

ANIMATOR

Name: _____

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

Player: _____

Level 1

Alarm (PHB 175)	Exterminate (SSG 99)	Power Word: Moon (SSG 114)
Animate Dead Animals ² (SSG 90)	Fihrsid's Horrid Armor ¹ (SSG 100)	Power Word: Summersault (SSG 115)
Armor (PHB 175)	Find Familiar (PHB 179)	Protection from Evil (PHB 184)
Bash Door (PHB 175)	Fireball, Sidewinder Factor 1 (PHB 180)	Protection from Sunburn (SSG 116)
Chill Touch (PHB 177)	Fog Vision (PHB 180)	Protective Amulet (SSG 116)
Chromatic Orb (PHB 177)	Ghoul Touch ¹ (SSG 102)	Push (PHB 184)
Conjure Mount (PHB 178)	Grease (PHB 180)	Ralph's Placid Arrow (SSG 116)
Copy (SSG 94)	Haarpang's Floating Cart (PHB 181)	Read Magic (PHB 184)
Corpse Visage ² (SSG 94)	Icy Blast (HJ-16 5)	Remove Fear (SSG 116)
Create Obstacle (BTS 23)	Identify (PHB 181)	Resist Cold (SSG 117)
Death Recall ¹ (SSG 95)	Jack Punch (SSG 105)	Smoky Servant (HJ-13 16)
Detect Disease (SSG 96)	Kachirut's Exploding Palm (SSG 106)	Spectral Hand ¹ (PHB 196)
Detect Illusion (SSG 96)	Magic Missile (PHB 182)	Spy of Derijnah ¹ (SSG 120)
Detect Magic (PHB 178)	Magic Shield (PHB 182)	Unseen Servant (PHB 186)
Detect Phase (SSG 96)	Mask Spell (HJ-20 14)	Wall of Fog (PHB 186)
Detect Undead ² (PHB 178)	Merge Pixie Dust (PF 63)	Write (PHB 186)
Disable Hand (SSG 97)	Pinpoint Familiar ^o (WW 41)	Yudder's Whistle of Hell's Gate (PHB 187)
Divining Rod (SSG 97)	Power Word: Cartwheel (SSG 113)	

Level 2

Ajamar's Chaotic Summoning (HJ-11 8)	Fireball, Sidewinder Factor 2 (PHB 190)	Power Word: Belch (SSG 113)
Aname's Extra-Dimensional Mallet (SSG 90)	Fireball, Skipping Betty (PHB 189)	Power Word: Detect (SSG 114)
Chain of Fire (PHB 187)	Flaming Sphere (PHB 191)	Power Word: Light (SSG 114)
Charm Undead ¹ (PHB 292)	Flock of Diving Ducks (WW 40)	Premonition (PHB 194)
Choke (SSG 93)	Glitterdust (PHB 191)	Preserve (PHB 194)
Cloud of Pummeling Fists (PHB 188)	Heat Seeking Fist of Thunder (PHB 191)	Protection from Cantrips (PHB 195)
Create Greater Obstacle (BTS 23)	Hold Undead ¹ (PHB 202)	Reveal Secret Portal (PHB 195)
Delay Death ¹ (SSG 95)	Hovering Skull ¹ (SSG 104)	Rot Dawgs ¹ (SSG 117)
Detect Charm (SSG 96)	Ice Knife (SSG 104)	Shield Screen (SSG 119)
Detect Evil ^o (PHB 189)	Kachirut's Kinetic Strike (SSG 106)	Slow Healing (SSG 120)
Detect Invisibility (PHB 189)	Know Alignment (PHB 193)	Stinking Cloud (PHB 196)
Detect Life (SSG 96)	Locate Object ^o (PHB 193)	Summon Swarm (PHB 196)
Disable Foot (SSG 97)	Locate Portal (HJM 121)	Vampiric Touch ¹ (PHB 206)
Disable Wing (PF 63)	Magic Missile of Skewering (PHB 193)	Web (PHB 197)
ESP (PHB 189)	Magic Missile Reflection (SSG 107)	Whip (PHB 197)
Filter (SSG 100)	Magic Missile, Sidewinder (SSG 107)	Zed's Crystal Dagger (SSG 126)
Find Traps (SSG 100)	Munz's Bolt of Acid (PHB 194)	Zeebart's Rust Resistance (ATG 94)

Level 3

Ajamar's Greater Swarm (HJ-11 8)	Icy Sphere (HJ-16 5)	Protection from Normal Missiles (PHB 205)
Bash Face (PHB 198)	Lightning Bolt (PHB 202)	Quarantine (SSG 116)
Bone Club (SSG 92)	Material (PHB 203)	Rodnard's Red Letter Rejoinder (WW 42)
Clairaudience (PHB 198)	Mergenszer's Spectral Watch Duck (WW 41)	Sepia Snake Sigil (PHB 205)
Clairvoyance (PHB 199)	Monster Summoning I (PHB 203)	Sligderlisp's Noxious Depilatory Cloud (WDM 38)
Dispel Magic (PHB 199)	Morton's Minute Meteors (SSG 110)	Smoke Bomb (HJ-13 16)
Dispel Silence (SSG 97)	Murgain's Migraine (PHB 203)	Smoke Visions (HJ-13 16)
Elenwyd's Wondrous Gown (HJ-5 12)	Non-Detection (PHB 203)	Spyware (HJ-20 15)
Enervation ¹ (PHB 209)	Pain Touch (SSG 111)	Sure Grip Snare (PHB 206)
Feign Death (PHB 200)	Phantom Steed (PHB 204)	Wall of Water (SSG 123)
Fireball (PHB 200)	Porpher's Game Call Spell (PEG 39)	Ward Off Evil ^o (PHB 206)
Fireball, Scatter-Blast (PHB 200)	Power Word: Attack (SSG 112)	Zargosa's Flaming Spheres of Torment (PHB 207)
Fireball, Sidewinder Factor 3 (PHB 200)	Power Word: Burn (SSG 113)	Zed's Crystal Dirk (SSG 126)
Flame Arrow (PHB 201)	Power Word: Chill (SSG 113)	Zombie Slave ¹ (PHB 218)
Glyph of Ice (SSG 102)	Preemptive Strike (PHB 204)	
Glyph of Sniping (SSG 103)	Proof from Teleport (SSG 116)	
Grounded (PF 63)		

Level 4

Ajamar's Demonic Enchantment (HJ-11 8)	Duplicate (SSG 98)	Haarpang's Magnificent Sphere of Resiliency (PHB 211)
Animate Dead ¹ (SSG 90)	Elenwyd's Miracle Diet (HJ-5 12)	Ice Storm (PHB 212)
Circle of Protection (SSG 93)	Exploding Glyph (SSG 99)	Magic Mirror (PHB 212)
Contagion (PHB 208)	Find Treasure (SSG 100)	Minor Globe of Invulnerability (PHB 213)
Delayed Magic Missile (SSG 96)	Fire Shield (PHB 210)	Minot of Corraling (PHB 213)
Detect Lie (SSG 96)	Fire Trap (PHB 210)	Monster Summoning II (PHB 213)
Detect Scrying (PHB 208)	Fireball, Land Scraper (PHB 210)	Mummy Rot ¹ (SSG 110)
Dig (PHB 208)	Fireball, Sidewinder Factor 4 (PHB 210)	Omen (SSG 111)
Divination Enhancement (SSG 97)	Fireball, Volley (PHB 210)	Poison (SSG 111)
	Force Grenade (SSG 101)	

^oReversible spell

¹Class spell

²Can memorize 2 for 1

ANIMATOR

Level 4 (cont.)

○○○○○ Power Word: Anosmitize (SSG 112)	○○○○○ Silver Globes (SSG 119)	○○○○○ Wall of Acid (PHB 216)
○○○○○ Power Word: Freeze (SSG 114)	○○○○○ Sliggderlisp's Particularly Noxious Depilatory Cloud (WDM 39)	○○○○○ Wall of Fire (PHB 216)
○○○○○ Power Word: Slow (SSG 115)		○○○○○ Wall of Ice (PHB 217)
○○○○○ Remove Curse ^o (PHB 215)	○○○○○ Summon Shadow ¹ (PHB 224)	○○○○○ Wimpel's Dispelling Screen (SSG 125)
○○○○○ Segwick's Tool Box (SSG 118)	○○○○○ Toxic Web (ATG 94)	○○○○○ Zargosa's Tentacled Fury (PHB 217)
○○○○○ Shout (PHB 215)		

Level 5

○○○○○ Aliron's Dark Graft ¹ (SSG 89)	○○○○○ Force Shapechange (SSG 101)	○○○○○ Sending (PHB 224)
○○○○○ Avoidance ^o (PHB 218)	○○○○○ Haarpang's Polar Screen (SSG 103)	○○○○○ Shincok's Major Missile (SSG 119)
○○○○○ Cloudkill (PHB 219)	○○○○○ Hyptor's Faithful Bitch-Hound (PHB 222)	○○○○○ Smoking Sphere of DOOM (HJ13 16)
○○○○○ Conjure Elemental (PHB 219)	○○○○○ Jorrel's Private Sanctum (SSG 106)	○○○○○ Spell Shield (SSG 120)
○○○○○ Contact Other Plane (PHB 219)	○○○○○ Lyggel's Cone of Cold (PHB 223)	○○○○○ Stone Sphere (PHB 224)
○○○○○ Containment (PHB 220)	○○○○○ Magic Jar (PHB 223)	○○○○○ Throbbing Bones (SSG 121)
○○○○○ Dismissal (PHB 220)	○○○○○ Manor's Mindsight (SSG 108)	○○○○○ Touch of Death (PHB 225)
○○○○○ Drayton's Engaging Conversation (PHB 221)	○○○○○ Monster Summoning III (PHB 223)	○○○○○ Wall of Bones (SSG 123)
○○○○○ Drayton's Hidden Stash (PHB 221)	○○○○○ Power Word: Charm (SSG 113)	○○○○○ Wall of Force (PHB 225)
○○○○○ Dream (PHB 221)	○○○○○ Power Word: Fear (SSG 114)	○○○○○ Wall of Iron (PHB 226)
○○○○○ False Vision (PHB 222)	○○○○○ Power Word: Sleep (SSG 115)	○○○○○ Wall of Stone (PHB 226)
○○○○○ Fireball, Sidewinder Factor 5 (PHB 222)	○○○○○ Preston's Moonbow (SSG 115)	○○○○○ Water Bomb (SSG 124)
○○○○○ Fireball, Torrential (PHB 222)	○○○○○ Reincarnation ¹ (PHB 234)	○○○○○ Wizard's Oracle (SSG 126)
	○○○○○ Segwick's Seeking (SSG 118)	○○○○○ Zarba's Guardian Hand (PHB 226)

Level 6

○○○○○ Anti-Magic Shell (PHB 226)	○○○○○ Ensnarement (PHB 229)	○○○○○ Karnaac's Transformation (PHB 231)
○○○○○ Body Heat Activation Spell (PHB 226)	○○○○○ Fandango's Fiery Constrictor (SSG 99)	○○○○○ Legend Lore (PHB 232)
○○○○○ Bradley's Besieging Bolt (SSG 92)	○○○○○ Fireball, Proximity Fused (PHB 230)	○○○○○ Monster Summoning IV (PHB 233)
○○○○○ Break Hex (PHB 227)	○○○○○ Fireball, Show-No-Mercy (PHB 230)	○○○○○ Power Word: Forget (SSG 114)
○○○○○ Chain Lightning (PHB 227)	○○○○○ Gauntlet of Teeth (SSG 102)	○○○○○ Power Word: Silence (SSG 114)
○○○○○ Conjure Animals (PHB 227)	○○○○○ Globe of Invulnerability (PHB 231)	○○○○○ Repulsion (PHB 234)
○○○○○ Contingency (PHB 227)	○○○○○ Guards and Wards (PHB 231)	○○○○○ Revelation (SSG 117)
○○○○○ Control Undead ¹ (PHB 237)	○○○○○ Haarpang's Magnificent Sphere of Freezing (PHB 231)	○○○○○ Snap Drake (SSG 120)
○○○○○ Cytogenesis (SSG 94)		○○○○○ Spiritwrack (PHB 235)
○○○○○ Dead Man's Eyes (SSG 95)	○○○○○ Haarpang's Orb of Containment (SSG 103)	○○○○○ Tentacles (SSG 121)
○○○○○ Death Fog (PHB 228)	○○○○○ Invisible Stalker (PHB 231)	○○○○○ True Seeing (PHB 235)
○○○○○ Death Spell (PHB 228)	○○○○○ Invulnerability to Magical Weapons (SSG 105)	○○○○○ Wall of Thorns (SSG 123)
○○○○○ Detect Ulterior Motives (SSG 97)		○○○○○ Zarba's Shoving Hand (PHB 236)
○○○○○ Enchant an Item (PHB 229)		○○○○○ Zombie Double ¹ (SSG 126)

Level 7

○○○○○ Anticipation (SSG 90)	○○○○○ Forcecage (PHB 238)	○○○○○ Power Word: Stun (PHB 239)
○○○○○ Banishment (PHB 236)	○○○○○ Harm (SSG 103)	○○○○○ Prismatic Wall (PHB 239)
○○○○○ Bone Javelin (SSG 92)	○○○○○ Hyptor's Shimmering Sword (PHB 238)	○○○○○ Sequester (PHB 239)
○○○○○ Cacodemon (PHB 236)	○○○○○ Limited Wish (PHB 238)	○○○○○ Shadow Form ¹ (SSG 119)
○○○○○ Clone ¹ (PHB 243)	○○○○○ Manor's Mind Vision (SSG 108)	○○○○○ Spell Turning (PHB 240)
○○○○○ Dragon Breath (SSG 98)	○○○○○ Merrywether's Frost Fist (SSG 109)	○○○○○ Torment (PHB 240)
○○○○○ Find the Path (SSG 100)	○○○○○ Monster Summoning V (PHB 238)	○○○○○ Vision (PHB 241)
○○○○○ Finger of Death (PHB 237)	○○○○○ Power Word: Deafen (SSG 113)	○○○○○ Volley (PHB 241)
○○○○○ Fireball, Delayed Blast (PHB 238)	○○○○○ Power Word: Dispel (SSG 114)	○○○○○ Zarba's Grasping Hand (PHB 242)
○○○○○ Flame Chase (SSG 100)	○○○○○ Power Word: Heal (SSG 114)	○○○○○ Zargosa's Instant Summons (PHB 242)

Level 8

○○○○○ Binding (PHB 243)	○○○○○ Fireball, Maximus (PHB 244)	○○○○○ Maze (PHB 245)
○○○○○ Blizzard (SSG 91)	○○○○○ Freeze (SSG 101)	○○○○○ Mind Blank (PHB 245)
○○○○○ Conjure Greater Elemental (HJ-11 8)	○○○○○ Gandle's Spell Immunity (PHB 244)	○○○○○ Monster Summoning VI (PHB 245)
○○○○○ Death Chain (SSG 95)	○○○○○ Grasping Death (PHB 244)	○○○○○ Power Word: Banish (SSG 112)
○○○○○ Defoliate (SSG 95)	○○○○○ Haarpang's Magnificent Sphere of Telekinesis (PHB 244)	○○○○○ Power Word: Blind (PHB 246)
○○○○○ Demand (PHB 244)		○○○○○ Power Word: Terrify (SSG 115)
○○○○○ Dispel Enchantment (SSG 97)	○○○○○ Hornet's Nest (SSG 103)	○○○○○ Screen (PHB 247)
○○○○○ Diviner's Insight (SSG 97)	○○○○○ Incendiary Cloud (PHB 245)	○○○○○ Shooting Stars (SSG 119)
○○○○○ Elemental Transference (COB 123)	○○○○○ Jonid's Jewel (SSG 105)	○○○○○ Symbol (PHB 247)
○○○○○ Energy Drain ¹ (PHB 249)	○○○○○ Master Undead ¹ (SSG 109)	○○○○○ Trap the Soul (PHB 248)
○○○○○ Fireball, Death Brusher (PHB 244)		○○○○○ Zarba's Fist of Rage (PHB 248)

Level 9

○○○○○ Alter Reality (SSG 90)	○○○○○ Foresight (PHB 249)	○○○○○ Meteor Swarm (PHB 250)
○○○○○ Astral Spell (PHB 248)	○○○○○ Gate (PHB 250)	○○○○○ Monster Summoning VII (PHB 250)
○○○○○ Create Lich Master (TUH 39)	○○○○○ Glyph of Divination (SSG 102)	○○○○○ Power Word: Annihilate (SSG 112)
○○○○○ Death Rune (PHB 249)	○○○○○ Greater Divination Enhancement (SSG 103)	○○○○○ Power Word: Dance (SSG 113)
○○○○○ Demon Flame (PHB 249)	○○○○○ Ice Juggernaut (SSG 104)	○○○○○ Power Word: Kill (PHB 250)
○○○○○ Detect All (SSG 96)	○○○○○ Immunity to Undeath (SSG 105)	○○○○○ Prismatic Sphere (PHB 251)
○○○○○ Elemental Aura (SSG 98)	○○○○○ Imprisonment ^o (PHB 250)	○○○○○ Seek Teleporter (SSG 118)
○○○○○ Fawlgar's Grasping Death (PHB 249)	○○○○○ Jebidiah's Ultimate Circle (SSG 106)	○○○○○ Tempestcone (SSG 120)
○○○○○ Fireball, Lava Yield (PHB 249)		○○○○○ Wish (PHB 252)
○○○○○ Fireball, Nuclear Winter (PHB 249)	○○○○○ Kachirut's White Lance (SSG 106)	○○○○○ Zarba's Crushing Hand (PHB 252)

^oReversible spell

¹Class spell

²Can memorize 2 for 1