

DS ILLUSIONIST

Name: _____

Player: _____

Spells: 1____ 2____ 3____ 4____ 5____ 6____ 7____ 8____ 9____

Level 1	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Affect Normal Fires	(PHB 175)	Alt	1 seg	5 yd/level	V,S,M	2 yds/level	10 ft radius	—
□□□□ Ariellene's Sprout Croft	(HJ-15 15)	Alt	1 turn	50 yd	V,S,M	Permanent	50 yd ² /level	—
□□□□ Armor	(PHB 175)	Conj	1 rnd	Touch	V,S,M	Special	1 creature	—
□□□□ Audible Glamer ²	(PHB 175)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	3 rnd/level	hearing range	Special
□□□□ Aura of Innocence	(PHB 175)	Ench/Charm	1 seg	1 yd/level	V,S,M	3 rnd/level	1 person	Neg.
□□□□ Befriend	(PHB 176)	Ench/Charm	1 seg	0	V,S,M	1d4 rnd + 1 rnd/level	60 ft radius	Special
□□□□ Blindness ¹	(PHB 187)	Ill/Phan	2 seg	30 yd + 10 yd/level	V	Special	1 creature	Neg.
□□□□ Blur ¹	(PHB 187)	Ill/Phan	2 seg	0	V,S	3 rnd + 1 rnd/level	Caster	—
□□□□ Burning Hands	(PHB 176)	Alt	1 seg	5 ft	V,S	Instantaneous	5 ft, 120° arc	½
□□□□ Change Self ²	(PHB 176)	Ill/Phan	1 seg	0	V,S	2d6 rnd + 2 rnd/level	Caster	—
□□□□ Charm Person	(PHB 176)	Ench/Charm	1 seg	120 yd	V,S	Special	1 person	Neg.
□□□□ Chromatic Orb	(PHB 177)	Alt/Evoc	1 seg	30 ft	V,S,M	Special	1 creature	Special
□□□□ Color Spray	(PHB 177)	Alt	1 seg	0	V,S,M	Instantaneous	5 x 20 x 20 ft wedge	Special
□□□□ Comprehend Languages ^o	(PHB 177)	Alt	1 rnd	Touch	V,S,M	5 rnd per level	Special	—
□□□□ Conjure Mount	(PHB 178)	Conj/Sum	1 turn	10 yd	V,S,M	2 hours + 1 hour/level	1 mount	—
□□□□ Corpse Link	(HJ-20 19)	Alt	1 rnd	Touch	V,S	8 hours + 2 hours/level	1 clothed corpse	—
□□□□ Corpse Visage ²	(SSG 94)	Ill/Necr	1 rnd	Touch	V,S,M	1 rnd/level	1 creature	Neg.
□□□□ Create Obstacle	(BTS 23)	Conj	3 seg	100 ft + 10 ft/level	V,S,M	1 turn + 1 rnd/level	up to (1 ft./level) ³	—
□□□□ Dancing Lights	(PHB 178)	Alt	1 seg	40 yd + 10 yd/level	V,S,M	2 rnd/level	Special	—
□□□□ Dancing Shadows ¹	(SSG 94)	Ill/Phan	2 seg	30 yd	V,S	2 rnd/level	30 ft cube	Neg.
□□□□ Deafness ¹	(PHB 188)	Ill/Phan	2 seg	60 yd	V,S,M	Special	1 creature	Neg.
□□□□ Deepen Shadows ¹	(SSG 95)	Ill/Phan	5 rd	Special	S	1 hour/level	One 10 x 10 ft area/level	—
□□□□ Detect Disease	(SSG 96)	Div	1 seg	10 yd	V,S,M	1 rnd/level	1 creature or object	—
□□□□ Detect Illusion	(SSG 96)	Div	1 seg	Touch	V,S,M	3 rnd + 2 rnd/level	10 ft x 10 ft path/level	—
□□□□ Detect Magic	(PHB 178)	Div	1 seg	0	V,S	2 rnd/level	10 ft x 60 ft	—
□□□□ Detect Phase	(SSG 96)	Div	1 seg	0	V,S	2 rnd/level	10 x 60 ft path	—
□□□□ Detect Undead	(PHB 178)	Div/Necr	1 rnd	0	V,S,M	3 turns	60 ft+10 ft/level	—
□□□□ Divining Rod	(SSG 97)	Ench/Charm /Div	1 rnd	60 yd	V,S,M	1 rnd/level	Special	—
□□□□ Elenwyd's Pout	(HJ-5 11)	Alt/Ench	2 seg	0	S,M	1 turn/level	Caster	—
□□□□ Elenwyd's Sultry Stare	(HJ-5 11)	Alt/Ill	1 seg	0	S	2 rnd/level	Caster	—
□□□□ Enlarge ^o	(PHB 178)	Alt	1 seg	5 yd/level	V,S,M	5 rnd/level	1 creature/object	Neg.
□□□□ Erase	(PHB 179)	Alt	1 seg	30 yd	V,S	Permanent	1 scroll or 2 pages	Special
□□□□ Evaporate	(SSG 99)	Alt	1 seg	30 yd	V,S,M	Instantaneous	5 ft ³ /level	Special
□□□□ Faerie Phantoms ²	(PHB 179)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Special	1d6 phantoms/level	—
□□□□ Fascinate ¹	(PHB 189)	Ill/Phan	2 seg	30 yd	V,S	Special	1 creature	Neg.
□□□□ Feather Fall	(PHB 179)	Alt	1 seg	10 yd/level	V	1 rnd/level	Special	—
□□□□ Find Familiar	(PHB 179)	Conj/Sum	2d12 hr	1 mile/level	V,S,M	Special	1 familiar	Special
□□□□ Fireball, Barrage	(PHB 180)	Alt	1 seg	50 yd + 10 yd/level	V,S,M	1 rnd/level	1+ creature in range	—
□□□□ Firewater	(PHB 180)	Alt	1 seg	10 ft	V,S,M	1 rnd	1 pt. of water	—
□□□□ Flutter Soft	(PHB 180)	Alt	1 seg	60 ft	V,S,M	1 hour	1 creature	—
□□□□ Fog Vision	(PHB 180)	Div	1 seg	Touch	V,S,M	1 turn/level	1 person	—
□□□□ Fool's Gold ¹	(PHB 191)	Alt/Ill	1 rnd	10 yd	V,S,M	1 hour/level	10 in ³ /level	Special
□□□□ Fool's Silver	(HJ-20 19)	Ill	1 rnd	Touch	V,S,M	2 hours/level	27 in ³ /level	Special
□□□□ Freeze Water	(HJ-16 5)	Alt	5 seg	Touch	V,S,M	Special	6 in ³ /level	—
□□□□ Freeze Weapon	(HJ-16 6)	Alt	5 seg	30 ft	V,S,M	1 rnd/2 level	Special	Special
□□□□ Gabal's Magic Aura ²	(PHB 180)	Ill/Phan	1 rnd	Touch	V,S,M	1 day/level	Special	Special
□□□□ Gandle's Feeble Trap ¹	(PHB 191)	Ill/Phan	3 rd	Touch	V,S,M	Permanent	object touched	—
□□□□ Gaze Reflection	(PHB 180)	Alt	1 seg	0	V,S	2 rnd + 1 rnd/level	Special	—
□□□□ Grease	(PHB 180)	Conj	1 seg	10 yd	V,S,M	3 rnd + 1 rnd/level	10 x 10 ft	Special
□□□□ Hold Portal	(PHB 181)	Alt	1 seg	20 yd/level	V	1 rnd/level	20 ft ² /level	—
□□□□ Hypnotic Pattern ¹	(PHB 192)	Ill/Phan	2 seg	30 yd	S,M	Special	30 ft cube	Neg.
□□□□ Hypnotism	(PHB 181)	Ench/Charm	1 seg	5 yd	V,S	1 rnd + 1 rnd/level	30 ft cube	Neg.
□□□□ Identify	(PHB 181)	Div	spec.	0	V,S,M	1 rnd/level	1 item/level	—
□□□□ Imaginary Friend ²	(SSG 105)	Ill/Phan	1 seg	0	V,S,M	2 rnd/level	Caster	—
□□□□ Improved Phantasmal Force ¹	(PHB 192)	Ill/Phan	2 seg	60 yd + 10 yd/level	V,S,M	Special	Special	Special
□□□□ Invisibility ¹	(PHB 202)	Ill/Phan	3 seg	Touch	V,S,M	Special	10 ft radius	Special
□□□□ Jump	(PHB 181)	Alt	1 seg	Touch	V,S,M	1d3 rnd + 1 rnd/level	1 creature	—
□□□□ Light	(PHB 182)	Alt	1 seg	60 yd	V,M	1 turn/level	20 ft radius	Special
□□□□ Lightning Bug	(HJ-20 19)	Alt	1 rnd	0	V,S,M	5 rnd/level	10-ft radius	—
□□□□ Magic Stone	(SSG 108)	Ench/Charm	4 seg	Touch	V,S,M	Special	3 pebbles	—

^oReversible spell

¹Class spell

²Can memorize 2 for 1

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Level 1 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Mask Spell	(HJ-20 14)	Abj/Ill	1 turn	0	V,S,M	3 months	1 spell	—
Melt	(PHB 182)	Alt	per page 1 seg	30 yd	V,S,M	1 rnd/level	Special	Special
Mend	(PHB 182)	Alt	1 seg	30 yd	V,S,M	Permanent	1 object	—
Merge Coin Pile	(PHB 182)	Alt	1 seg	10 yd	V,S,M	Permanent	10 ft x 10 ft area	Special
Merge Pixie Dust	(PF 63)	Abjur/Alt	1 seg	10 yd	V,S	Permanent	10 ft. x 10 ft.	Neg.
Message	(PHB 183)	Alt	1 seg	0	V,S,M	5 rnd/level	Special	—
Metal Bug	(SSG 109)	Alt	1 seg	Touch	V,S,M	1 hour/level	Metal touched (4 lbs/level)	—
Minor Sphere of Perturbation	(PHB 183)	Alt	1 seg	60 yd	V,M	1 turn/level	20 ft radius	Neg.
Mirror Image ¹	(PHB 194)	Ill/Phan	2 seg	0	V,S	3 rnd/level	6 ft radius	—
Misdirection ¹	(PHB 194)	Ill/Phan	2 seg	30 yd	V,S	8 hours	1 creature or object	Neg.
Olfactory Illusion	(HJ-13 16)	Ill	1 seg	10 ft/level	V,S,M	1 turn/level	1000 ft ³ /level	Neg.
Phantasmal Fireball ²	(PHB 183)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	Special
Phantasmal Force ²	(PHB 183)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Special	Special	Special
Phantom Armor ²	(PHB 183)	Alt/Ill	1 rnd	Touch	V,S,M	Special	1 person	—
Pinpoint Familiar ^o	(WW 41)	Div	3 seg	0	V,S,M	1 rnd/level	20 yards/level	—
Pool Gold	(PHB 183)	Alt	1 seg	20 ft	V,S,M	1 rnd	20 ft radius	Special
Power Word: Cartwheel	(SSG 113)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
Power Word: Moon	(SSG 114)	Conj/Sum	1 seg	5 yd/level	V	1 rnd	1 creature	—
Power Word: Summersault	(SSG 115)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
Precipitation	(PHB 183)	Alt	3 seg	10 ft./level	V,S,M	1 seg/level	Special	—
Protective Amulet	(SSG 116)	Abj/Ench	1 hr	0	V,S,M	1 wk/level	1 piece of jewelry	—
Push	(PHB 184)	Conj/Sum	1 seg	1 ft./level	V,S,M	Instantaneous	Special	Neg.
Read Magic	(PHB 184)	Div	1 rnd	0	V,S,M	2 rnd/level	Special	—
Remove Thirst	(SSG 117)	Alt/Ench /Charm	1 seg	Touch	V,S,M	Permanent	1 creature	—
Resist Cold	(SSG 117)	Alt/Inv	3 seg	0	V,S,M	2 rnd/level	Caster	—
Resist Fire	(SSG 117)	Alt	3 seg	0	V,S,M	2 rnd/level	Caster	—
Run	(PHB 184)	Ench	1 rnd	Touch	V,S,M	5 to 8 hours	Special	—
Shift Blame	(PHB 185)	Ench/Charm	1 seg	Touch	V,S,M	3 rnd/level	1 creature	Neg.
Shocking Grasp	(PHB 185)	Alt	1 seg	Touch	V,S	Special	1 creature	—
Sleep	(PHB 185)	Ench/Charm	1 seg	30 yd	V,S,M	5 rnd/level	Special	—
Smell Immunity ²	(PHB 185)	Ill/Phan	1 seg	60 ft	V,S,M	1 turn/level	1 creature	Neg.
Smoky Servant	(HJ-13 16)	Alt/Conj	1 seg	0	V,S,M	1hours/level	30 ft radius	—
Spider Climb	(PHB 185)	Alt	1 seg	Touch	V,S,M	3 rnd + 1 rnd/level	1 creature	Neg.
Spook ²	(PHB 185)	Ill/Phan	1 seg	30 ft	V,S	Special	1 creature	Neg.
Taunt	(PHB 185)	Ench	1 seg	60 yd	V,S,M	1 rnd	30 ft radius	Neg.
Throw Voice ²	(PHB 186)	Ill/Phan	1 seg	10 yd/level	V,M	4 rnd + 1 rnd/level	1 creature or object	Neg.
Unseen Servant	(PHB 186)	Conj/Sum	1 seg	0	V,S,M	4 hours + 1 hour/level	30 ft radius	—
Vanishing Armor	(BTS 24)	Ill	3 seg	Touch	V,S	1 hour/level	1 suit of armor or outfit	Neg.
Whispering Wind ¹	(PHB 197)	Alt/Phan	2 seg	1 mile/level	V,S	Special	2 ft radius	—
Wizard Mark	(PHB 186)	Alt	1 seg	Touch	V,S,M	Permanent	Up to 1 ft square	—
Wrygal's Delicious Deception ²	(PHB 186)	Ill/Phan	1 seg	100 ft	V,S,M	1 turn	60 yd radius	—

Level 2	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Ajamar's Chaotic Summoning	(HJ-11 8)	Conj/Sum	3 seg	Special	V,S,M	2 rnd + 1 rnd/level	30 yd radius	Special
Alter Self	(PHB 187)	Alt	2 seg	0	V,S	3d4 rnd + 2 rnd/level	Caster	—
Aname's Extra-Dimensional Mallet	(SSG 90)	Conj/Sum	2 seg	Special	V,S,M	1 rnd/level	Special	—
Bind	(PHB 187)	Ench	2 seg	30 yd	V,S,M	1 rnd/level	50 ft + 5 ft/level	—
Bob & Mooch's Leather Armor Repair	(HJ-14 3)	Alt	1 turn	Touch	V,S,M	Special	1 item	—
Chaotic Transformation	(SSG 93)	Alt	6 seg	Touch	V,S,M	Permanent	1 creature	Neg.
Cheetah Speed	(PHB 187)	Alt	2 seg	Touch	V,S,M	3 rnd + 1 rnd/lv	1 creature/level	—
Choke	(SSG 93)	Necr/Conj	2 seg	30 yd	V,S,M	1 rnd/level	1 creature	½
Continual Light ^o	(PHB 188)	Alt	2 seg	60 yd	V,S	Permanent	60 ft radius	Special
Create Greater Obstacle	(BTS 23)	Conj	3 seg	100 ft + 10 ft/level	V,S,M	1 turn + 1 rnd/level	Special	—
Darkness, 15' Radius	(PHB 188)	Alt	2 seg	10 yd/level	V,S,M	1 turn + 1 rnd/level	15 ft radius	—
Death Recall	(SSG 95)	Necr/Div	1 rnd	Touch	V,S,M	Special	1 corpse	—
Deepockets	(PHB 189)	Alt/Ench	1 turn	Touch	V,S,M	12 hours + 1 hour/level	1 garment	—
Detect Charm	(SSG 96)	Div	1 seg	0	V,S,M	1 turn	1 creature/round	Neg.
Detect Evil ^o	(PHB 189)	Div	2 seg	0	V,S	5 rnd/level	10 x 180 ft	—
Detect Invisibility	(PHB 189)	Div	2 seg	0	V,S,M	5 rnd/level	10 yds/level	—
Detect Life	(SSG 96)	Div	2 seg	10 ft/level	V,S,M	5 rnd	1 creature	—
Elenwyd's Coif	(HJ-5 12)	Alt	4 seg	Touch	V,S	1 day/level	1 creature's hair or fur	Neg.

^oReversible spell

¹Class spell

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Level 2 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Elenwyd's Majestic Bosom	(SSG 98)	Alt	3 seg	Touch	V,S,M	Permanent	1 female biped	Neg.
□□□□ ESP	(PHB 189)	Div	2 seg	0	V,S,M	1 rnd/level	5 yds/level	—
□□□□ Find Traps	(SSG 100)	Div	4 seg	0	V,S,M	3 turns	10 ft x 30 yds	—
□□□□ Fire Telekinesis	(PHB 190)	Alt	2 seg	30 yd	V,S	2 rnd/level	Special	Special
□□□□ Flock of Diving Ducks	(WW 40)	Evoc/Phan	2 seg	3 yd + 1 yd/level	V,S,M	1-3 rnd	20 foot radius	—
□□□□ Fog Cloud	(PHB 191)	Alt	2 seg	10 yd	V,S	4 rnd + 1 rnd/level	Special	—
□□□□ Forget	(PHB 191)	Ench/Charm	2 seg	30 yd	V,S	Permanent	Special	Neg.
□□□□ Fustis's Mnemonic Enhancer	(SSG 101)	Alt/Ench	1 turn	0	V,S,M	1 day	Caster	—
□□□□ Galinor's Gender Reversal	(SSG 102)	Alt	3 seg	5 ft/level	V,M	Permanent	1 creature	Neg.
□□□□ Glitterdust	(PHB 191)	Conj/Sum	2 seg	10 yd/level	V,S,M	Special	20 ft cube	Special
□□□□ Illusionary Script ¹	(PHB 202)	Ill/Phan	spec.	Touch	V,S,M	1 day/level	script reader	Special
□□□□ Invisibility, 10' Radius ¹	(PHB 202)	Ill/Phan	3 seg	Touch	V,S,M	Special	10 ft radius	Special
□□□□ Irritation	(PHB 192)	Alt	2 seg	10 yd/level	V,S,M	Special	Special	Neg.
□□□□ Knock ^o	(PHB 192)	Alt	1 seg	60 yd	V	Special	10 ft ² /level	—
□□□□ Know Alignment	(PHB 193)	Div	1 rnd	10 yd	V,S	1 rnd/level	Special	Neg.
□□□□ Levitate	(PHB 193)	Alt	2 seg	20 yd/level	V,S,M	1 turn/level	1 creature or object	Neg.
□□□□ Locate Object ^o	(PHB 193)	Div	2 seg	0	V,S,M	1 rnd/level	20 yds/level	—
□□□□ Locate Portal	(HJM 121)	Div	1 turn	Special	V,S,M	1 rnd	Special	—
□□□□ Magic Missile Reflection	(SSG 107)	Abj/Alt	2 seg	Touch	V,S,M	2 rnd + 1 rnd/level	1 creature	—
□□□□ Magic Mouth	(PHB 194)	Alt	2 seg	10 yd	V,S,M	Special	1 object	—
□□□□ Munz's Bolt of Acid	(PHB 194)	Conj	2 seg	180 yd	V,S,M	Special	1 target	Special
□□□□ Murgain's Muster Strength	(PHB 194)	Ench/Charm	2 seg	Touch	V,S	Permanent	1 creature	Neg.
□□□□ Paralyzation ¹	(PHB 203)	Ill/Phan	3 seg	10 ft./level	V,S	Special	20 ft x 20 ft area	Neg.
□□□□ Phantom Steed ¹	(PHB 204)	Conj/Phan	1 turn	Touch	V,S	1 hour/level	Special	—
□□□□ Phantom Wind ¹	(PHB 204)	Alt/Phan	3 seg	1 rnd./level	V,S	1 rnd/level	1 ft broad path	—
□□□□ Power Word: Belch	(SSG 113)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
□□□□ Power Word: Detect	(SSG 114)	Conj/Sum	1 seg	0	V	2 rnd/level	60 yd wedge	—
□□□□ Power Word: Light	(SSG 114)	Conj/Sum	1 seg	5 yd	V	Instantaneous	1 small object	—
□□□□ Premonition	(PHB 194)	Div	2 seg	Touch	V,S,M	2 rnd/level	1 creature	Special
□□□□ Proadus' Uncontrollable Fit of Laughter	(PHB 239)	Conj/Sum	7 seg	10 yd	V,S	1 turn/level	Special	Special
□□□□ Pyrotechnics	(PHB 195)	Alt	2 seg	120 yd	V,S,M	Special	1 fire source	—
□□□□ Ray of Enfeeblement	(PHB 195)	Ench/Charm	2 seg	10 yd + 5 yd/level	V,S	1 rnd/level	1 creature	Neg.
□□□□ Reveal Secret Portal	(PHB 195)	Div	2 seg	0	V,S,M	5 rnd/level	10 yds/level	—
□□□□ Rope Trick	(PHB 195)	Alt	2 seg	Touch	V,S,M	2 turns/level	Special	—
□□□□ Scare	(PHB 196)	Ench/Charm	2 seg	30 yd + 10 yd/level	V,S,M	1d4 rnd + 1 rnd/level	15 ft radius	Special
□□□□ Shatter	(PHB 196)	Alt	2 seg	30 yd + 10 yd/level	V,S,M	Instantaneous	3 ft radius	Neg.
□□□□ Smoke Screen	(HJ-13 16)	Alt	2 seg	5 ft./level	V,S,M	2 rnd/level	1000 ft ³ /level	—
□□□□ Spectral Force ¹	(PHB 206)	Ill/Phan	3 seg	60 yd + 1 yd/level	V,S	Special	Special	Special
□□□□ Spider Charm	(ATG 95)	Ench/Charm	5 seg	30 yd	V,S	Special	30 ft cube	—
□□□□ Strength	(PHB 196)	Alt	1 turn	Touch	V,S,M	1 hour/level	person touched	—
□□□□ Summon Swarm	(PHB 196)	Conj/Sum	2 seg	60 yd	V,S,M	Special	10 ft cube	Neg.
□□□□ Tattoo of Shame	(PHB 196)	Alt	1 rnd	Touch	V,S,M	Permanent	Up to 1 ft ²	Neg.
□□□□ Telepathic Mute	(PHB 197)	Alt	2 seg	10 ft./level	V,S,M	2 rnd/level	1 creature	—
□□□□ Total Control	(PHB 197)	Ench/Charm	2 seg	10 yd/level	V	2 rnd/level	1 creature	Neg.
□□□□ Vocalize	(SSG 123)	Alt	4 seg	Touch	S,M	5 rnd	1 creature	—
□□□□ White Hot Metal	(PHB 197)	Alt	2 seg	10 ft	V,M	1 rnd/level	Up to 1 lb metal	Special
□□□□ Wizard Lock	(PHB 198)	Alt	2 seg	Touch	V,S	Permanent	30 ft ² /level	—
□□□□ Wraithform ¹	(PHB 207)	Alt/Ill	1 seg	0	S,M	2 rnd/level	Caster	—
□□□□ Zed's Crystall Dagger	(SSG 126)	Conj/Evoc	2 seg	0	V,S,M	2 rnd + 1 rnd/level	Summons 1 dagger	—

Level 3	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ A Day in the Life	(SSG 89)	Alt	3 seg	10 ft/level	V,S,M	24 hours	1 creature	Neg.
□□□□ Ajamar's Greater Swarm	(HJ-11 8)	Conj/Sum	2 seg	Special	V,S,M	Special	30 ft cube	Neg.
□□□□ Ariellene's Sprout Field	(HJ-15 15)	Alt	1 turn	500 yd	V,S,M	Permanent	10,000 yd ² /level	—
□□□□ Arinathor's Dark Limbs	(SSG 91)	Alt	4 seg	Touch	V,S,M	Permanent	1 creature	Neg.
□□□□ Blink	(PHB 198)	Alt	1 seg	0	V,S	1 rnd/level	Caster	—
□□□□ Bob & Mooch's Armor Repair	(HJ-14 3)	Alt	1 turn	Touch	V,S,M	Until dispelled	1 item	—
□□□□ Bone Club	(SSG 92)	Necr/Ench	1 rnd	0	V,M	1 rnd/level	1 bone	—
□□□□ Carter's Energy Conservation	(ATG 94)	Alt	3 seg	0	V,S,M	1 hour/level	20 yds	—
□□□□ Chill Fire	(HJM 121)	Alt	2 seg	10 yd	V,S,M	1 turn/level	40 yd radius	Special
□□□□ Clairaudience	(PHB 198)	Div	3 seg	Unlimited	V,S,M	1 rnd/level	60 ft radius	—
□□□□ Clairvoyance	(PHB 199)	Div	3 seg	Unlimited	V,S,M	1 rnd/level	line of sight	—
□□□□ Cloudburst	(PHB 199)	Alt	5 seg	10 ft./level	V,S,M	1 rnd	Special	Special

^oReversible spell

¹Class spell

²Can memorize 2 for 1

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	Level 3 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□	Continual Darkness	(PHB 199)	Alt	3 seg	60 yd	V,M	Permanent	30 ft radius globe	Neg.
□□□□	Delay Death	(SSG 95)	Necr/Ench	1 rnd	30 yd	V,S,M	1 turn/level	1 creature	—
□□□□	Delude	(PHB 199)	Alt	3 seg	0	V,S	1 turn/level	30 ft radius	Neg.
□□□□	Dispel Exhaustion ¹	(PHB 208)	Ill/Phan	4 seg	Touch	V,S	3 turns/level	1 to 4 persons	—
□□□□	Dispel Silence	(SSG 97)	Abj/Alt	3 seg	0	S,M	1 rnd/level	10 ft radius sphere/level	—
□□□□	Elenwyd's Flawless Smile	(HJ-5 12)	Alt	1 seg	Touch	V,S,M	Permenant	1 person	Neg.
□□□□	Elenwyd's Wondrous Gown	(HJ-5 12)	Alt/Conj	6 seg	5 ft./level	V,M	3 day/level	Special	—
□□□□	Empathic Link	(SSG 98)	Ench/Charm	3 seg	10 yd/level	V,S	5 rnd/level	1 creature	Special
□□□□	Enhance Rating ^o	(HJM 121)	Alt	3 seg	10 yd	V,S,M	1d4 + 1rnd/level	1 individual using a HackJammer Helmet	—
□□□□	Explosive Runes	(PHB 200)	Alt	3 seg	Touch	V,S	Special	10 ft radius	Special
□□□□	Fear ¹	(PHB 209)	Ill/Phan	4 seg	0	V,S,M	Special	60 ft cone	Neg.
□□□□	Flame Arrow	(PHB 201)	Conj/Sum	3 seg	30 yd + 10 yd/level	V,S,M	1 rnd	Special	—
□□□□	Fly	(PHB 201)	Alt	3 seg	Touch	V,S,M	1 turn/level + 1d6 turns	1 creature	—
□□□□	Gandle's Humble Hut	(PHB 201)	Alt	3 seg	0	V,S,M	4 hours + 1 hour/level	15 ft diameter sphere	—
□□□□	Grow	(PHB 201)	Alt	3 seg	3 yd/level	V,S,M	Instantaneous	1 creature	Neg.
□□□□	Gust of Wind	(PHB 201)	Alt	3 seg	0	V,S,M	1 rnd	10 ft x 10 yds/level	—
□□□□	Hallucinatory Terrain ¹	(PHB 211)	Ill/Phan	1 turn	20 yd/level	V,S,M	1 hour/level	10 yds/level cube	—
□□□□	Haste	(PHB 201)	Alt	3 seg	60 yd	V,S,M	3 rnd + 1 rnd/level	Special	—
□□□□	Hold Person	(PHB 201)	Ench/Charm	3 seg	120 yd	V,S,M	2 rnd/level	Special	Neg.
□□□□	Illusionary Wall ¹	(PHB 212)	Ill/Phan	4 seg	30 yd	V,S	Permanent	1x10x10 ft	—
□□□□	Improved Invisibility ¹	(PHB 212)	Ill/Phan	4 seg	Touch	V,S	4 rnd + 1 rnd/level	1 creature	—
□□□□	Infravision	(PHB 202)	Alt	1 rnd	Touch	V,S,M	2 hours + 1 hour/level	1 creature	—
□□□□	Item	(PHB 202)	Alt	3 seg	Touch	V,S,M	4 hours/level	2 ft ³ /level	Special
□□□□	Lizenz's Dark Wings	(PF 63)	Alt	4 seg	Touch	V,S,M	Permanent	1 creature	Neg.
□□□□	Material	(PHB 203)	Evoc/Conj	1 rnd	1 ft.	V,S	Permanent	1 ft ³ /level	—
□□□□	Mergenszer's Spectral Watch Duck	(WW 41)	Conj/Sum	4 seg	20 yd	V,S,M	Special	Special	—
□□□□	Mericutyn's Grotesquely Distended Nose	(SSG 109)	Alt	3 seg	10 ft/level	S,M	Permanent	1 creature	Neg.
□□□□	Minor Creation ¹	(PHB 212)	Ill/Phan	1 turn	Touch	V,S,M	1 hour/level	1 ft ³ /level	—
□□□□	Monster Summoning I	(PHB 203)	Conj/Sum	3 seg	Special	V,S,M	2 rnd + 1 rnd level	30 yd radius	—
□□□□	Morton's Minute Meteors	(SSG 110)	Alt/Evoc	3 seg	70 yd + 10 yd/level	V,S,M	Special	1 target/meteor	—
□□□□	No Fear	(PHB 203)	Ench/Charm	3 seg	10 yd/level	V	2 rnd/level	10 ft radius	Special
□□□□	Perceived Malignment	(PHB 204)	Ench/Charm	3 seg	50 ft	V	Special	1 creature	Special
□□□□	Phantasmal Killer ¹	(PHB 213)	Ill/Phan	4 seg	5 yd/level	V,S,M	1 rnd/level	1 creature	Special
□□□□	Polymorph to Amphibian	(PHB 204)	Alt	3 seg	5 ft./level	V,S,M	Permanent	1 creature	Neg.
□□□□	Polymorph to Insect	(SSG 112)	Alt	3 seg	5 ft/level	V,S,M	Permanent	1 creature	Neg.
□□□□	Polymorph to Primate	(PHB 204)	Alt	3 seg	5 ft./level	V,S,M	Permanent	1 creature	Neg.
□□□□	Porpher's Game Call Spell	(PEG 39)	Sum	1 rnd	10 ft	V,S,M	Special	Special	—
□□□□	Power Word: Attack	(SSG 112)	Conj/Sum	1 seg	5 yd/2 level	V	1-3 rnd	1 creature	—
□□□□	Power Word: Burn	(SSG 113)	Conj/Sum	1 seg	5 yd/2 level	V	Special	1 creature or 5 ft x 5 ft x 5 ft cube of matter	—
□□□□	Power Word: Chill	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Instantaneous	1 creature	—
□□□□	Rainbow Pattern ¹	(PHB 269)	Evoc/Alt	1 rd/lvl	7 seg	120 yds	V, S, M	Special	—
□□□□	Rodnard's Red Letter Rejoinder	(WW 42)	Conj/Sum	4 seg	5 yd	V,S,M	Special	1 sigil	Special
□□□□	Runes of Eyeball Implosion	(PHB 205)	Alt	3 seg	Touch	V,S	Special	1 creature	—
□□□□	Runes of Instantaneous Esophoria	(WW 43)	Alt	4 seg	Touch	V,S	Special	1 creature	—
□□□□	Secret Page	(PHB 205)	Alt	1 turn	Touch	V,S,M	Special	1 page/2 ft square	—
□□□□	Selective Invisibility	(POS 41)	Ill	3 seg	Caster	V,S	24 hours	Caster	Special
□□□□	Sepia Snake Sigil	(PHB 205)	Conj/Sum	3 seg	5 yd	V,S,M	Special	1 sigil	—
□□□□	Shadow Monsters ¹	(PHB 215)	Ill/Phan	4 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
□□□□	Slow	(PHB 205)	Alt	3 seg	90 yd + 10 yd/level	V,S,M	3 rnd + 1 rnd/level	40 ft cube	Neg.
□□□□	Smoke Bomb	(HJ-13 16)	Alt/Evoc	3 seg	30 ft	V,S,M	Instantaneous	Special	—
□□□□	Smoke Signals	(HJ-13 16)	Alt	1 seg	5 ft	V,S,M	1 hour/level	1 phrase	—
□□□□	Smoke Visions	(HJ-13 16)	Alt/Div	3 seg	5 ft	V,S,M	1 turn	5'x5'x1'	—
□□□□	Snarcher's Multi-Missile Smoke Volley	(WW 43)	Alt	5 seg	25 yd + 5 yd/level	V,S,M	Instantaneous	1-5 targets in a 10 ft square	—
□□□□	Suggestion	(PHB 206)	Ench/Charm	3 seg	30 yd	V,M	1 hour + 1hours/level	1 creature	Neg.
□□□□	Tongues ^o	(PHB 206)	Alt	3 seg	0	V,M	1 rnd/level	30 ft radius	—
□□□□	Transmute Wood to Steel	(SSG 121)	Alt	6 seg	5 ft/level	V,S,M	Permanent	5 lbs of wood/level	—
□□□□	Vacancy ¹	(PHB 216)	Alt/Ill/Phan	4 seg	10 yd/level	V,S,M	1 hour/level	10 ft radius/level	—
□□□□	Water Breathing ^o	(PHB 206)	Alt	5 seg	Touch	V,S,M	6 turns/level	1 creature	—
□□□□	Wind Wall	(PHB 207)	Alt	3 seg	10 yd/level	V,S,M	1 rnd/level	Special	Special
□□□□	Yargrove's Eidelon	(SSG 126)	Ench/Charm	5 seg	Touch	V,S,M	Permanent	1 golem	—
□□□□	Zargosa's Flaming Spheres of Torment	(PHB 207)	Evoc/Alt	3 seg	70 yd/ + 10 yd/level	V,S,M	Special	1 target/meteor	—
□□□□	Zed's Crystal Dirk	(SSG 126)	Conj/Evoc	3 seg	0	V,S,M	3 rnd + 1 rnd/level	Summons 1 dirk	—

^oReversible spell

¹Class spell

²Can memorize 2 for 1

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Level 4	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Advanced Illusion ¹	(PHB 218)	Ill/Phan	1 rnd	60 yd + 10 yd/level	V,S,M	1 rnd/level	Special	Special
Ajamar's Demonic Enchantment	(HJ-11 8)	Conj/Sum	4 seg	Special	V,S,M	Special	Caster	—
Arbraxious's Hyper Evolution	(SSG 90)	Alt	4 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
Arbraxious's Levitation	(SSG 91)	Alt	5 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
Charm Monster	(PHB 207)	Ench/Charm	4 seg	60 yd	V,S	Special	Special	Neg.
Close Portal	(PHB 207)	Alt	4 seg	120 ft	V,S	1 rnd/level	1 creature	Neg.
Confusion	(PHB 208)	Ench/Charm	4 seg	120 yd	V,S,M	2 rnd + 1 rnd/level	Up to 60 ft cube	Special
Demishadow Monsters ¹	(PHB 220)	Ill/Phan	5 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
Demi-Smoke Monsters	(HJ-13 15)	Ill/Phan	4 seg	15 ft	V,S,M	1 turn/level	20 ft ³	Special
Detect Lie	(SSG 96)	Div	2 seg	10 ft/level	V,S,M	5 rnd	1 creature	—
Detect Scrying	(PHB 208)	Div	3 seg	0	V,S,M	1d6 turns + 1 turn/level	120 ft radius	Special
Dimension Door	(PHB 208)	Alt	1 seg	0	V	Instantaneous	Caster	—
Divination Enhancement	(SSG 97)	Div	4 seg	0	V,S	2 turns + 2 rnd/level	Caster	—
Dream ¹	(PHB 221)	Evoc/Ill/Phan	1 turn	Touch	V,S	Special	1 creature	—
Duplicate	(SSG 98)	Conj/Sum	1 rnd	Touch	S,M	1 hour/level	1 object	—
Elenwyd's Charm of Virility	(HJ-5 12)	Alt	4 seg	Touch	V,S,M	3 day/level	1 male biped	Neg.
Elenwyd's Miracle Diet	(HJ-5 12)	Alt/Necr	5 seg	Touch	S,M	Permanent	1 overweight person	Neg.
Emergency Teleport at Random	(PHB 209)	Alt	1 rnd	0	V	Instantaneous	Caster	—
Emotion	(PHB 209)	Ench/Charm	4 seg	10 yd/level	V,S	Special	20 ft cube	Neg.
Enchanted Weapon	(PHB 209)	Ench	1 turn	Touch	V,S,M	5 rnd/level	Weapon(s) touched	—
Extension I	(PHB 209)	Alt	2 seg	0	V	Special	Special	—
Find Treasure	(SSG 100)	Div	4 seg	60 yd + 10 yd/level	V,S,M	2 rnd/level	10 ft wide path	—
Fire Charm	(PHB 210)	Ench/Charm	4 seg	10 yd	V,S,M	2 rnd/level	15 ft radius	Neg.
Fire Shield	(PHB 210)	Evoc/Alt	4 seg	0	V,S,M	2 rnd + 1 rnd/level	Caster	—
Flying Familiar	(SSG 101)	Alt	2 rd	Touch	V,S,M	Permanent	1 familiar	—
Fumble	(PHB 211)	Ench/Charm	4 seg	10 yd/level	V,S,M	1 rnd/level	30 ft cube	Special
Haarpang's Magnificent Sphere of Resiliency	(PHB 211)	Alt/Evoc	4 seg	20 yd	V,S,M	1 rnd/level	1 ft diameter/level	Neg.
Haarpang's Memory Kick	(PHB 211)	Alt	1 turn	0	V,S,M	1 day	Caster	—
Hurl Animal	(PHB 212)	Alt	4 seg	10 yd/level	V,S,M	Instantaneous	10 yds/level	Neg.
Improved Selective Invisibility	(POS 41)	Ill	4 seg	Caster	V,S	24 hours	Caster	Special
Mage Lock	(PHB 212)	Ench/Charm	1 turn	Touch	V,S,M	Permanent	1 item	—
Magic Mirror	(PHB 212)	Ench/Div	1 hr	Touch	V,S,M	1 rnd/level	Special	—
Major Creation ¹	(PHB 223)	Ill/Phan	1 turn	10 yd	V,S,M	Special	Special	—
Massmorph	(PHB 212)	Alt	4 seg	10 yd/level	V,S,M	Special	10 ft cube/level	—
Monster Summoning II	(PHB 213)	Conj/Sum	4 seg	Special	V,S,M	3 rnd + 1 rnd/level	40 yd radius	—
Mulderi's Climbing Claws	(SSG 110)	Alt	3 seg	10 ft/level	V,S,M	Permanent	1 creature	Neg.
Omen	(SSG 111)	Div	5 rd	0	V,S	Special	Special	—
Perpetual Shocking Grasp	(PHB 213)	Alt	4 seg	Touch	V,S,M	Permanent	Special	—
Pixie Wings	(SSG 111)	Alt	4 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
Plant Growth	(PHB 214)	Alt	4 seg	10 yd/level	V,S	Permanent	100 ft sq/level	—
Polymorph Other	(PHB 214)	Alt	4 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
Polymorph Self	(PHB 214)	Alt	4 seg	0	V	2 turns/level	Caster	—
Power Word: Anosmitize	(SSG 112)	Conj/Sum	1 seg	10 yd/level	V	1 rnd/level	1 or more creature	—
Power Word: Freeze	(SSG 114)	Conj/Sum	1 seg	5 yd/level	V	1 rnd/level	1 creature or 10 ft x 10 ft x 10 ft cube of matter	—
Power Word: Slow	(SSG 115)	Conj/Sum	1 seg	5 yd/level	V	1 rnd/level	1 or more creature	—
Seeming ¹	(PHB 224)	Ill/Phan	5 seg	10 ft. rad	V,S	12 hours	1 person/2 levels	—
Segwick's Tool Box	(SSG 118)	Conj/Sum	1 rnd	0	V,S,M	1 turn/level	Special	—
Shadow Door ¹	(PHB 224)	Ill/Phan	2 seg	10 yd	S	1 rnd/level	Special	—
Shadow Magic ¹	(PHB 224)	Ill/Phan	5 seg	50 yd + 10 yd/level	V,S	Special	Special	Special
Silver Globes	(SSG 119)	Evoc/Conj/Sum	1 seg	3 ft/level	V,S	Instantaneous	30 ft radius	Special
Smoke Signals, Greater	(HJ-13 15)	Alt	4 seg	100 ft/level	V,S,M	1 rnd/level	1 phrase	—
Solid Fog	(PHB 215)	Alt	4 seg	30 yd	V,S,M	2d4 rnd + 1 rnd/level	20 x 10 x 10 ft	—
Stirring Oration	(PHB 215)	Ench/Charm	1 rnd	0	V	1 turn + 1 rnd/level	20 ft radius/level	—
Stone Passage	(PHB 215)	Alt	4 seg	Touch	V,S	1 turn	1 creature	—
Stones to Spiders	(ATG 95)	Alt	7 seg	30 yd	V,S,M	2 rnd/level	1d4 stones + 1 stone/level in a 10 ft cube	—
Stoneskin	(PHB 216)	Alt	1 seg	Touch	V,S,M	Special	1 creature	—
Tempus Fugit ^{o1}	(PHB 225)	Ill/Phan	5 seg	0	V,S	5 turns/level	10 ft radius	—
Tusks of the Oliphant	(SSG 122)	Alt	8 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
Ultravision	(PHB 216)	Alt	4 seg	Touch	V,S,M	6 turns + 6 turns/level	1 creature	—
Unseen Repair Crew	(HJM 121)	Alt	1 rnd	50 yd	V,S,M	1 turn/level	1 ship	—
Wizard Eye	(PHB 217)	Alt	1 turn	0	V,S,M	1 rnd/level	Special	—
Zargosa's Lodge of Protection	(PHB 217)	Alt/Ench	4 turn	20 yd	V,S,M	1d4 + 1 hour + 1 hour/level	30 ft ² /level	—
Zargosa's Tentacled Fury	(PHB 217)	Conj/Sum	1 rnd	30 yd	V,S,M	1 hour/level	30 ft ² /level	—

^oReversible spell

¹Class spell

²Can memorize 2 for 1

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Level 5	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□□ Airy Water	(PHB 218)	Alt	5 seg	0	V,S,M	1 turn/level	Special	—
□□□□□ Animal Growth ^o	(PHB 218)	Alt	5 seg	60 yd	V,S,M	1 rnd/level	Special	—
□□□□□ Arbraxious's Horrid Maw	(SSG 90)	Alt	5 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□□ Avoidance ^o	(PHB 218)	Abj/Alt	5 seg	10 yd	V,S,M	Special	Up to 3 ft cube	Special
□□□□□ Breed Fusion	(SSG 93)	Alt	2 day	Special	V,S,M	Instantaneous	2 creature	Neg.
□□□□□ Centaur's Gift, The	(SSG 93)	Alt	5 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□□ Chaos	(PHB 219)	Ench/Charm	5 seg	5 yd/level	V,S,M	1 rnd/level	Up to 40 ft cube	Special
□□□□□ Conjure Elemental	(PHB 219)	Conj/Sum	1 turn	60 yd	V,S,M	1 turn/level	Special	—
□□□□□ Contact Other Plane	(PHB 219)	Div	1 turn	0	V	Special	Special	—
□□□□□ Create Portal	(HJM 121)	Alt	5 seg	100 yd	V,S,M	2-12 turns	Special	—
□□□□□ Demi-Shadow Magic ¹	(PHB 228)	Ill/Phan	6 seg	60 yd + 10 yd/level	V,S	Special	Special	Special
□□□□□ Distance Distortion	(PHB 220)	Alt	5 seg	10 yd/level	V,S,M	2 turns/level	10 ft cube/level	—
□□□□□ Dolor	(PHB 220)	Ench/Charm	5 seg	1 ft.	V,S	2 rnd	1 creature	Special
□□□□□ Domination	(PHB 220)	Ench/Charm	5 seg	10 yd/level	V,S	Special	1 person	Neg.
□□□□□ Drayton's Engaging Conversation	(PHB 221)	Ench/Evoc	5 seg	10 yd	V	Special	Special	Special
□□□□□ Drayton's Hidden Stash	(PHB 221)	Alt/Conj /Sum	1 turn	Special	V,S,M	60 day	1 chest: 2x2x3 ft	—
□□□□□ Elenwyd's Beautiful Flower	(HJ-5 12)	Alt	3 seg	3 yd/level	S,M	Permanent	1 creature	Neg.
□□□□□ Elenwyd's Fashion Sense	(HJ-5 12)	Alt/Ench	1 seg	Touch	S	Permanent	1 outfit	—
□□□□□ Enhance Maneuverability ^o	(HJM 121)	Alt	5 seg	10 yd	V,S,M	1d4 + 1rnd/level	1 ship up to 10 tons/level	Special
□□□□□ Extension II	(PHB 221)	Alt	4 seg	0	V	Special	Special	—
□□□□□ Fabricate	(PHB 222)	Ench/Alt	spec.	5 yd/level	V,S,M	Permanent	1 yd ³ /level	—
□□□□□ False Vision	(PHB 222)	Div	5 seg	0	V,S,M	1d4 rnd + 1 rnd/level	30 ft radius	—
□□□□□ Feeblemind	(PHB 222)	Ench/Charm	5 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□□ Gabal's Permenant Magical Aura	(DIN 44)	Ill/Phan	5 rd	Touch	V,S,M	Permanent	Special	Special
□□□□□ Hiamohr's Unfortunate Incident	(SSG 103)	Alt	4 seg	Special	V,S,M	Permanent	Cone 30 yds + 10 yds/level	Neg.
□□□□□ Hold Monster	(PHB 222)	Ench/Charm	5 seg	5 yd/level	V,S,M	1 rnd/level	Special	Neg.
□□□□□ Hyptor's Faithful Bitch-Hound	(PHB 222)	Conj/Sum	5 seg	10 yd	V,S,M	Special	Special	—
□□□□□ Jorrel's Private Sanctum	(SSG 106)	Abj/Alt	2 turn	0	V,S,M	1 hour/level	1 room	—
□□□□□ Magic Staff	(SSG 107)	Ench/Charm	spec.	Touch	V,S,M	Special	Caster's staff	—
□□□□□ Manor's Mindsight	(SSG 108)	Alt/Div	6 seg	0	V,S,M	5 rnd/level	20 ft + 5 ft/level	—
□□□□□ Mirage Arcana ¹	(PHB 232)	Ill/Phan/Alt	spec.	10 yd/level	V,S(M)	Special	10 ft/level radius	—
□□□□□ Mislead ¹	(PHB 233)	Ill/Phan	1 seg	10 yd	S	1 rnd/level	Special	—
□□□□□ Monster Summoning III	(PHB 223)	Conj/Sum	5 seg	Special	V,S,M	4 rnd + 1 rnd/level	50 yd radius	—
□□□□□ Perpetual Illusion ¹	(PHB 233)	Ill/Phan	6 seg	10 yd/level	V,S,M	Permanent	Special	Special
□□□□□ Phantasmagoria ¹	(PHB 233)	Ill/Phan	6 seg	6 ft.	V,S	1 rnd/level	Special	Neg.
□□□□□ Polymorph Plant to Mammal	(SSG 112)	Alt	8 seg	Touch	V,S,M	Permanent	1 Plant	Neg.
□□□□□ Power Word: Charm	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creatures in a 30 ft radius	—
□□□□□ Power Word: Fear	(SSG 114)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creature	—
□□□□□ Power Word: Sleep	(SSG 115)	Conj/Sum	1 seg	90 yd	V	2 rnd/level	1 or more creature	—
□□□□□ Programmed Illusion ¹	(PHB 234)	Ill/Phan	6 seg	10 yd/level	V,S,M	Special	Special	Special
□□□□□ Project Image ¹	(PHB 234)	Alt/Ill/Phan	6 seg	10 yd/level	V,S,M	1 rnd/level	Special	—
□□□□□ Retain Air Envelope	(HJM 122)	Alt	6 seg	100 yd	V,S,M	1 turn/level	1 ship, or 1 person/level	Special
□□□□□ Saheezeer's Molten Encompassment	(COB 123)	Alt	5 seg	1 yd	V,S,M	Permanent	3 ft ³ /level	—
□□□□□ Segwick's Seeking	(SSG 118)	Div	5 seg	40 ft	V,S,M	9 rnd	Caster	—
□□□□□ Sensory Control	(POS 41)	Ill	4 seg	Caster	V,S	24 hours	Caster	Special
□□□□□ Shades ¹	(PHB 234)	Ill/Phan	6 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
□□□□□ Smoking Sphere of DOOM	(HJ13 16)	Alt/Necr	5 seg	300 yd	V,S,M	1 rnd/level	10 ft diameter/level	Special
□□□□□ Snarcher's Corkscrewing Smoking Magic Missile	(WW 43)	Alt	5 seg	30 yd + 5 yd/level	V,S,M	Instantaneous	1 creature	—
□□□□□ Stone Shape	(PHB 224)	Alt	1 rnd	Touch	V,S,M	Permanent	1 ft ³ /level	—
□□□□□ Summon Shadow	(PHB 224)	Conj/Sum /Necr	5 seg	10 yd	V,S,M	1 rnd + 1 rnd/level	10 ft cube	—
□□□□□ Telekinesis	(PHB 224)	Alt	5 seg	10 yd/level	V,S	Special	10 yds/level	Neg.
□□□□□ Teleport	(PHB 225)	Alt	2 seg	Touch	V	Instantaneous	Special	—
□□□□□ Transmute Stone to Mud ^o	(PHB 225)	Alt	5 seg	10 yd/level	V,S,M	Special	20 ft cube/level	—
□□□□□ Veil ¹	(PHB 235)	Ill/Phan	6 seg	10 yd/level	V,S	1 turn/level	20 ft cube/level	—
□□□□□ Wall of Bones	(SSG 123)	Necr/Conj	1 rnd	60 yd	V,S,M	1 turn	10 ft square/level 6-inch thickness/level	—
□□□□□ Wall Passage	(PHB 226)	Alt	5 seg	30 yd	V,S,M	1 hour + 1 turn/level	5x8x10 ft	—
□□□□□ Water Bomb	(SSG 124)	Conj/Sum	1 rnd	10 yd/level	V,M	1 rnd	15 ft radius	—
□□□□□ Wings of PanDemonium	(SSG 125)	Alt	5 seg	0	V,S,M	10 turns/level	Caster	—
□□□□□ Wizard's Oracle	(SSG 126)	Div	1 turn	0	V,S,M	Special	Special	—

^oReversible spell

¹Class spell

²Can memorize 2 for 1

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Level 6	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Charm of Undying Devotion	(PHB 227)	Ench/Charm	6 seg	5 yd/level	V,S	Special	1 person	Neg.
Conjure Animals	(PHB 227)	Conj/Sum	6 seg	Special	V,S	1 rnd/level	30 yrd radius	—
Control Weather	(PHB 228)	Alt	1 turn	0	V,S,M	4d6 hours	4d4 square miles	—
Create Minor Helm	(HJM 122)	Ench/Charm	spec.	10 yd	V,S,M	1 wk/level	1 item	—
Cytogenesis	(SSG 94)	Alt/Necr	4 seg	Touch	V,S,M	Permanent	Special	Neg.
Death Fog	(PHB 228)	Alt/Evoc	6 seg	30 yd	V,S,M	1d4 rnd + 1/level	Two 10 ft cubes/level	—
Detect Ulterior Motives	(SSG 97)	Div	6 seg	0	V,S,M	1 rnd/level	10 ft/level	—
Disintegrate	(PHB 229)	Alt	6 seg	5 yd/level	V,S,M	Instantaneous	Special	Neg.
Elenwyd's Day in the Life of a Courtesan	(HJ-5 12)	Alt	6 seg	10 ft./level	V,S,M	24 hours	1 creature	Neg.
Enchant an Item	(PHB 229)	Ench/Evoc	spec.	Touch	V,S,M	Special	1 item	Neg.
Ensnarement	(PHB 229)	Conj/Sum	1 turn	10 yd	V,S,M	Special	Special	Neg.
Extension III	(PHB 230)	Alt	6 seg	0	V	Special	Special	—
Eyebite	(PHB 230)	Ench/Ill	6 seg	20 yd	V,S	1 rnd/3 level	1 creature	Special
Fandango's Fiery Constrictor	(SSG 99)	Conj/Sum	6 seg	10 yd/level	V,S,M	1 rnd/level	1 fire source	Special
Geas	(PHB 230)	Ench/Charm	4 seg	10 yd	V	Special	1 creature	—
Glassee	(PHB 230)	Alt	1 rnd	Touch	V,S,M	1 rnd/level	Special	—
Guards and Wards	(PHB 231)	Evoc/Alt	3 turns	0	V,S,M	1 hour/level	Special	—
		/Ench/Char						
Haarpang's Magnificent Sphere of Freezing	(PHB 231)	Alt/Evoc	6 seg	Special	V,S,M	Special	Special	Special
Hyptor's Total Recall	(PHB 231)	Alt	1 seg	0	V,S	Instantaneous	Caster	—
Illstiwilly's Great Smoky Dodecagon Veil	(HJ-13 15)	Alt/Ill	1 turn	Caster	V,S,M	1 hour/level	10 ft/level radius	—
Invisible Stalker	(PHB 231)	Conj/Sum	1 rnd	10 yd	V,S,M	Special	Special	—
Karnaac's Transformation	(PHB 231)	Alt/Evoc	6 seg	0	V,S,M	1 rnd/level	Caster	—
Legend Lore	(PHB 232)	Div	spec.	0	V,S,M	Special	Special	—
Lower Water ^o	(PHB 232)	Alt	1 turn	80 yd	V,S,M	5 rnd/level	10 ft/level sq	—
Mass Invisibility ¹	(PHB 238)	Ill/Phan	7 seg	10 yd/level	V,S,M	Special	60 x 60 yds	—
Mass Suggestion	(PHB 232)	Ench/Charm	6 seg	30 yd	V,M	4 turns + 4/level	1 creature/level	Neg.
Merrywether's Dramatic Death ¹	(SSG 109)	Ill/Phan	1 seg	10 yd/level	V,S	3 rnd/level	Special	—
Monster Summoning IV	(PHB 233)	Conj/Sum	6 seg	Special	V,S,M	5 rnd + 1 rnd/level	60 yd radius	—
Move Earth	(PHB 233)	Alt	spec.	10 yd/level	V,S,M	Permanent	Special	—
Part Water	(PHB 233)	Alt	1 turn	10 yd/level	V,S,M	5 rnd/level	Special	—
Power Word: Forget	(SSG 114)	Conj/Sum	1 seg	5 yd/2 level	V	Permanent	1 or more creature	—
Power Word: Silence	(SSG 114)	Conj/Sum	1 seg	120 yd	V	Special	1 creature	—
Revelation	(SSG 117)	Div	1 rnd	Sight	V,S	1 rnd	1 portent	—
Sequester ¹	(PHB 239)	Ill/Phan/Abj	7 seg	Touch	V,S,M	1 wk + 1 day/level	2 ft cube/level	Special
Shadow Walk ¹	(PHB 239)	Ill/Ench	1 seg	Touch	V,S	6 turns/level	Special	—
Shadowcat ¹	(SSG 119)	Ill	3 seg	10 yd/level	V,S,M	1 turn/level	Special	—
Simulacrum ¹	(PHB 239)	Ill/Phan	spec.	Touch	V,S,M	Permanent	1 creature	—
Stone to Flesh ^o	(PHB 235)	Alt	6 seg	10 yd/level	V,S,M	Permanent	1 creature	Special
Tentacles	(SSG 121)	Alt/Conj	1 rnd	0	V,M	1 turn/level	Caster	—
Transmute Metal to Water ^o	(SSG 121)	Alt	1 seg	5 yd/level	V,S,M	Permanent	5 ft diameter/level	—
Transmute Water to Dust	(PHB 235)	Alt	5 seg	60 yd	V,S,M	Permanent	10 ft cube/level	Special
True Seeing	(PHB 235)	Div	1 rnd	Touch	V,S,M	1 rnd/level	line of sight	—
Velimurio's Merger	(SSG 122)	Alt	3 seg	Touch	V,S	10 min/level	2 creature of equal power	—
Wall of Thorns	(SSG 123)	Conj/Sum	1 rnd	80 yd	V,S,M	1 turn/level	One 10 ft cube/level	—
Zarba's Sphere of Personal Inclement Weather	(PHB 236)	Alt	1 rnd	10 ft./level	V,S	2 hours/level	10 ft radius	Neg.

Level 7	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Anger Deity	(PHB 236)	Ench/Charm	1 rnd	Infinite	V	Instantaneous	1 gawd	—
Anticipation	(SSG 90)	Div	1 seg	0	S	1 rnd	60 ft radius	—
Bone Javelin	(SSG 92)	Alt/Evoc	7 seg	10 yd/level	V,S,M	1 rnd/level	Creates 1 javelin	—
Cacodemon	(PHB 236)	Conj/Sum	spec.	10 ft.	V,S,M	Special	creature summoned	Special
Charm Plants	(PHB 237)	Ench/Charm	1 turn	30 yd	V,S,M	Permanent	10 x 30 ft	Neg.
Command Element	(SSG 94)	Alt	7 seg	10 ft./level	V,S	1 rnd/level	1,000 ft²/level	—
Create Major Helm	(HJM 122)	Ench/Charm	1 turn	10 yd	V,S,M	1 day/level	1 item	—
			per level					
Create Shade	(SSG 94)	Alt	7 seg	10 yd/level	V,S	2d4 turns + 1 turn/level	10 ft cube/level	—
Duo-Dimension	(PHB 237)	Alt	7 seg	0	V,S,M	3 rnd + 1 rnd/level	Caster	—
Find the Path	(SSG 100)	Div	7 seg	Touch	V,S,M	1 turn/level	Caster + 1-2 others	—
Guntar's Dweomer of Elusive Enchantment	(HJ-8 10)	Alt	spec.	Touch	V,S,M	special	1 suit of armor/shield	Neg.

^oReversible spell

¹Class spell

²Can memorize 2 for 1

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Level 7 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Life Creation	(SSG 106)	Alt	4 turn	10 yd	V,S,M	Permanent	Special	—
Limited Wish	(PHB 238)	Conj/Sum /Evoc	spec.	Unlimited	V	Special	Special	Special
Major Domination	(SSG 108)	Ench/Charm	7 seg	10 yd/level	V,S	Special	1 creature	Neg.
Manor's Mind Vision	(SSG 108)	Div	1 rnd	0	V,S,M	2 rnd/level	90 ft radius	—
Mind Maze ¹	(SSG 109)	Ill/Phan	5 seg	10 yd/level	V,S	Special	1 creature	½
Monster Summoning V	(PHB 238)	Conj/Sum	6 seg	Special	V,S,M	6 rnd + 1 rnd/level	70 yd radius	—
Phase Door	(PHB 238)	Alt	7 seg	Touch	V	1 use/2 level	Special	Special
Power Word: Deafen	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Special	15 ft radius	—
Power Word: Dispel	(SSG 114)	Conj/Sum	1 seg	5 yd/2 level	V	Instantaneous	1 creature	—
Power Word: Heal	(SSG 114)	Conj/Sum	1 seg	5 yd/2 level	V	Instantaneous	1 creature	—
Power Word: Stun	(PHB 239)	Conj/Sum	1 seg	5 yd/level	V	Special	1 creature	—
Prismatic Wall	(PHB 239)	Conj/Sum	7 seg	10 yd	V,S	1 turn/level	Special	Special
Reverse Gravity	(PHB 239)	Alt	7 seg	5 yd/level	V,S,M	1 rnd/level	30 ft x 30 ft	—
Screen ¹	(PHB 247)	Div/Ill	1 turn	0	V,S	1 hour/level	30 ft cube/level	Special
Statue	(PHB 240)	Alt	7 seg	Touch	V,S,M	1 hour/level	1 creature	Special
Steal Enchantment	(SSG 120)	Ench/Charm	1 hr	Touch	V,S,M	Instantaneous	1 item	Neg.
Teleport without Error	(PHB 240)	Alt	1 seg	Touch	V	Instantaneous	Special	—
Torment	(PHB 240)	Evoc/Alt	1 rnd	1 ft.	V,S,M	Special	1 creature	Special
Transmute Rock to Lava	(PHB 241)	Alt	1 rnd	20 ft./level	V,S,M	Special	2 ft³/level	—
Truename	(PHB 241)	Ench/Alt	spec.	3 ft.	V,S	Special	Thing named	Neg.
Tybal's Planar Pacifier	(SSG 122)	Alt/Ench	1 rnd	Touch	V,S,M	1 day/level	Special	—
Vanish	(PHB 241)	Alt	2 seg	Touch	V	Special	1 object	—
Vision	(PHB 241)	Div	7 seg	0	V,S,M	Special	Caster	—
Zarba's Sphere of Insanity	(PHB 242)	Ench/Charm	7 seg	10 ft./level	V,S,M	Special	1 creature	Special
Zargosa's Instant Summons	(PHB 242)	Conj/Sum	1 seg	Special	V,S,M	Instantaneous	1 small object	—
Zargosa's Opulent Manor House	(PHB 242)	Alt	7 rd	10 yd	V,S,M	1 hour/level	300 ft²/level	—
per item								
Level 8	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Antipathy-Sympathy	(PHB 243)	Ench/Charm	1 hr	30 yd	V,S,M	2 hours/level	10 ft cube/1 item	Special
Binding	(PHB 243)	Ench/Evoc	spec.	10 yd	V,S,M	Special	1 creature	Special
Conjure Greater Elemental	(HJ-11 8)	Conj/Sum	1 turn	60 yd	V,S,M	1 turn/level	Special	—
Create Atmosphere ^o	(HJM 122)	Alt	6 turn	10 yd/level	V,S,M	Special	1 mile³/level	Special
Demand	(PHB 244)	Evoc/Ench /Charm	1 turn	Unlimited	V,S,M	Special	1 creature	Special
Diviner's Insight	(SSG 97)	Div	8 seg	Touch	V,S	2 turns/level	1 character	—
Elemental Transference	(COB 123)	Alt/Elem	8 seg	10 yd	V,S,M	1 rnd/level	Caster	—
Glassteel	(PHB 244)	Alt	8 seg	Touch	V,S,M	Permanent	Object Touched	—
Grasping Death	(PHB 244)	Conj/Sum	3 seg	5 yd/2 levels	V,S	Permanent	1 creature	—
Haarpang's Magnificent Sphere of Telekinesis	(PHB 244)	Evoc/Alt	4 seg	20 yd	V,S,M	2 rnd/level	Special	Neg.
Incendiary Cloud	(PHB 245)	Alt/Evoc	2 seg	30 yd	V,S,M	4 rnd + 1d6 rnd	Special	½
Jonid's Jewel	(SSG 105)	Conj/Div	7 seg	0	S,M	24 hours	1 gem	—
Mass Charm	(PHB 245)	Ench/Charm	8 seg	5 yd/level	V	Special	30 ft cube	Neg.
Maze	(PHB 245)	Conj/Sum	3 seg	5 yd/level	V,S	Special	1 creature	—
Mimic Caster	(PHB 245)	Ench	1 turn	Touch	V,S,M	1 turn/level	Person Touched	—
Monster Summoning VI	(PHB 245)	Conj/Sum	8 seg	Special	V,S,M	7 rnd + 1 rnd/level	80 yd radius	—
Munari's Irresistible Jig	(PHB 246)	Ench/Charm	5 seg	Touch	V	1d4 + 1 rnd	1 creature	—
Permanency	(PHB 246)	Alt	2 rd	Special	V,S	Permanent	Special	—
Polymorph Any Object	(PHB 246)	Alt	1 rnd	5 yd/level	V,S,M	Variable	Special	Special
Power Word: Banish	(SSG 112)	Conj/Sum	1 seg	5 yd/level	V	Instantaneous	1 or more creature	—
Power Word: Blind	(PHB 246)	Conj/Sum	1 seg	5 yd/level	V	Special	15 ft radius	—
Power Word: Terrify	(SSG 115)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creature	—
Shadow Creep ¹	(SSG 119)	Ill/Phan	9 seg	10 yd/level	V,S,M	Permanent	Special	—
Shadow Form	(SSG 119)	Necr/Ill /Phan	1 rnd	0	V,S,M	1 rnd/level	Caster	—
Sink	(PHB 247)	Ench/Alt	8 seg	10 yd/level	V,S	Special	Special	Special
Symbol	(PHB 247)	Conj/Sum	8 seg	Touch	V,S,M	Special	Special	Special
Trap the Soul	(PHB 248)	Conj/Sum	spec.	10 yd	V,S,M	Special	1 creature	Special
Weird ¹	(PHB 252)	Ill/Phan	9 seg	30 yd	V,S	Concentration	20 ft radius	Special

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¹Class spell

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Level 9	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Alter Reality	(SSG 90)	Conj/Ill	spec.	Unlimited	V	Special	Special	Special
Crystalbrittle	(PHB 248)	Alt	9 seg	Touch	V,S	Permanent	2 ft³/level	Special
Demon Flame	(PHB 249)	Conj/Sum	9 seg	Caster	V,S,M	1 turn + 1 rnd/level	10 ft radius	½
Detect All	(SSG 96)	Div	9 seg	0	V,S,M	1 turn/level	10 ft x 90 ft path	½
Foresight	(PHB 249)	Div	1 rnd	0	V,S,M	2d4 rnd + 1 rnd/level	Special	—
Gate	(PHB 250)	Conj/Sum	9 seg	30 yd	V,S	Special	Special	—
Glyph of Divination	(SSG 102)	Div	spec.	Touch	V,S,M	Special	Special	—
Greater Divination	(SSG 103)	Div	6 seg	0	V,S	2 turns + 3 rnd/level	Caster	—
Enhancement								
Hyptor's Disjunction	(PHB 250)	Alt/Ench	9 seg	0	V	Instantaneous	30 ft radius	Special
Mass Domination	(SSG 108)	Ench/Charm	9 seg	60 yd	V,S	Special	30 ft cube	Special
Monster Summoning VII	(PHB 250)	Conj/Sum	9 seg	Special	V,S,M	8 rnd + 1 rnd/level	90 yd radius	—
Power Word: Annihilate	(SSG 112)	Conj/Sum	1 seg	5 yd/2 level	V	Instantaneous	1 creature or 15 x 15 x 15 ft cube	—
Power Word: Dance	(SSG 113)	Conj/Sum	1 seg	5 yd/2 level	V	1d4 rnd	1 or more creature	—
Power Word: Kill	(PHB 250)	Conj/Sum	1 seg	5 yd/2 level	V	Permanent	10 ft radius	—
Prismatic Sphere	(PHB 251)	Abj/Conj	7 seg	0	V	1 turn/level	20 ft diameter sphere	Special
		/Sum						
Programmed Amnesia	(SSG 115)	Ench/Charm	spec.	20 yd	V,S	Special	1 creature	Special
Ring of Swords	(SSG 117)	Alt	1 rnd	10 yd/level	V,S,M	Special	Special	—
Seek Teleporter	(SSG 118)	Div	3 seg	0	V,S	Instantaneous	150 ft radius	—
Shape Change	(PHB 251)	Alt	9 seg	0	V,S,M	1 turn/level	Caster	—
Succor	(PHB 251)	Alt/Ench	1 to 4 days	Touch	V,S,M	Special	1 individual	—
Teleport Intercampaignia	(PHB 251)	Alt	1 seg	Special	V,S	Instantaneous	Special	—
Teleport Intragenre	(PHB 251)	Alt	1 seg	Special	V,S	Instantaneous	Special	—
Tempestcone	(SSG 120)	Alt/Evoc	9 seg	Touch	V,S	1 rnd/level	1 creature	—
Temporal Stasis ^o	(PHB 251)	Alt	9 seg	10 yd	V,S,M	Permanent	1 creature	—
Time Stop	(PHB 252)	Alt	9 seg	0	V	Special	15 ft radius sphere	—
Wish	(PHB 252)	Conj/Sum	spec.	Unlimited	V	Special	Special	Special

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¹Class spell

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