

DS ABJURER

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 ²	(PHB 175)	Abj/Evoc	1 rnd	10 yd	V,S,M	4 hours + .5hours/level	Special	—
Animate Dead Animals	(SSG 90)	Necr	1 rnd	10 yd	V,S,M	1 wk/level	Special	—
Armor	(PHB 175)	Conj	1 rnd	Touch	V,S,M	Special	1 creature	—
Aura of Innocence	(PHB 175)	Ench/Charm	1 seg	1 yd/level	V,S,M	3 rnd/level	1 person	Neg.
Bash Door	(PHB 175)	Evoc	1 seg	30 yd	V,S	Instantaneous	1 door	—
Befriend	(PHB 176)	Ench/Charm	1 seg	0	V,S,M	1d4 rnd + 1 rnd/level	60 ft radius	Special
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.
Chromatic Orb	(PHB 177)	Alt/Evoc	1 seg	30 ft	V,S,M	Special	1 creature	Special
Conjure Mount	(PHB 178)	Conj/Sum	1 turn	10 yd	V,S,M	2 hours + 1 hour/level	1 mount	—
Copy	(SSG 94)	Evoc	1 rnd	Special	V,S,M	Instantaneous	1 object	Special
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) ³	—
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	—
Disable Hand	(SSG 97)	Necr	1 seg	10 yd	V,S,M	Special	1 hand	Neg.
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	—
Exterminate	(SSG 99)	Necr	1 seg	10 ft	V,S,M	Instantaneous	1 small creature or 1 ft ³ /level	—
Filter ¹	(SSG 100)	Abj	2 seg	Touch	V,M	1 turn/level	10 ft radius sphere around creature touched	—
Find Familiar	(PHB 179)	Conj/Sum	2d12 hr	1 mile/level	V,S,M	Special	1 familiar	Special
Fireball, Sidewinder Factor 1	(PHB 180)	Evoc	1 seg	1 mile max	V,S,M	1 rnd/level	10 ft radius	½
Fog Vision	(PHB 180)	Div	1 seg	Touch	V,S,M	1 turn/level	1 person	—
Grease	(PHB 180)	Conj	1 seg	10 yd	V,S,M	3 rnd + 1 rnd/level	10 x 10 ft	Special
Haarpang's Floating Cart	(PHB 181)	Evoc	1 seg	20 yd	V,S,M	6 hours + 1 hour/level	Special	—
Haupnotism	(PHB 181)	Ench/Charm	1 seg	5 yd	V,S	1 rnd + 1 rnd/level	30 ft cube	Neg.
Icy Blast	(HJ-16 5)	Inv	1 seg	10 ft	V,S	Instantaneous	Caster	½
Identify	(PHB 181)	Div	spec.	0	V,S,M	1 rnd/level	1 item/level	—
Jack Punch	(SSG 105)	Evoc	1 seg	5 yd/level	V,S	Instantaneous	1 creature	—
Kachirut's Exploding Palm	(SSG 106)	Evoc	1 seg	Touch	V,S	Instantaneous	1 target	½
Magic Missile	(PHB 182)	Evoc	1 seg	60 yd + 10 yd/level	V,S	Instantaneous	1-5 targets/10 ft sq	—
Magic Missile Reflection ¹	(SSG 107)	Abj/Alt	2 seg	Touch	V,S,M	2 rnd + 1 rnd/level	1 creature	—
Magic Shield	(PHB 182)	Evoc	1 seg	0	V,S	5 rnd/level	Special	—
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.
Pinpoint Familiar ^o	(WW 41)	Div	3 seg	0	V,S,M	1 rnd/level	20 yards/level	—
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	—
Preserve ¹	(PHB 194)	Abj	2 rd	Touch	V,S,M	Permanent	Special	—
Protection from Cantrips ¹	(PHB 195)	Abj	1 rnd	Touch	V,S	5 hours + 1 hour/level	1 creature or object	—
Protection from Evil ²	(PHB 184)	Abj	1 seg	Touch	V,S,M	2 rnd/level	1 creature	—
Protection from Sunburn ²	(SSG 116)	Abj	1 seg	0	S,M	1 day/level	10 ft radius	—
Protective Amulet ²	(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.
Ralph's Placid Arrow	(SSG 116)	Necr	1 seg	180 yd	V,S,M	Special	1 creature	Neg.
Read Magic	(PHB 184)	Div	1 rnd	0	V,S,M	2 rnd/level	Special	—
Remove Fear ²	(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 /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	—
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	—
Smoky Servant	(HJ-13 16)	Alt/Conj	1 seg	0	V,S,M	1hours/level	30 ft radius	—

^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
□□□□ Taunt	(PHB 185)	Ench	1 seg	60 yd	V,S,M	1 rnd	30 ft radius	Neg.
□□□□ Unseen Servant	(PHB 186)	Conj/Sum	1 seg	0	V,S,M	4 hours + 1 hour/level	30 ft radius	—
□□□□ Wall of Fog	(PHB 186)	Evoc	1 seg	30 yd	V,S,M	2d4 rnd + 1 rnd/level	Special	—
□□□□ Write	(PHB 186)	Evoc	1 rnd	0	V,S,M	1 hour/level	1 spell inscription	Special
□□□□ Yudder's Whistle of Hell's Gate	(PHB 187)	Evoc	1 seg	5 yd rad/level	V,S,M	1 rnd/level	5 yd radius/level	Special
Level 2	Book	School	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
□□□□ 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	—
□□□□ Chain of Fire	(PHB 187)	Evoc	2 seg	30 yd	V,S,M	Special	Special	—
□□□□ Choke	(SSG 93)	Necr/Conj	2 seg	30 yd	V,S,M	1 rnd/level	1 creature	½
□□□□ Cloud of Pummeling Fists	(PHB 188)	Evoc	2 seg	1 yd/level	V,S,M	2 rnd	10 ft radius	—
□□□□ Create Greater Obstacle	(BTS 23)	Conj	3 seg	100 ft + 10 ft/level	V,S,M	1 turn + 1 rnd/level	Special	—
□□□□ Death Recall	(SSG 95)	Necr/Div	1 rnd	Touch	V,S,M	Special	1 corpse	—
□□□□ Deeppockets	(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	—
□□□□ Disable Foot	(SSG 97)	Necr	1 seg	10 yd	V,S,M	Special	1 ft	Neg.
□□□□ Disable Wing	(PF 63)	Necr	2 seg	10 yd	V,S,M	Special	1 wing	Neg.
□□□□ Dispel Magic ¹	(PHB 199)	Abj	3 seg	120 yd	V,S	Instantaneous	30 ft cube	—
□□□□ Dispel Silence ¹	(SSG 97)	Abj/Alt	3 seg	0	S,M	1 rnd/level	10 ft radius sphere/level	—
□□□□ ESP	(PHB 189)	Div	2 seg	0	V,S,M	1 rnd/level	5 yds/level	—
□□□□ Fihrsid's Horrid Armor	(SSG 100)	Necr	3 seg	Special	V,S,M	1d6 day/level	Special	—
□□□□ Find Traps	(SSG 100)	Div	4 seg	0	V,S,M	3 turns	10 ft x 30 yds	—
□□□□ Fireball, Sidewinder Factor 2	(PHB 190)	Evoc	2 seg	1 mile max	V,S,M	1 rnd/level	10 ft radius	½
□□□□ Fireball, Skipping Betty	(PHB 189)	Evoc	2 seg	1 mile	V,S,M	1 rnd/level	10 ft radius	½
□□□□ Flaming Sphere	(PHB 191)	Evoc	2 seg	10 yd	V,S,M	1 rnd/level	3 ft radius	Neg.
□□□□ Flock of Diving Ducks	(WW 40)	Evoc/Phan	2 seg	3 yd + 1 yd/level	V,S,M	1-3 rnd	20 foot radius	—
□□□□ 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	—
□□□□ Ghoul Touch	(SSG 102)	Necr	2 seg	0	V,S,M	1 rnd/level	1 person	Special
□□□□ Glitterdust	(PHB 191)	Conj/Sum	2 seg	10 yd/level	V,S,M	Special	20 ft cube	Special
□□□□ Glyph of Ice ¹	(SSG 102)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	Special
□□□□ Glyph of Sniping ¹	(SSG 103)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	½
□□□□ Heat Seeking Fist of Thunder	(PHB 191)	Evoc	2 seg	100 ft	V,S,M	Instantaneous	30 ft cube	½
□□□□ Ice Knife	(SSG 104)	Evoc	1 rnd	Special	V,S,M	Instantaneous	Special	Neg.
□□□□ Kachirut's Kinetic Strike	(SSG 106)	Evoc	2 seg	3 yd/level	V,S	Instantaneous	1 target	½
□□□□ Know Alignment	(PHB 193)	Div	1 rnd	10 yd	V,S	1 rnd/level	Special	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 of Skewering	(PHB 193)	Evoc	2 seg	60 ft. + 10 ft./level	V,S	Instantaneous	Special	—
□□□□ Magic Missile, Sidewinder	(SSG 107)	Evoc	2 seg	60 yd + 10 yd/level	V,S	Instantaneous	1-8 targets in a 50 ft square	—
□□□□ 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.
□□□□ Non-Detection ¹	(PHB 203)	Abj	3 seg	Touch	V,S,M	1 hour/level	1 creature or item	—
□□□□ 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
□□□□ Proof from Teleport ¹	(SSG 116)	Abj	2 turn	0	V,S,M	2 hours/level	10 yd radius/level	—
□□□□ Protection from ¹ Normal Missiles	(ZG 116)	Abj/Alt	6 seg	0	V, S, M	5 rnds/level	10 ft radius	—
□□□□ Quarantine ¹	(SSG 116)	Abj	3 seg	10 yd	V,S,M	1 day/level	20 ft radius/level	Neg.
□□□□ 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	—
□□□□ Scare	(PHB 196)	Ench/Charm	2 seg	30 yd + 10 yd/level	V,S,M	1d4 rnd + 1 rnd/level	15 ft radius	Special
□□□□ Shield Screen	(SSG 119)	Evoc	2 seg	0	V,S	3 rnd/level	Special	—
□□□□ Slow Healing	(SSG 120)	Necr	1 seg	5 yd/level	V,S,M	1 hour/level	1 creature	Neg.
□□□□ Spectral Hand	(PHB 196)	Necr	2 seg	30 yd + 5 yd/level	V,S	2 rnd/level	1 opponent	—

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Level 2 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Spider Charm	(ATG 95)	Ench/Charm	5 seg	30 yd	V,S	Special	30 ft cube	—
□□□□ Spy of Derijnah	(SSG 120)	Necr	5 seg	5 feet	V,S,M	1 hour/level	Special	—
□□□□ Stinking Cloud	(PHB 196)	Evoc	2 seg	30 yd	V,S,M	1 rnd/level	20 ft cube	Special
□□□□ Summon Swarm	(PHB 196)	Conj/Sum	2 seg	60 yd	V,S,M	Special	10 ft cube	Neg.
□□□□ Total Control	(PHB 197)	Ench/Charm	2 seg	10 yd/level	V	2 rnd/level	1 creature	Neg.
□□□□ Ward Off Evil ^{o1}	(PHB 206)	Abj	3 seg	Touch	V,S,M	2 rnd/level	10 ft radius	—
□□□□ Web	(PHB 197)	Evoc	2 seg	5 yd/level	V,S,M	2 turns/level	8,000 ft ³	Special
□□□□ Whip	(PHB 197)	Evoc	2 seg	1 ft.	V,S,M	1 rnd/level	Special	Special
□□□□ Whispering Wind	(PHB 197)	Alt/Phan	2 seg	1 mile/level	V,S	Special	2 ft radius	—
□□□□ Zed's Crystal Dagger	(SSG 126)	Conj/Evoc	2 seg	0	V,S,M	2 rnd + 1 rnd/level	Summons 1 dagger	—
□□□□ 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
□□□□ Ajamar's Greater Swarm	(HJ-11 8)	Conj/Sum	2 seg	Special	V,S,M	Special	30 ft cube	Neg.
□□□□ Bash Face	(PHB 198)	Evoc	3 seg	10 ft. + 1 ft./level	V,S,M	Instantaneous	1 target	—
□□□□ Bone Club	(SSG 92)	Necr/Ench	1 rnd	0	V,M	1 rnd/level	1 bone	—
□□□□ Charm Undead	(PHB 198)	Necr	3 seg	10 ft./level	V,S,M	Permanent	1 undead creature	—
□□□□ Circle of Protection ¹	(SSG 93)	Abj	1 rnd	0	V,S,M	1 turn/level	10 ft radius circle	—
□□□□ 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	—
□□□□ Delay Death	(SSG 95)	Necr/Ench	1 rnd	30 yd	V,S,M	1 turn/level	1 creature	—
□□□□ 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
□□□□ Exploding Glyph ¹	(SSG 99)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	½
□□□□ Feign Death	(PHB 200)	Necr	1 seg	Touch	V,S	1 hour + 1 turn/level	1 creature	—
□□□□ Fire Trap ¹	(PHB 279)	Abj/Evoc	1 turn	Touch	V,S,M	Object touched	Until discharged	½
□□□□ Fireball	(PHB 200)	Evoc	3 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	½
□□□□ Fireball, Scatter-Blast	(PHB 200)	Evoc	3 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	1d6 10 ft radius sphere	½
□□□□ Fireball, Sidewinder Factor 3	(PHB 200)	Evoc	3 seg	1 mile max.	V,S,M	1 rnd/level	10 ft radius	½
□□□□ Flame Arrow	(PHB 201)	Conj/Sum	3 seg	30 yd + 10 yd/level	V,S,M	1 rnd	Special	—
□□□□ Grounded	(PF 63)	Abjur	3 seg	10 ft. + 10 ft./level	V,S	1 min/level	1 creature	Neg.
□□□□ Hold Person	(PHB 201)	Ench/Charm	3 seg	120 yd	V,S,M	2 rnd/level	Special	Neg.
□□□□ Hold Undead	(PHB 202)	Necr	5 seg	60 ft	V,S,M	1d4 rnd + 1 rnd/level	1d3 undead	Neg.
□□□□ Hovering Skull	(SSG 104)	Necr	4 seg	Special	V,S,M	2 rnd/level	Special	—
□□□□ Icy Sphere	(HJ-16 5)	Evoc	5 seg	10 yd/level	V,S,M	1 rnd/2 level	10 yds/level	½
□□□□ Lightning Bolt	(PHB 202)	Evoc	3 seg	40 yd + 10 yd/level	V,S,M	Instantaneous	Special	½
□□□□ 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	—
□□□□ Minor Globe of Invulnerability ¹	(PHB 213)	Abj	4 seg	0	V,S,M	1 rnd/level	5 ft radius	—
□□□□ 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	—
□□□□ 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
□□□□ Pain Touch	(SSG 111)	Necr	3 seg	Touch	V,M	1 rnd/level	1 creature	—
□□□□ 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	—
□□□□ Preemptive Strike	(PHB 204)	Evoc	1 rnd	Caster	V,S,M	1 hour/level	5 ft radius	½
□□□□ Remove Curse ^{o1}	(PHB 215)	Abj	4 seg	Touch	V,S	Permanent	Special	Special
□□□□ 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	—
□□□□ Sepia Snake Sigil	(PHB 205)	Conj/Sum	3 seg	5 yd	V,S,M	Special	1 sigil	—
□□□□ Sligderlisp's Noxious Depilatory Cloud	(WDM 38)	Evoc	4 seg	15 yd	V,S,M	2 rnd + 1 rnd/level	40 x 20 x 20 cloud	Neg.
□□□□ Smoke Bomb	(HJ-13 16)	Alt/Evoc	3 seg	30 ft	V,S,M	Instantaneous	Special	—
□□□□ Smoke Visions	(HJ-13 16)	Alt/Div	3 seg	5 ft	V,S,M	1 turn	5'x5'x1'	—
□□□□ Spyware	(HJ-20 15)	Evoc	1 rnd	Touch	S,M	Permanent	1 spellbook	Special
□□□□ Suggestion	(PHB 206)	Ench/Charm	3 seg	30 yd	V,M	1 hour + 1hours/level	1 creature	Neg.
□□□□ Sure Grip Snare	(PHB 206)	Evoc	1 rnd	10 ft	V,S,M	1 hour/level	Special	Neg.

^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
□□□□ Vampiric Touch	(PHB 206)	Necr	3 seg	0	V,S	1 touch	Caster	—
□□□□ Wall of Water	(SSG 123)	Evoc	3 seg	30 yd	V,S,M	Special	Special	—
□□□□ Wimpel's Dispelling Screen ¹	(SSG 125)	Abj/Evoc	5 seg	5 yd/level	V,S,M	1 rnd/level	20 ft square	—
□□□□ Yargrove's Eidolon	(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	—

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	—
□□□□ Avoidance ²	(PHB 218)	Abj/Alt	5 seg	10 yd	V,S,M	Special	Up to 3 ft cube	Special
□□□□ Charm Monster	(PHB 207)	Ench/Charm	4 seg	60 yd	V,S	Special	Special	Neg.
□□□□ 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.
□□□□ Delayed Magic Missile	(SSG 96)	Evoc	1 seg	80 yd + 10 yd/level	V,S	1 rnd/level	1 creature	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
□□□□ Dig	(PHB 208)	Evoc	4 seg	30 yd	V,S,M	1 rnd/level	5 ft cube/level	Special
□□□□ Dismissal ¹	(PHB 220)	Abj	1 rnd	10 yd	V,S,M	Permanent	1 creature	Neg.
□□□□ Divination Enhancement	(SSG 97)	Div	4 seg	0	V,S	2 turns + 2 rnd/level	Caster	—
□□□□ Duplicate	(SSG 98)	Conj/Sum	1 rnd	Touch	S,M	1 hour/level	1 object	—
□□□□ 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.
□□□□ 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	—
□□□□ Fireball, Land Scraper	(PHB 210)	Evoc	4 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	Special	½
□□□□ Fireball, Sidewinder Factor 4	(PHB 210)	Evoc	4 seg	1 mile max	V,S,M	1 rnd/level	10 ft radius	½
□□□□ Fireball, Volley	(PHB 210)	Evoc	4 seg	10 yd + 10 yd/level	V,S,M	Special	10 ft radius	½
□□□□ Force Grenade	(SSG 101)	Evoc	1 seg	Touch	V,S,M	1 rnd/level	1 stone	½
□□□□ 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.
□□□□ Ice Storm	(PHB 212)	Evoc	4 seg	10 yd/level	V,S,M	Special	20 or 40 ft radius	—
□□□□ Jorrel's Private Sanctum ¹	(SSG 106)	Abj/Alt	2 turn	0	V,S,M	1 hour/level	1 room	—
□□□□ 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	—
□□□□ Mist of Corraling	(PHB 213)	Evoc	1 rnd	10 ft./level	V,S,M	1 turn + 1 rnd/level	Special	—
□□□□ Monster Summoning II	(PHB 213)	Conj/Sum	4 seg	Special	V,S,M	3 rnd + 1 rnd/level	40 yd radius	—
□□□□ Omen	(SSG 111)	Div	5 rd	0	V,S	Special	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	—
□□□□ Segwick's Tool Box	(SSG 118)	Conj/Sum	1 rnd	0	V,S,M	1 turn/level	Special	—
□□□□ Shout	(PHB 215)	Evoc	1 seg	0	V,M	Instantaneous	10 x 30 ft cone	Special
□□□□ Silver Globes	(SSG 119)	Evoc/Conj/Sum	1 seg	3 ft/level	V,S	Instantaneous	30 ft radius	Special
□□□□ Sliggderlisp's Particularly Noxious Depilatory Cloud	(WDM 39)	Evoc	4 seg	15 yd + 1 yd/level	V,S,M	2 rnd + 1 rnd/level	40 x 20 x 20 cloud	Neg.
□□□□ Spell Shield ¹	(SSG 120)	Abj	1 rnd	Touch	V,S,M	2 rnd/level	1 creature	—
□□□□ Stirring Oration	(PHB 215)	Ench/Charm	1 rnd	0	V	1 turn + 1 rnd/level	20 ft radius/level	—
□□□□ Toxic Web	(ATG 94)	Evoc	4 seg	5 yd/level	V,S,M	2 turns/level	6,000 ft³	Special
□□□□ Wall of Acid	(PHB 216)	Evoc	4 seg	40 yd	V,S,M	Special	Special	—
□□□□ Wall of Fire	(PHB 216)	Evoc	4 seg	60 yd	V,S,M	Special	Special	—
□□□□ Wall of Ice	(PHB 217)	Evoc	4 seg	10 yd/level	V,S,M	1 turn/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 ft²/level	—
□□□□ Zargosa's Tentacled Fury	(PHB 217)	Conj/Sum	1 rnd	30 yd	V,S,M	1 hour/level	30 ft²/level	—
□□□□ Zombie Slave	(PHB 218)	Necr	4 seg	30 ft	V,S,M	1 hour/level	Special	—

⁰Reversible spell

¹Class spell

²Can memorize 2 for 1

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Level 5	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Animate Dead	(PHB 218)	Necr	5 rd	10 yd	V,S,M	Permanent	Special	—
Anti-Animal Shell ¹	(SSG 90)	Abj	1 rnd	0	V,S,M	1 turn/level	10 ft radius	—
Anti-Magic Shell ¹	(PHB 226)	Abj	1 seg	0	V,S	1 turn/level	1ft/level diameter	—
Break Hex ¹	(PHB 227)	Abj	1 rnd	20 ft	V,S	Permanent	Special	—
Chaos	(PHB 219)	Ench/Charm	5 seg	5 yd/level	V,S,M	1 rnd/level	Up to 40 ft cube	Special
Cloudkill	(PHB 219)	Evoc	5 seg	10 yd	V,S	1 rnd /level	40 x 20 x 20 ft cloud	—
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	—
Containment	(PHB 220)	Abj	5 seg	10 ft./level	V,S,M	5 rnd/level	10 ft sq wall/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	—
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 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.
Fireball, Sidewinder Factor 5	(PHB 222)	Evoc	5 seg	1 mile max	V,S,M	1 rnd/level	10 ft radius	½
Fireball, Torrential	(PHB 222)	Evoc	5 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	40 ft radius	½
Force Shapechange	(SSG 101)	Necr	5 seg	10 yd/level	V,S,M	Instantaneous	1 creature/level	½
Globe of Invulnerability ¹	(PHB 231)	Abj	1 rnd	0	V,S,M	1 rnd/level	5 ft radius	—
Haarpang's Polar Screen	(SSG 103)	Evoc	5 seg	5 yd/level	V,S,M	5 rnd/level	20 ft square	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	—
Invulnerability to ¹ Magical Weapons	(SSG 105)	Abj	3 seg	0	V,M	1 rnd/level	5 ft radius	—
Lygg'l's Cone of Cold	(PHB 223)	Evoc	5 seg	0	V,S,M	Instantaneous	Special	½
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	—
Manor's Mindsight	(SSG 108)	Alt/Div	6 seg	0	V,S,M	5 rnd/level	20 ft + 5 ft/level	—
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	—
Preston's Moonbow	(SSG 115)	Evoc	5 seg	10 yd/level	V,S,M	1 to 4 rnd	Special	—
Repulsion ¹	(PHB 234)	Abj	6 seg	0	V,S,M	1 rnd/2 level	10 ft x 10 ft	—
Segwick's Seeking	(SSG 118)	Div	5 seg	40 ft	V,S,M	9 rnd	Caster	—
Sending	(PHB 224)	Evoc	1 turn	Unlimited	V,S,M	Special	1 creature	—
Shincock's Major Missile	(SSG 119)	Evoc	5 seg	60 yd + 10 yd/level	V,S	Instantaneous	1 creature	—
Smoking Sphere of DOOM	(HJ13 16)	Alt/Necr	5 seg	300 yd	V,S,M	1 rnd/level	10 ft diameter/level	Special
Spiritwrack ¹	(PHB 235)	Evoc/Abj	spec.	1 ft. + 1 ft./level	V,M	Special	Special	Special
Stone Sphere	(PHB 224)	Evoc	5 seg	1 yd/level	V,S,M	Permanent	Special	Special
Summon Shadow	(PHB 224)	Conj/Sum /Necr	5 seg	10 yd	V,S,M	1 rnd + 1 rnd/level	10 ft cube	—
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 Bones	(SSG 123)	Necr/Conj	1 rnd	60 yd	V,S,M	1 turn	10 ft square/level 6-inch thickness/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 of Force	(PHB 225)	Evoc	5 seg	30 yd	V,S,M	1 turn + 1 rnd/level	10 ft sq/level	—
Wall of Iron	(PHB 226)	Evoc	5 seg	5 yd/level	V,S,M	Permanent	Special	—
Wall of Stone	(PHB 226)	Evoc	5 seg	5 yd/level	V,S,M	Permanent	Special	—
Water Bomb	(SSG 124)	Conj/Sum	1 rnd	10 yd/level	V,M	1 rnd	15 ft radius	—
Wizard's Oracle	(SSG 126)	Div	1 turn	0	V,S,M	Special	Special	—
Zarba's Guardian Hand	(PHB 226)	Evoc	5 seg	10 yd/level	V,S,M	1 rnd/level	Special	—

⁰Reversible spell

¹Class spell

²Can memorize 2 for 1

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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.
□□□□ Banishment ¹	(PHB 236)	Abj	7 seg	20 yd	V,S,M	Instantaneous	60 ft radius	Special
□□□□ Body Heat Activation Spell	(PHB 226)	Evoc	1 turn	20 ft./level	V,S,M	1 day/level	10 ft cube/level	Special
□□□□ Bradley's Besieging Bolt	(SSG 92)	Evoc	1 rnd	Special	V,S,M	1 rnd/level	Special	—
□□□□ Chain Lightning	(PHB 227)	Evoc	5 seg	40 yd + 5 yd/level	V,S,M	Instantaneous	Special	½
□□□□ 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	—
□□□□ Contingency	(PHB 227)	Evoc	1 turn	0	V,S,M	1 day/level	Caster	—
□□□□ 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
□□□□ Death Fog	(PHB 228)	Alt/Evoc	6 seg	30 yd	V,S,M	1d4 rnd + 1/level	Two 10 ft cubes/level	—
□□□□ Death Spell	(PHB 228)	Necr	6 seg	10 yd/level	V,S,M	Instantaneous	30 ft cube/level	—
□□□□ Detect Ulterior Motives	(SSG 97)	Div	6 seg	0	V,S,M	1 rnd/level	10 ft/level	—
□□□□ Enchant an Item	(PHB 229)	Ench/Evoc	spec.	Touch	V,S,M	Special	1 item	Neg.
□□□□ Ensnalement	(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
□□□□ Fandango's Fiery Constrictor	(SSG 99)	Conj/Sum	6 seg	10 yd/level	V,S,M	1 rnd/level	1 fire source	Special
□□□□ Fireball, Proximity Fused	(PHB 230)	Evoc	6 seg	10 yd + 10 yd/level	V,S,M	1 rnd/level	20 ft radius	½
□□□□ Fireball, Show-No-Mercy	(PHB 230)	Evoc	6 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	½
□□□□ Gauntlet of Teeth	(SSG 102)	Evoc	5 seg	10 ft/level	V,S,M	6 rnd	Special	½
□□□□ Geas	(PHB 230)	Ench/Charm	4 seg	10 yd	V	Special	1 creature	—
□□□□ Guards and Wards	(PHB 231)	Evoc/Alt /Ench/Char	3 turns	0	V,S,M	1 hour/level	Special	—
□□□□ Haarpang's Magnificent Sphere of Freezing	(PHB 231)	Alt/Evoc	6 seg	Special	V,S,M	Special	Special	Special
□□□□ Haarpang's Orb of Containment	(SSG 103)	Evoc	1 rnd	30 yd	V,S,M	Special	6 in sphere	—
□□□□ Invisible Stalker	(PHB 231)	Conj/Sum	1 rnd	10 yd	V,S,M	Special	Special	—
□□□□ Karnaa'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	—
□□□□ Mass Suggestion	(PHB 232)	Ench/Charm	6 seg	30 yd	V,M	4 turns + 4/level	1 creature/level	Neg.
□□□□ Monster Summoning IV	(PHB 233)	Conj/Sum	6 seg	Special	V,S,M	5 rnd + 1 rnd/level	60 yd radius	—
□□□□ 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	—
□□□□ Reincarnation	(PHB 234)	Necr	1 turn	Touch	V,S,M	Permanent	person touched	—
□□□□ 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
□□□□ Snap Drake	(SSG 120)	Evoc	3 seg	10 ft/level	V,S	Instantaneous	1 creature	½
□□□□ Spell Turning ¹	(PHB 240)	Abj	7 seg	0	V,S,M	Up to 3 rnd/level	Caster	—
□□□□ Tentacles	(SSG 121)	Alt/Conj	1 rnd	0	V,M	1 turn/level	Caster	—
□□□□ True Seeing	(PHB 235)	Div	1 rnd	Touch	V,S,M	1 rnd/level	line of sight	—
□□□□ Volley ¹	(PHB 241)	Abj	1 seg	Special	V,S,M	Special	Special	Special
□□□□ Wall of Thorns	(SSG 123)	Conj/Sum	1 rnd	80 yd	V,S,M	1 turn/level	One 10 ft cube/level	—
□□□□ Zarba's Shoving Hand	(PHB 236)	Evoc	6 seg	10 yd/level	V,S,M	1 rnd/level	Special	—

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.
□□□□ 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					
□□□□ Dispel Enchantment ¹	(SSG 97)	Abj	8 seg	0 or touched	V,S,M	Special	120 ft radius or item touched	—
□□□□ Dragon Breath	(SSG 98)	Evoc	3 seg	Varies	V,S,M	3 rnd	Varies	Special
□□□□ Find the Path	(SSG 100)	Div	7 seg	Touch	V,S,M	1 turn/level	Caster + 1-2 others	—
□□□□ Finger of Death	(PHB 237)	Necr	5 seg	60 yd	V,S	Permanent	1 creature	Neg.
□□□□ Fireball, Delayed Blast	(PHB 238)	Evoc	7 seg	100 yd + 10 yd/level	V,S,M	Special	20 ft radius	½
□□□□ Flame Chase	(SSG 100)	Evoc	3 seg	30 yd + 10 yd/level	V,S,M	2 rnd + 1 rnd/level	Special	½
□□□□ Forcecage	(PHB 238)	Evoc	spec.	10 yd/2 levels	V,S (special)	6 turns + 1/level	20 ft cube	—

⁰Reversible 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
□□□□ Gandle's Spell Immunity ¹	(PHB 244)	Abj	spec.	Touch	V,S,M	1 turn/level	creature(s) touched	—
□□□□ Harm	(SSG 103)	Necr	7 seg	Touch	V,S	Instantaneous	1 creature	—
□□□□ Hyptor's Shimmering Sword	(PHB 238)	Evoc	7 seg	30 yd	V,S,M	1 rnd/level	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	—
□□□□ Merrywether's Frost Fist	(SSG 109)	Evoc	1 seg	0	V,S	1 rnd/level	1 creature or object	Special
□□□□ Mind Blank ¹	(PHB 245)	Abj	1 seg	20 yd	V,S	1 day	1 creature	—
□□□□ 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	—
□□□□ Prismatic Wall	(PHB 239)	Conj/Sum	7 seg	10 yd	V,S	1 turn/level	Special	Special
□□□□ Shadow Walk	(PHB 239)	Ill/Ench	1 seg	Touch	V,S	6 turns/level	Special	—
□□□□ Steal Enchantment	(SSG 120)	Ench/Charm	1 hr	Touch	V,S,M	Instantaneous	1 item	Neg.
□□□□ Torment	(PHB 240)	Evoc/Alt	1 rnd	1 ft.	V,S,M	Special	1 creature	Special
□□□□ Truename	(PHB 241)	Ench/Alt	spec.	3 ft.	V,S	Special	Thing named	Neg.
□□□□ Tybalt's Planar Pacifier	(SSG 122)	Alt/Ench	1 rnd per item	Touch	V,S,M	1 day/level	Special	—
□□□□ Vision	(PHB 241)	Div	7 seg	0	V,S,M	Special	Caster	—
□□□□ Zarba's Graspng Hand	(PHB 242)	Evoc	7 seg	10 yd/level	V,S,M	1 rnd/level	Special	—
□□□□ 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	—
□□□□ Zombie Double	(SSG 126)	Necr	1 turn	0	V,S,M	1 turn/level	Special	—

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
□□□□ Blizzard	(SSG 91)	Evoc	8 seg	30 yd	V,S,M	4 rnd + 1d6 rnd	Special	½
□□□□ 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
□□□□ Diviner's Insight	(SSG 97)	Div	8 seg	Touch	V,S	2 turns/level	1 character	—
□□□□ Elemental Aura ¹	(SSG 98)	Abj/Evoc	1 rnd	0	V	1 hour/level	Caster	—
□□□□ Elemental Transference	(COB 123)	Alt/Elem	8 seg	10 yd	V,S,M	1 rnd/level	Caster	—
□□□□ Fireball, Death Brusher	(PHB 244)	Evoc	8 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius sphere	½
□□□□ Fireball, Maximus	(PHB 244)	Evoc	8 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	½
□□□□ Freeze	(SSG 101)	Evoc	1 seg	Variable	V,M	Instantaneous	1010 joules/level	—
□□□□ 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.
□□□□ Hornet's Nest	(SSG 103)	Evoc	9 seg	100 yd + 10 yd/level	V,S	5 rnd	80 ft radius	½
□□□□ Immunity to Undeath ¹	(SSG 105)	Necr/Abj	1 rnd	0	V,S,M	1 rnd/level	40 ft radius	—
□□□□ Imprisonment ² ¹	(PHB 250)	Abj	9 seg	Touch	V,S	Permanent	1 creature	—
□□□□ Incendiary Cloud	(PHB 245)	Alt/Evoc	2 seg	30 yd	V,S,M	4 rnd + 1d6 rnd	Special	½
□□□□ Jebidiah's Ultimate Circle ¹	(SSG 106)	Abj	9 rd	0	V,S,M	1 turn/level	Circle, up to 40 ft in diam.	—
□□□□ 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	—
□□□□ 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 ¹	(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

⁰Reversible spell

¹Class spell

²Can memorize 2 for 1

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Level 8 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Shadow Form	(SSG 119)	Necr/Ill /Phan	1 rnd	0	V,S,M	1 rnd/level	Caster	–
Shooting Stars	(SSG 119)	Evoc	8 seg	5 yd/level	V,S,M	1 rnd/level	Special	Special
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
Zarba's Fist of Rage	(PHB 248)	Evoc	8 seg	5 yd/level	V,S,M	1 rnd/level	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
Astral Spell	(PHB 248)	Evoc	9 seg	Touch	V,S	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
Detect All	(SSG 96)	Div	9 seg	0	V,S,M	1 turn/level	10 ft x 90 ft path	½
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
Fireball, Lava Yield	(PHB 249)	Evoc	9 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	½
Fireball, Nuclear Winter	(PHB 249)	Evoc	9 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 mile radius	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 Enhancement	(SSG 103)	Div	6 seg	0	V,S	2 turns + 3 rnd/level	Caster	–
Hyptor's Disjunction	(PHB 250)	Alt/Ench	9 seg	0	V	Instantaneous	30 ft radius	Special
Ice Juggernaut	(SSG 104)	Evoc	9 seg	10 ft./level	V,S,M	1 rnd/level	Special	–
Kachirut's White Lance	(SSG 106)	Evoc	1 turn	70 yd + 20 yd/level	V,S,M	Instantaneous	Special	Special
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.
Meteor Swarm	(PHB 250)	Evoc	9 seg	40 yd + 10 yd/level	V,S	Instantaneous	Special	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	–
Programmed Amnesia	(SSG 115)	Ench/Charm	spec.	20 yd	V,S	Special	1 creature	Special
Seek Teleporter	(SSG 118)	Div	3 seg	0	V,S	Instantaneous	150 ft radius	–
Succor	(PHB 251)	Alt/Ench	1 to 4 days	Touch	V,S,M	Special	1 individual	–
Tempestcone	(SSG 120)	Alt/Evoc	9 seg	Touch	V,S	1 rnd/level	1 creature	–
Wish	(PHB 252)	Conj/Sum	spec.	Unlimited	V	Special	Special	Special
Zarba's Crushing Hand	(PHB 252)	Evoc	9 seg	5 yd/level	V,S,M	1 rnd/level	Special	–

^oReversible spell

¹Class spell

²Can memorize 2 for 1