

# CONJURER (SP)

Name: \_\_\_\_\_

Spells: 1\_\_\_\_ 2\_\_\_\_ 3\_\_\_\_ 4\_\_\_\_ 5\_\_\_\_ 6\_\_\_\_ 7\_\_\_\_ 8\_\_\_\_ 9\_\_\_\_

Player: \_\_\_\_\_

	Level 1	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□	Alarm	(PHB 175)	Abj/Evoc	1 rnd	10 yd	V,S,M	4 hours + ½ hour/level	Special	—
□□□□	Aname's Extra-Dimensional Mallet <sup>1</sup>	(SSG 90)	Conj/Sum	2 seg	Special	V,S,M	1 rnd/level	Special	—
□□□□	Animate Dead Animals	(SSG 90)	Necr	1 rnd	10 yd	V,S,M	1 wk/level	Special	—
□□□□	Armor <sup>2</sup>	(PHB 175)	Conj	1 rnd	Touch	V,S,M	Special	1 creature	—
□□□□	Audible Glamer	(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
□□□□	Change Self	(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.
□□□□	Chill Touch	(PHB 177)	Necr	1 seg	0	V,S	3 rnd + 1 rnd/level	Caster	Neg.
□□□□	Conjure Mount	(PHB 178)	Conj/Sum	1 turn	10 yd	V,S,M	2 hours + 1 hour/level	1 mount	—
□□□□	Corpse Visage	(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) <sup>3</sup>	—
□□□□	Detect Undead	(PHB 178)	Div/Necr	1 rnd	0	V,S,M	3 turns	60 ft+10 ft/level	—
□□□□	Disable Hand	(SSG 97)	Necr	1 seg	10 yd	V,S,M	Special	1 hand	Neg.
□□□□	Divining Rod	(SSG 97)	Ench/Charm	1 rnd	60 yd	V,S,M	1 rnd/level	Special	—
			/Div						
□□□□	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	—
□□□□	Exterminate	(SSG 99)	Necr	1 seg	10 ft	V,S,M	Instantaneous	1 small creature or 1 ft <sup>3</sup> /level	—
□□□□	Faerie Phantoms	(PHB 179)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Special	1d6 phantoms/level	—
□□□□	Find Familiar	(PHB 179)	Conj/Sum	2d12 hr	1 mile/level	V,S,M	Special	1 familiar	Special
□□□□	Fool's Silver	(HJ-20 19)	Ill	1 rnd	Touch	V,S,M	2 hours/level	27 in <sup>3</sup> /level	Special
□□□□	Gabal's Magic Aura	(PHB 180)	Ill/Phan	1 rnd	Touch	V,S,M	1 day/level	Special	Special
□□□□	Glitterdust <sup>1</sup>	(PHB 191)	Conj/Sum	2 seg	10 yd/level	V,S,M	Special	20 ft cube	Special
□□□□	Grease <sup>2</sup>	(PHB 180)	Conj	1 seg	10 yd	V,S,M	3 rnd + 1 rnd/level	10 x 10 ft	Special
□□□□	Hypnotism	(PHB 181)	Ench/Charm	1 seg	5 yd	V,S	1 rnd + 1 rnd/level	30 ft cube	Neg.
□□□□	Imaginary Friend	(SSG 105)	Ill/Phan	1 seg	0	V,S,M	2 rnd/level	Caster	—
□□□□	Magic Stone	(SSG 108)	Ench/Charm	4 seg	Touch	V,S,M	Special	3 pebbles	—
□□□□	Mask Spell	(HJ-20 14)	Abj/Ill	1 turn	0	V,S,M	3 months	1 spell	—
			per page						
□□□□	Merge Pixie Dust	(PF 63)	Abjur/Alt	1 seg	10 yd	V,S	Permanent	10 ft. x 10 ft.	Neg.
□□□□	Munz's Bolt of Acid <sup>1</sup>	(PHB 194)	Conj	2 seg	180 yd	V,S,M	Special	1 target	Special
□□□□	Olfactory Illusion	(HJ-13 16)	Ill	1 seg	10 ft/level	V,S,M	1 turn/level	1000 ft <sup>3</sup> /level	Neg.
□□□□	Phantasmal Fireball	(PHB 183)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	Special
□□□□	Phantasmal Force	(PHB 183)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Special	Special	Special
□□□□	Phantom Armor	(PHB 183)	Alt/Ill	1 rnd	Touch	V,S,M	Special	1 person	—
□□□□	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	—
□□□□	Protection from Evil	(PHB 184)	Abj	1 seg	Touch	V,S,M	2 rnd/level	1 creature	—
□□□□	Protection from Sunburn	(SSG 116)	Abj	1 seg	0	S,M	1 day/level	10 ft radius	—
□□□□	Protective Amulet	(SSG 116)	Abj/Ench	1 hr	0	V,S,M	1 wk/level	1 piece of jewelry	—
□□□□	Push <sup>2</sup>	(PHB 184)	Conj/Sum	1 seg	1 ft./level	V,S,M	Instantaneous	Special	Neg.
□□□□	Ralph's Placid Arrow	(SSG 116)	Necr	1 seg	180 yd	V,S,M	Special	1 creature	Neg.
□□□□	Remove Fear	(SSG 116)	Abj	1 seg	10 yd + 1 yd/level	V,S	2 turns/level	1 creature/3 levels	—
□□□□	Remove Thirst	(SSG 117)	Alt/Ench	1 seg	Touch	V,S,M	Permanent	1 creature	—
			/Charm						
□□□□	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.
□□□□	Sleep	(PHB 185)	Ench/Charm	1 seg	30 yd	V,S,M	5 rnd/level	Special	—
□□□□	Smell Immunity	(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	—
□□□□	Spook	(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	(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.
□□□□	Wrygal's Delicious Deception	(PHB 186)	Ill/Phan	1 seg	100 ft	V,S,M	1 turn	60 yd radius	—

<sup>0</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Can memorize 2 for 1

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Level 2	Book	School	Casting Time	Range		Duration	Area of Effect	Save
AAAA Ajamar's Chaotic Summoning	(HJ-11 8)	Conj/Sum	3 seg	Special	V,S,M	2 rnd + 1 rnd/level	30 yd radius	Special
AAAA Bind	(PHB 187)	Ench	2 seg	30 yd	V,S,M	1 rnd/level	50 ft + 5 ft/level	—
AAAA Blindness	(PHB 187)	Ill/Phan	2 seg	30 yd + 10 yd/level	V	Special	1 creature	Neg.
AAAA Blur	(PHB 187)	Ill/Phan	2 seg	0	V,S	3 rnd + 1 rnd/level	Caster	—
AAAA Choke	(SSG 93)	Necr/Conj	2 seg	30 yd	V,S,M	1 rnd/level	1 creature	½
AAAA Create Greater Obstacle	(BTS 23)	Conj	3 seg	100 ft + 10 ft/level	V,S,M	1 turn + 1 rnd/level	Special	—
AAAA Dancing Shadows	(SSG 94)	Ill/Phan	2 seg	30 yd	V,S	2 rnd/level	30 ft cube	Neg.
AAAA Deafness	(PHB 188)	Ill/Phan	2 seg	60 yd	V,S,M	Special	1 creature	Neg.
AAAA Death Recall	(SSG 95)	Necr/Div	1 rnd	Touch	V,S,M	Special	1 corpse	—
AAAA Deepen Shadows	(SSG 95)	Ill/Phan	5 rd	Special	S	1 hour/level	One 10 x 10 ft area/level	—
AAAA Deeppockets	(PHB 189)	Alt/Ench	1 turn	Touch	V,S,M	12 hours + 1 hour/level	1 garment	—
AAAA Disable Foot	(SSG 97)	Necr	1 seg	10 yd	V,S,M	Special	1 ft	Neg.
AAAA Disable Wing	(PF 63)	Necr	2 seg	10 yd	V,S,M	Special	1 wing	Neg.
AAAA Fascinate	(PHB 189)	Ill/Phan	2 seg	30 yd	V,S	Special	1 creature	Neg.
AAAA Fihrsid's Horrid Armor	(SSG 100)	Necr	3 seg	Special	V,S,M	1d6 day/level	Special	—
AAAA Filter	(SSG 100)	Abj	2 seg	Touch	V,M	1 turn/level	10 ft radius sphere around creature touched	—
AAAA Flame Arrow <sup>1</sup>	(PHB 201)	Conj/Sum	3 seg	30 yd + 10 yd/level	V,S,M	1 rnd	Special	—
AAAA Flock of Diving Ducks	(WW 40)	Evoc/Phan	2 seg	3 yd + 1 yd/level	V,S,M	1-3 rnd	20 foot radius	—
AAAA Fool's Gold	(PHB 191)	Alt/Ill	1 rnd	10 yd	V,S,M	1 hour/level	10 in <sup>3</sup> /level	Special
AAAA Forget	(PHB 191)	Ench/Charm	2 seg	30 yd	V,S	Permanent	Special	Neg.
AAAA Fustus's Mnemonic Enhancer	(SSG 101)	Alt/Ench	1 turn	0	V,S,M	1 day	Caster	—
AAAA Gandle's Feeble Trap	(PHB 191)	Ill/Phan	3 rd	Touch	V,S,M	Permanent	object touched	—
AAAA Ghoul Touch	(SSG 102)	Necr	2 seg	0	V,S,M	1 rnd/level	1 person	Special
AAAA Hypnotic Pattern	(PHB 192)	Ill/Phan	2 seg	30 yd	S,M	Special	30 ft cube	Neg.
AAAA Improved Phantasmal Force	(PHB 192)	Ill/Phan	2 seg	60 yd + 10 yd/level	V,S,M	Special	Special	Special
AAAA Invisibility	(PHB 192)	Ill/Phan	2 seg	Touch	V,S,M	Special	1 creature	—
AAAA Magic Missile Reflection	(SSG 107)	Abj/Alt	2 seg	Touch	V,S,M	2 rnd + 1 rnd/level	1 creature	—
AAAA Material <sup>1</sup>	(PHB 203)	Evoc/Conj	1 rnd	1 ft.	V,S	Permanent	1 ft <sup>3</sup> /level	—
AAAA Mirror Image	(PHB 194)	Ill/Phan	2 seg	0	V,S	3 rnd/level	6 ft radius	—
AAAA Misdirection	(PHB 194)	Ill/Phan	2 seg	30 yd	V,S	8 hours	1 creature or object	Neg.
AAAA Murgain's Muster Strength	(PHB 194)	Ench/Charm	2 seg	Touch	V,S	Permanent	1 creature	Neg.
AAAA Power Word: Belch	(SSG 113)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
AAAA Power Word: Detect	(SSG 114)	Conj/Sum	1 seg	0	V	2 rnd/level	60 yd wedge	—
AAAA Power Word: Light	(SSG 114)	Conj/Sum	1 seg	5 yd	V	Instantaneous	1 small object	—
AAAA Preserve	(PHB 194)	Abj	2 rd	Touch	V,S,M	Permanent	Special	—
AAAA Proadus' Uncontrollable Fit of Laughter	(PHB 239)	Conj/Sum	7 seg	10 yd	V,S	1 turn/level	Special	Special
AAAA Protection from Cantrips	(PHB 195)	Abj	1 rnd	Touch	V,S	5 hours + 1 hour/level	1 creature or object	—
AAAA Ray of Enfeeblement	(PHB 195)	Ench/Charm	2 seg	10 yd + 5 yd/level	V,S	1 rnd/level	1 creature	Neg.
AAAA Scare	(PHB 196)	Ench/Charm	2 seg	30 yd + 10 yd/level	V,S,M	1d4 rnd + 1 rnd/level	15 ft radius	Special
AAAA Slow Healing	(SSG 120)	Necr	1 seg	5 yd/level	V,S,M	1 hour/level	1 creature	Neg.
AAAA Spectral Hand	(PHB 196)	Necr	2 seg	30 yd + 5 yd/level	V,S	2 rnd/level	1 opponent	—
AAAA Spider Charm	(ATG 95)	Ench/Charm	5 seg	30 yd	V,S	Special	30 ft cube	—
AAAA Spy of Derinah	(SSG 120)	Necr	5 seg	5 feet	V,S,M	1 hour/level	Special	—
AAAA Summon Swarm	(PHB 196)	Conj/Sum	2 seg	60 yd	V,S,M	Special	10 ft cube	Neg.
AAAA Total Control	(PHB 197)	Ench/Charm	2 seg	10 yd/level	V	2 rnd/level	1 creature	Neg.
AAAA Whispering Wind	(PHB 197)	Alt/Phan	2 seg	1 mile/level	V,S	Special	2 ft radius	—
AAAA Zed's Crystal Dagger	(SSG 126)	Conj/Evoc	2 seg	0	V,S,M	2 rnd + 1 rnd/level	Summons 1 dagger	—
AAAA Zeebart's Rust Resistance	(ATG 94)	Abj	2 seg	10 yd/level	S,M	2 turns/level	15' radius	—

Level 3	Book	School	Casting Time	Range		Duration	Area of Effect	Save
AAAA Ajamar's Greater Swarm	(HJ-11 8)	Conj/Sum	2 seg	Special	V,S,M	Special	30 ft cube	Neg.
AAAA Bone Club	(SSG 92)	Necr/Ench	1 rnd	0	V,M	1 rnd/level	1 bone	—
AAAA Charm Undead	(PHB 198)	Necr	3 seg	10 ft./level	V,S,M	Permanent	1 undead creature	—
AAAA Delay Death	(SSG 95)	Necr/Ench	1 rnd	30 yd	V,S,M	1 turn/level	1 creature	—
AAAA Dispel Magic	(PHB 199)	Abj	3 seg	120 yd	V,S	Instantaneous	30 ft cube	—
AAAA Dispel Silence	(SSG 97)	Abj/Alt	3 seg	0	S,M	1 rnd/level	10 ft radius sphere/level	—
AAAA Duplicate <sup>1</sup>	(SSG 98)	Conj/Sum	1 rnd	Touch	S,M	1 hour/level	1 object	—
AAAA Elenwyd's Wondrous Gown	(HJ-5 12)	Alt/Conj	6 seg	5 ft./level	V,M	3 day/level	Special	—
AAAA Empathic Link	(SSG 98)	Ench/Charm	3 seg	10 yd/level	V,S	5 rnd/level	1 creature	Special
AAAA Feign Death	(PHB 200)	Necr	1 seg	Touch	V,S	1 hour + 1 turn/level	1 creature	—
AAAA Glyph of Ice	(SSG 102)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	Special
AAAA Glyph of Sniping	(SSG 103)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	½
AAAA Grounded	(PF 63)	Abjur	3 seg	10 ft. + 10 ft./level	V,S	1 min/level	1 creature	Neg.
AAAA Hold Person	(PHB 201)	Ench/Charm	3 seg	120 yd	V,S,M	2 rnd/level	Special	Neg.
AAAA Hold Undead	(PHB 202)	Necr	5 seg	60 ft	V,S,M	1d4 rnd + 1 rnd/level	1d3 undead	Neg.
AAAA Hovering Skull	(SSG 104)	Necr	4 seg	Special	V,S,M	2 rnd/level	Special	—
AAAA Illusionary Script	(PHB 202)	Ill/Phan	spec.	Touch	V,S,M	1 day/level	script reader	Special
AAAA Invisibility, 10' Radius	(PHB 202)	Ill/Phan	3 seg	Touch	V,S,M	Special	10 ft radius	Special

<sup>0</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Can memorize 2 for 1

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Level 3 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Mergenszer's Spectral Watch Duck	(WW 41)	Conj/Sum	4 seg	20 yd	V,S,M	Special	Special	—
□□□□ Monster Summoning I	(PHB 203)	Conj/Sum	3 seg	Special	V,S,M	2 rnd + 1 rnd level	30 yd radius	—
□□□□ Murgain's Migraine	(PHB 203)	Necr	3 seg	30 yd	V,S	Special	1 creature	Neg.
□□□□ No Fear	(PHB 203)	Ench/Charm	3 seg	10 yd/level	V	2 rnd/level	10 ft radius	Special
□□□□ Non-Detection	(PHB 203)	Abj	3 seg	Touch	V,S,M	1 hour/level	1 creature or item	—
□□□□ Pain Touch	(SSG 111)	Necr	3 seg	Touch	V,M	1 rnd/level	1 creature	—
□□□□ Paralyzation	(PHB 203)	Ill/Phan	3 seg	10 ft./level	V,S	Special	20 ft x 20 ft area	Neg.
□□□□ Perceived Malignment	(PHB 204)	Ench/Charm	3 seg	50 ft	V	Special	1 creature	Special
□□□□ Phantom Steed	(PHB 204)	Conj/Phan	1 turn	Touch	V,S	1 hour/level	Special	—
□□□□ Phantom Wind	(PHB 204)	Alt/Phan	3 seg	1 rnd./level	V,S	1 rnd/level	1 ft broad path	—
□□□□ 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	—
□□□□ Proof from Teleport	(SSG 116)	Abj	2 turn	0	V,S,M	2 hours/level	10 yd radius/level	—
□□□□ Protection from Normal Missiles	(PHB 205)	Abj	3 seg	Touch	V,S,M	1 turn/level	1 creature	—
□□□□ Quarantine	(SSG 116)	Abj	3 seg	10 yd	V,S,M	1 day/level	20 ft radius/level	Neg.
□□□□ Rodnard's Red Letter Rejoinder	(WW 42)	Conj/Sum	4 seg	5 yd	V,S,M	Special	1 sigil	Special
□□□□ Rot Dawgs	(SSG 117)	Necr	7 seg	10 yd/level	V,S,M	10 min/level	Special	—
□□□□ Segwick's Tool Box <sup>1</sup>	(SSG 118)	Conj/Sum	1 rnd	0	V,S,M	1 turn/level	Special	—
□□□□ 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	—
□□□□ Spectral Force	(PHB 206)	Ill/Phan	3 seg	60 yd + 1 yd/level	V,S	Special	Special	Special
□□□□ Suggestion	(PHB 206)	Ench/Charm	3 seg	30 yd	V,M	1 hour + 1hours/level	1 creature	Neg.
□□□□ Vampiric Touch	(PHB 206)	Necr	3 seg	0	V,S	1 touch	Caster	—
□□□□ Ward Off Evil <sup>o</sup>	(PHB 206)	Abj	3 seg	Touch	V,S,M	2 rnd/level	10 ft radius	—
□□□□ Wraithform	(PHB 207)	Alt/III	1 seg	0	S,M	2 rnd/level	Caster	—
□□□□ Yargrove's Eidolon	(SSG 126)	Ench/Charm	5 seg	Touch	V,S,M	Permanent	1 golem	—
□□□□ Zargosa's Tentacled Fury <sup>1</sup>	(PHB 217)	Conj/Sum	1 rnd	30 yd	V,S,M	1 hour/level	30 ft <sup>2</sup> /level	—
□□□□ Zed's Crystal Dirk	(SSG 126)	Conj/Evoc	3 seg	0	V,S,M	3 rnd + 1 rnd/level	Summons 1 dirk	—

Level 4	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Ajamar's Demonic Enchantment	(HJ-11 8)	Conj/Sum	4 seg	Special	V,S,M	Special	Caster	—
□□□□ Charm Monster	(PHB 207)	Ench/Charm	4 seg	60 yd	V,S	Special	Special	Neg.
□□□□ Circle of Protection	(SSG 93)	Abj	1 rnd	0	V,S,M	1 turn/level	10 ft radius circle	—
□□□□ Confusion	(PHB 208)	Ench/Charm	4 seg	120 yd	V,S,M	2 rnd + 1 rnd/level	Up to 60 ft cube	Special
□□□□ Contagion	(PHB 208)	Necr	4 seg	30 yd	V,S	Permanent	1 creature	Neg.
□□□□ Demi-Smoke Monsters	(HJ-13 15)	Ill/Phan	4 seg	15 ft	V,S,M	1 turn/level	20 ft <sup>3</sup>	Special
□□□□ Dispel Exhaustion	(PHB 208)	Ill/Phan	4 seg	Touch	V,S	3 turns/level	1 to 4 persons	—
□□□□ Elenwyd's Miracle Diet	(HJ-5 12)	Alt/Necr	5 seg	Touch	S,M	Permanent	1 overweight person	Neg.
□□□□ 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	—
□□□□ Enervation	(PHB 209)	Necr	4 seg	10 yd/level	V,S	1d4 hours + 1 hour/level	1 creature	Neg.
□□□□ Exploding Glyph	(SSG 99)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	½
□□□□ Fear	(PHB 209)	Ill/Phan	4 seg	0	V,S,M	Special	60 ft cone	Neg.
□□□□ Fire Charm	(PHB 210)	Ench/Charm	4 seg	10 yd	V,S,M	2 rnd/level	15 ft radius	Neg.
□□□□ Fire Trap	(PHB 210)	Abj/Evoc	1 turn	Touch	V,S,M	Special	Object touched	½
□□□□ Fumble	(PHB 211)	Ench/Charm	4 seg	10 yd/level	V,S,M	1 rnd/level	30 ft cube	Special
□□□□ Hallucinatory Terrain	(PHB 211)	Ill/Phan	1 turn	20 yd/level	V,S,M	1 hour/level	10 yds/level cube	—
□□□□ Illusionary Wall	(PHB 212)	Ill/Phan	4 seg	30 yd	V,S	Permanent	1x10x10 ft	—
□□□□ Improved Invisibility	(PHB 212)	Ill/Phan	4 seg	Touch	V,S	4 rnd + 1 rnd/level	1 creature	—
□□□□ 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	—
□□□□ Minor Creation	(PHB 212)	Ill/Phan	1 turn	Touch	V,S,M	1 hour/level	1 ft <sup>3</sup> /level	—
□□□□ Minor Globe of Invulnerability	(PHB 213)	Abj	4 seg	0	V,S,M	1 rnd/level	5 ft radius	—
□□□□ Monster Summoning II	(PHB 213)	Conj/Sum	4 seg	Special	V,S,M	3 rnd + 1 rnd/level	40 yd radius	—
□□□□ Phantasmal Killer	(PHB 213)	Ill/Phan	4 seg	5 yd/level	V,S,M	1 rnd/level	1 creature	Special
□□□□ Poison	(SSG 111)	Necr	4 seg	Touch	V,S	Permanent	1 creature	Neg.
□□□□ 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	—
□□□□ Rainbow Pattern	(PHB 214)	Alt/III/Phan	4 seg	10 yd	S,M	Special	30 ft cube	Neg.
□□□□ Remove Curse <sup>o</sup>	(PHB 215)	Abj	4 seg	Touch	V,S	Permanent	Special	Special
□□□□ Shadow Monsters	(PHB 215)	Ill/Phan	4 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Can memorize 2 for 1

# CONJURER (SP)

Level 4 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Silver Globes	(SSG 119)	Evoc/Conj /Sum	1 seg	3 ft/level	V,S	Instantaneous	30 ft radius	Special
Stirring Oration	(PHB 215)	Ench/Charm	1 rnd	0	V	1 turn + 1 rnd/level	20 ft radius/level	—
Vacancy	(PHB 216)	Alt/Ill/Phan	4 seg	10 yd/level	V,S,M	1 hour/level	10 ft radius/level	—
Wall of Bones <sup>1</sup>	(SSG 123)	Necr/Conj	1 rnd	60 yd	V,S,M	1 turn	10 ft square/level 6-inch thickness/level	—
Water Bomb <sup>1</sup>	(SSG 124)	Conj/Sum	1 rnd	10 yd/level	V,M	1 rnd	15 ft radius	—
Wimpel's Dispelling Screen	(SSG 125)	Abj/Evoc	5 seg	5 yd/level	V,S,M	1 rnd/level	20 ft square	—
Zargosa's Lodge of Protection	(PHB 217)	Alt/Ench	4 turn	20 yd	V,S,M	1d4 + 1 hour + 1 hour/level	30 ft <sup>2</sup> /level	—
Zombie Slave	(PHB 218)	Necr	4 seg	30 ft	V,S,M	1 hour/level	Special	—

Level 5	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Advanced Illusion	(PHB 218)	Ill/Phan	1 rnd	60 yd + 10 yd/level	V,S,M	1 rnd/level	Special	Special
Animate Dead	(PHB 218)	Necr	5 rd	10 yd	V,S,M	Permanent	Special	—
Avoidance <sup>o</sup>	(PHB 218)	Abj/Alt	5 seg	10 yd	V,S,M	Special	Up to 3 ft cube	Special
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	—
Containment	(PHB 220)	Abj	5 seg	10 ft./level	V,S,M	5 rnd/level	10 ft sq wall/level	—
Demishadow Monsters	(PHB 220)	Ill/Phan	5 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
Dismissal	(PHB 220)	Abj	1 rnd	10 yd	V,S,M	Permanent	1 creature	Neg.
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	—
Dream	(PHB 221)	Evoc/Ill /Phan	1 turn	Touch	V,S	Special	1 creature	—
Elenwyd's Fashion Sense	(HJ-5 12)	Alt/Ench	1 seg	Touch	S	Permanent	1 outfit	—
Fabricate	(PHB 222)	Ench/Alt	spec.	5 yd/level	V,S,M	Permanent	1 yd <sup>3</sup> /level	—
Fandango's Fiery Constrictor <sup>1</sup>	(SSG 99)	Conj/Sum	6 seg	10 yd/level	V,S,M	1 rnd/level	1 fire source	Special
Feeblemind	(PHB 222)	Ench/Charm	5 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
Force Shapechange	(SSG 101)	Necr	5 seg	10 yd/level	V,S,M	Instantaneous	1 creature/level	½
Gabal's Permenant Magical Aura	(DIN 44)	Ill/Phan	5 rd	Touch	V,S,M	Permanent	Special	Special
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 Jar	(PHB 223)	Necr	1 rnd	10 yd/level	V,S,M	Special	1 creature	Special
Magic Staff	(SSG 107)	Ench/Charm	spec.	Touch	V,S,M	Special	Caster's staff	—
Major Creation	(PHB 223)	Ill/Phan	1 turn	10 yd	V,S,M	Special	Special	—
Monster Summoning III	(PHB 223)	Conj/Sum	5 seg	Special	V,S,M	4 rnd + 1 rnd/level	50 yd radius	—
Mummy Rot	(SSG 110)	Necr	5 seg	Touch	V,S,M	1 rnd/level	1 victim	Special
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	—
Seeming	(PHB 224)	Ill/Phan	5 seg	10 ft. rad	V,S	12 hours	1 person/2 levels	—
Sensory Control	(POS 41)	Ill	4 seg	Caster	V,S	24 hours	Caster	Special
Shadow Door	(PHB 224)	Ill/Phan	2 seg	10 yd	S	1 rnd/level	Special	—
Shadow Magic	(PHB 224)	Ill/Phan	5 seg	50 yd + 10 yd/level	V,S	Special	Special	Special
Smoking Sphere of DOOM	(HJ13 16)	Alt/Necr	5 seg	300 yd	V,S,M	1 rnd/level	10 ft diameter/level	Special
Spell Shield	(SSG 120)	Abj	1 rnd	Touch	V,S,M	2 rnd/level	1 creature	—
Summon Shadow	(PHB 224)	Conj/Sum /Necr	5 seg	10 yd	V,S,M	1 rnd + 1 rnd/level	10 ft cube	—
Tempus Fugit <sup>o</sup>	(PHB 225)	Ill/Phan	5 seg	0	V,S	5 turns/level	10 ft radius	—
Throbbing Bones	(SSG 121)	Necr	3 seg	10 yd	V,M	1 rnd/level	1 creature	½
Touch of Death	(PHB 225)	Necr	5 seg	Touch	V,S	Permanent	1 living creature	Neg.
Wall of Thorns <sup>1</sup>	(SSG 123)	Conj/Sum	1 rnd	80 yd	V,S,M	1 turn/level	One 10 ft cube/level	—

Level 6	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Aliron's Dark Graft	(SSG 89)	Necr	3 seg	Touch	V,S,M	Permanent	1 creature	Neg.
Anti-Magic Shell	(PHB 226)	Abj	1 seg	0	V,S	1 turn/level	1ft/level diameter	—
Break Hex	(PHB 227)	Abj	1 rnd	20 ft	V,S	Permanent	Special	—
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	—
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.
Dead Man's Eyes	(SSG 95)	Necr	1 rnd	Special	S,M	1 rnd/level	Special	Special

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Can memorize 2 for 1

# CONJURER (SP)

Level 6 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Death Spell	(PHB 228)	Necr	6 seg	10 yd/level	V,S,M	Instantaneous	30 ft cube/level	–
Demi-Shadow Magic	(PHB 228)	Ill/Phan	6 seg	60 yd + 10 yd/level	V,S	Special	Special	Special
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.
Eyebite	(PHB 230)	Ench/Ill	6 seg	20 yd	V,S	1 rnd/3 level	1 creature	Special
Geas	(PHB 230)	Ench/Charm	4 seg	10 yd	V	Special	1 creature	–
Globe of Invulnerability	(PHB 231)	Abj	1 rnd	0	V,S,M	1 rnd/level	5 ft radius	–
Guards and Wards	(PHB 231)	Evoc/Alt /Ench/Char	3 turns	0	V,S,M	1 hour/level	Special	–
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	–
Invulnerability to Magical Weapons	(SSG 105)	Abj	3 seg	0	V,M	1 rnd/level	5 ft radius	–
Limited Wish <sup>1</sup>	(PHB 238)	Conj/Sum /Evoc	spec.	Unlimited	V	Special	Special	Special
Mass Suggestion	(PHB 232)	Ench/Charm	6 seg	30 yd	V,M	4 turns + 4/level	1 creature/level	Neg.
Mirage Arcana	(PHB 232)	Ill/Phan/Alt	spec.	10 yd/level	V,S(M)	Special	10 ft/level radius	–
Mislead	(PHB 233)	Ill/Phan	1 seg	10 yd	S	1 rnd/level	Special	–
Monster Summoning IV	(PHB 233)	Conj/Sum	6 seg	Special	V,S,M	5 rnd + 1 rnd/level	60 yd radius	–
Perpetual Illusion	(PHB 233)	Ill/Phan	6 seg	10 yd/level	V,S,M	Permanent	Special	Special
Phantasmagoria	(PHB 233)	Ill/Phan	6 seg	6 ft.	V,S	1 rnd/level	Special	Neg.
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	–
Prismatic Wall <sup>1</sup>	(PHB 239)	Conj/Sum	7 seg	10 yd	V,S	1 turn/level	Special	Special
Programmed Illusion	(PHB 234)	Ill/Phan	6 seg	10 yd/level	V,S,M	Special	Special	Special
Project Image	(PHB 234)	Alt/Ill/Phan	6 seg	10 yd/level	V,S,M	1 rnd/level	Special	–
Reincarnation	(PHB 234)	Necr	1 turn	Touch	V,S,M	Permanent	person touched	–
Repulsion	(PHB 234)	Abj	6 seg	0	V,S,M	1 rnd/2 level	10 ft x 10 ft	–
Shades	(PHB 234)	Ill/Phan	6 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
Spiritwrack	(PHB 235)	Evoc/Abj	spec.	1 ft. + 1 ft./level	V,M	Special	Special	Special
Tentacles	(SSG 121)	Alt/Conj	1 rnd	0	V,M	1 turn/level	Caster	–
Veil	(PHB 235)	Ill/Phan	6 seg	10 yd/level	V,S	1 turn/level	20 ft cube/level	–
Zargosa's Instant Summons <sup>1</sup>	(PHB 242)	Conj/Sum	1 seg	Special	V,S,M	Instantaneous	1 small object	–
Zargosa's Opulent <sup>1</sup> Manor House	(PHB 242)	Alt	7 rd	10 yd	V,S,M	1 hour/level	300 ft <sup>2</sup> /level	–

  

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	–
Banishment	(PHB 236)	Abj	7 seg	20 yd	V,S,M	Instantaneous	60 ft radius	Special
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.
Control Undead	(PHB 237)	Necr	1 rnd	60 ft.	V,S,M	3d4 rnd + 1 rnd/level	1d6 undead	Special
Create Major Helm	(HJM 122)	Ench/Charm	1 turn	10 yd	V,S,M	1 day/level	1 item	–
			per level					
Finger of Death	(PHB 237)	Necr	5 seg	60 yd	V,S	Permanent	1 creature	Neg.
Harm	(SSG 103)	Necr	7 seg	Touch	V,S	Instantaneous	1 creature	–
Major Domination	(SSG 108)	Ench/Charm	7 seg	10 yd/level	V,S	Special	1 creature	Neg.
Mass Invisibility	(PHB 238)	Ill/Phan	7 seg	10 yd/level	V,S,M	Special	60 x 60 yds	–
Merrywether's Dramatic Death	(SSG 109)	Ill/Phan	1 seg	10 yd/level	V,S	3 rnd/level	Special	–
Monster Summoning V	(PHB 238)	Conj/Sum	6 seg	Special	V,S,M	6 rnd + 1 rnd/level	70 yd radius	–
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	–
Sequester	(PHB 239)	Ill/Phan/Abj	7 seg	Touch	V,S,M	1 wk + 1 day/level	2 ft cube/level	Special
Shadow Walk	(PHB 239)	Ill/Ench	1 seg	Touch	V,S	6 turns/level	Special	–
Shadowcat	(SSG 119)	Ill	3 seg	10 yd/level	V,S,M	1 turn/level	Special	–
Simulacrum	(PHB 239)	Ill/Phan	spec.	Touch	V,S,M	Permanent	1 creature	–
Spell Turning	(PHB 240)	Abj	7 seg	0	V,S,M	Up to 3 rnd/level	Caster	–
Steal Enchantment	(SSG 120)	Ench/Charm	1 hr	Touch	V,S,M	Instantaneous	1 item	Neg.
Symbol <sup>1</sup>	(PHB 247)	Conj/Sum	8 seg	Touch	V,S,M	Special	Special	Special
Trap the Soul <sup>1</sup>	(PHB 248)	Conj/Sum	spec.	10 yd	V,S,M	Special	1 creature	Special
Truename	(PHB 241)	Ench/Alt	spec.	3 ft.	V,S	Special	Thing named	Neg.
Tybal't's Planar Pacifier	(SSG 122)	Alt/Ench	1 rnd	Touch	V,S,M	1 day/level	Special	–
			per item					
Volley	(PHB 241)	Abj	1 seg	Special	V,S,M	Special	Special	Special
Zarba's Sphere of Insanity	(PHB 242)	Ench/Charm	7 seg	10 ft./level	V,S,M	Special	1 creature	Special
Zombie Double	(SSG 126)	Necr	1 turn	0	V,S,M	1 turn/level	Special	–

<sup>0</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Can memorize 2 for 1

# CONJURER (SP)

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
Clone	(PHB 243)	Necr	1 turn	Touch	V,S,M	Permanent	1 clone	—
Conjure Greater Elemental	(HJ-11 8)	Conj/Sum	1 turn	60 yd	V,S,M	1 turn/level	Special	—
Death Chain	(SSG 95)	Necr	1 rnd	5 yd/level	V,S,M	10 min/level	20 ft radius sphere	Neg.
Defoliate	(SSG 95)	Necr	1 rnd	30 yd	S,M	Special	50 ft square/level	—
Demand	(PHB 244)	Evoc/Ench/Charm	1 turn	Unlimited	V,S,M	Special	1 creature	Special
Dispel Enchantment	(SSG 97)	Abj	8 seg	0 or touched	V,S,M	Special	120 ft radius or item touched	—
Elemental Transference	(COB 123)	Alt/Elem	8 seg	10 yd	V,S,M	1 rnd/level	Caster	—
Gandle's Spell Immunity	(PHB 244)	Abj	spec.	Touch	V,S,M	1 turn/level	creature(s) touched	—
Grasping Death	(PHB 244)	Conj/Sum	3 seg	5 yd/2 levels	V,S	Permanent	1 creature	—
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	—
Mind Blank	(PHB 245)	Abj	1 seg	20 yd	V,S	1 day	1 creature	—
Mind Maze	(SSG 109)	Ill/Phan	5 seg	10 yd/level	V,S	Special	1 creature	½
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	—
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	—
Prismatic Sphere <sup>1</sup>	(PHB 251)	Abj/Conj/Sum	7 seg	0	V	1 turn/level	20 ft diameter sphere	Special
Screen	(PHB 247)	Div/Ill	1 turn	0	V,S	1 hour/level	30 ft cube/level	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
Wish <sup>1</sup>	(PHB 252)	Conj/Sum	spec.	Unlimited	V	Special	Special	Special

Level 9	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Alter Reality	(SSG 90)	Conj/Ill	spec.	Unlimited	V	Special	Special	Special
Create Lich Master	(TUH 39)	Necr	25 hr	Personal	V,S,M	Permanent	1 creature	Special
Death Rune	(PHB 249)	Necr	9 seg	60 ft.	V,S,M	Permanent	1 creature	Neg.
Demon Flame	(PHB 249)	Conj/Sum	9 seg	Caster	V,S,M	1 turn + 1 rnd/level	10 ft radius	½
Elemental Aura	(SSG 98)	Abj/Evoc	1 rnd	0	V	1 hour/level	Caster	—
Energy Drain	(PHB 249)	Evoc/Necr	3 seg	Touch	V,S,M	Permanent	1 creature	—
Fawlgar's Grasping Death	(PHB 249)	Necr	9 seg	5 ft./level	V,S,M	Instantaneous	1 creature	Special
Gate	(PHB 250)	Conj/Sum	9 seg	30 yd	V,S	Special	Special	—
Hyptor's Disjunction	(PHB 250)	Alt/Ench	9 seg	0	V	Instantaneous	30 ft radius	Special
Immunity to Undeath	(SSG 105)	Necr/Abj	1 rnd	0	V,S,M	1 rnd/level	40 ft radius	—
Imprisonment <sup>o</sup>	(PHB 250)	Abj	9 seg	Touch	V,S	Permanent	1 creature	—
Jebidiah's Ultimate Circle	(SSG 106)	Abj	9 rd	0	V,S,M	1 turn/level	Circle, up to 40 ft in diam.	—
Mass Domination	(SSG 108)	Ench/Charm	9 seg	60 yd	V,S	Special	30 ft cube	Special
Master Undead	(SSG 109)	Necr	9 seg	10 yd/level	V,S,M	5 rnd/level	50 ft cube	Neg.
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	—
Programmed Amnesia	(SSG 115)	Ench/Charm	spec.	20 yd	V,S	Special	1 creature	Special
Shadow Creep	(SSG 119)	Ill/Phan	9 seg	10 yd/level	V,S,M	Permanent	Special	—
Succor	(PHB 251)	Alt/Ench	1 to 4 days	Touch	V,S,M	Special	1 individual	—
Weird	(PHB 252)	Ill/Phan	9 seg	30 yd	V,S	Concentration	20 ft radius	Special

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Can memorize 2 for 1