sup>

### 1st Level Spells

Alarm  
Ant Haul (Adv. Player's)<sup>2</sup>  
Compel Hostility (Ul. Combat)<sup>1</sup>  
Corrosive Touch (Ul. Magic)<sup>2</sup>  
Daze Monster<sup>2</sup>  
Endure Elements<sup>2</sup>  
Enlarge Person<sup>2</sup>  
Expeditious Retreat<sup>2</sup>  
Feather Fall<sup>2</sup>  
Grease<sup>2</sup>  
Icicle Dagger (Ul. Magic)<sup>2</sup>  
Identify<sup>2</sup>  
Jump<sup>2</sup>  
Jury-Rig (Ul. Combat)<sup>1</sup>  
Life Conduit (Ul. Combat)<sup>1</sup>  
Mage Armor<sup>2</sup>  
Magic Fang<sup>2</sup>  
Magic Mouth<sup>2</sup>  
Mount<sup>2</sup>  
Protection from Chaos/Evil/Good/Law<sup>2</sup>  
Ray of Sickening (Ul. Magic)<sup>2</sup>  
Reduce Person<sup>2</sup>  
Rejuvenate, Eidolon, Lesser (Adv. Player's)<sup>2</sup>  
Shield<sup>2</sup>  
Stone Shield (Race-Oread)<sup>2</sup>  
Summon Minor Monster (Ul. Magic)<sup>2</sup>  
Summon Monster I<sup>2</sup>  
Unfetter (Adv. Player's)<sup>2</sup>  
Unseen Servant<sup>2</sup>  
Ventriloquism<sup>2</sup>

### 2nd Level Spells

Ablative Barrier (Ul. Combat)<sup>1</sup>  
Alter Self<sup>2</sup>  
Ant Haul, Communal (Ul. Combat)<sup>1</sup>  
Barkskin<sup>2</sup>  
Bear's Endurance<sup>2</sup>

Blur<sup>2</sup>  
Bull's Strength<sup>2</sup>  
Cat's Grace<sup>2</sup>  
Create Pit (Adv. Player's)<sup>2</sup>  
Cushioning Bands (Ul. Magic)<sup>2</sup>  
Detect Thoughts<sup>2</sup>  
Eagle's Splendor<sup>2</sup>  
Evolution Surge, Lesser (Adv. Player's)<sup>2</sup>  
Fox's Cunning<sup>2</sup>  
Ghost Wolf (Race-Half-Orc)<sup>2</sup>  
Glide (Adv. Player's)<sup>2</sup>  
Glitterdust<sup>2</sup>  
Haste<sup>2</sup>  
Invisibility<sup>2</sup>  
Levitate<sup>2</sup>  
Misdirection<sup>2</sup>  
Mount, Communal (Ul. Combat)<sup>1</sup>  
Owl's Wisdom<sup>2</sup>  
Phantom Steed<sup>2</sup>  
Protection from Arrows<sup>2</sup>  
Protect. from Chaos, Comm. (Ul. Combat)<sup>1</sup>  
Protect. from Evil, Comm. (Ul. Combat)<sup>1</sup>  
Protect. from Good, Comm. (Ul. Combat)<sup>1</sup>  
Protect. from Law, Comm. (Ul. Combat)<sup>1</sup>  
Resist Energy<sup>2</sup>  
Restore Eidolon, Lesser (Ul. Magic)<sup>2</sup>  
See Invisibility<sup>2</sup>  
Slow<sup>2</sup>  
Spider Climb<sup>2</sup>  
Summon Eidolon (Adv. Player's)<sup>2</sup>  
Summon Monster II<sup>2</sup>  
Summon Swarm<sup>2</sup>  
Twisted Space (Ul. Combat)<sup>1</sup>  
Warding Weapon (Ul. Combat)<sup>1</sup>  
Web Shelter (Ul. Magic)<sup>2</sup>  
Wind Wall<sup>2</sup>

### 3rd Level Spells

Agonize (Ul. Magic)<sup>2</sup>  
Aqueous Orb (Adv. Player's)<sup>2</sup>  
Black Tentacles<sup>2</sup>  
Charm Monster<sup>2</sup>  
Control Summoned Creature (Ul. Magic)<sup>2</sup>  
Devolution (Adv. Player's)<sup>2</sup>  
Dimension Door<sup>2</sup>  
Dimensional Anchor<sup>2</sup>  
Dispel Magic<sup>2</sup>  
Displacement<sup>2</sup>  
Enlarge Person, Mass<sup>2</sup>  
Evolution Surge (Adv. Player's)<sup>2</sup>  
Fire Shield<sup>2</sup>  
Fly<sup>2</sup>

Heroism<sup>2</sup>  
Invisibility, Greater<sup>2</sup>  
Life Conduit, Improved (Ul. Combat)<sup>1</sup>  
Locate Creature<sup>2</sup>  
Mad Monkeys (Ul. Magic)<sup>2</sup>  
Magic Circle against Chaos/Evil/Good/Law<sup>2</sup>  
Magic Fang (Greater)<sup>2</sup>  
Marionette Possession (Ul. Magic)<sup>2</sup>  
Minor Creation<sup>2</sup>  
Nondetection<sup>2</sup>  
Obsidian Flow (Ul. Combat)<sup>1</sup>  
Pellet Blast (Ul. Combat)<sup>1</sup>  
Phantom Chariot (Ul. Combat)<sup>1</sup>  
Protection from Energy<sup>2</sup>  
Phantom Steed, Communal (Ul. Combat)<sup>1</sup>  
Protect. from Arrows, Comm. (Ul. Combat)<sup>1</sup>  
Rage<sup>2</sup>  
Rain of Frogs (Ul. Magic)<sup>2</sup>  
Reduce Person, Mass<sup>2</sup>  
Rejuvenate Eidolon (Adv. Player's)<sup>2</sup>  
Resist Energy, Communal (Ul. Combat)<sup>1</sup>  
Restore Eidolon (Ul. Magic)<sup>2</sup>  
Seek Thoughts (Adv. Player's)<sup>2</sup>  
Spider Climb, Communal (Ul. Combat)<sup>1</sup>  
Spiked Pit (Adv. Player's)<sup>2</sup>  
Stoneskin<sup>2</sup>  
Summon Monster IV<sup>2</sup>  
Tongues<sup>2</sup>  
Vomit Twin (Race-Goblin)<sup>2</sup>  
Wall of Fire<sup>2</sup>  
Wall of Ice<sup>2</sup>  
Water Breathing<sup>2</sup>

#### 4th Level Spells

Acid Pit (Adv. Player's)<sup>2</sup>  
Baleful Polymorph<sup>2</sup>  
Bear's Endurance, Mass<sup>2</sup>  
Bull's Strength, Mass<sup>2</sup>  
Cat's Grace, Mass<sup>2</sup>  
Contact other Plane<sup>2</sup>  
Damnation Stride (Race-Tiefling)<sup>2</sup>  
Daze, Mass (Ul. Magic)<sup>2</sup>  
Dismissal<sup>2</sup>  
Eagle's Splendor, Mass<sup>2</sup>  
Contact other Plane<sup>2</sup>  
Dismissal<sup>2</sup>  
Eagle's Splendor, Mass<sup>2</sup>  
Evolution Surge, Greater (Adv. Player's)<sup>2</sup>  
Fox's Cunning, Mass<sup>2</sup>  
Hold Monster<sup>2</sup>  
Hostile Juxtaposition (Ul. Combat)<sup>1</sup>  
Insect Plague<sup>2</sup>  
Mage's Faithful Hound<sup>2</sup>  
Magic Jar<sup>2</sup>

Major Creation<sup>2</sup>  
Nixie's Lure (Race-Undine)<sup>2</sup>  
Overland Flight<sup>2</sup>  
Owl's Wisdom, Mass<sup>2</sup>  
Planar Binding, lesser<sup>2</sup>  
Protect. from Energy, Comm.(Ul. Combat)<sup>1</sup>  
Purified Calling (Adv. Player's)<sup>2</sup>  
Sending<sup>2</sup>  
Stoneskin, Communal (Ul. Combat)<sup>1</sup>  
Summon Monster V<sup>2</sup>  
Summoner Conduit (Ul. Combat)<sup>1</sup>  
Teleport<sup>2</sup>  
Tongues, Communal (Ul. Combat)<sup>1</sup>  
Transmogrify (Adv. Player's)<sup>2</sup>  
Vitriolic Mist (Ul. Magic)<sup>2</sup>  
Wall of Stone<sup>2</sup>

#### 5th Level Spells

Banishment<sup>2</sup>  
Conjure Black Pudding (Ul. Magic)<sup>2</sup>  
Create Demiplane, Lesser (Ul. Magic)<sup>2</sup>  
Creeping Doom<sup>2</sup>  
Dispel Magic, Greater<sup>2</sup>  
Energy Siege Shot (Ul. Combat)<sup>1</sup>  
Ethereal Jaunt<sup>2</sup>  
Heroism, Greater<sup>2</sup>  
Hungry Pit (Adv. Player's)<sup>2</sup>  
Ice Crystal Teleport (Ul. Magic)<sup>2</sup>  
Invisibility, Mass<sup>2</sup>  
Life Conduit, Greater (Ul. Combat)<sup>1</sup>  
Planar Adaptation (Adv. Player's)<sup>2</sup>  
Planar Binding<sup>2</sup>  
Plane Shift<sup>2</sup>  
Repulsion<sup>2</sup>  
Rejuvenate Eidolon Greater (Adv. Player's)<sup>2</sup>  
Sequester<sup>2</sup>  
Simulacrum<sup>2</sup>  
Spell Turning<sup>2</sup>  
Summon Monster VII<sup>2</sup>  
Tar Pool (Ul. Combat)<sup>1</sup>  
Teleport, Greater<sup>2</sup>  
True Seeing<sup>2</sup>  
Wall of Iron<sup>2</sup>  
Wreath of Blades (Ul. Combat)<sup>1</sup>

#### 6th Level Spells

Antipathy<sup>2</sup>  
Binding<sup>2</sup>  
Charm Monster, Mass<sup>2</sup>  
create Demiplane (Ul. Magic)<sup>2</sup>  
Dimensional Lock<sup>2</sup>  
Discern Location<sup>2</sup>  
Dominate Monster<sup>2</sup>  
Eagle Aerie (Ul. Magic)<sup>2</sup>

Energy Siege Shot, Greater (Ul. Combat)<sup>1</sup>  
Hostile Juxtaposition, Greater (Ul. Combat)<sup>1</sup>  
Incendiary Cloud<sup>2</sup>  
Maze<sup>2</sup>  
Planar Adaptation, Mass (Adv. Player's)<sup>2</sup>  
Planar Binding, Greater<sup>2</sup>

Protection from Spells<sup>2</sup>  
Summon Monster VIII<sup>2</sup>  
Sympathy<sup>2</sup>  
Teleportation Circle<sup>2</sup>  
Walk through Space (Ul. Combat)<sup>1</sup>

**Notes:**

<sup>1</sup> = Can only be learned by members of the Mage's Guild

<sup>2</sup> = Can be learned by any Summoner

(Ul. Combat) = Ultimate Combat

(Ul. Magic) = Ultimate Magic