



HEX WITCH

A PLAYER CLASS FOR DUNGEONS AND DRAGONS 5TH EDITION

P.B. PUBLISHING PRESENTS

YOU WERE SHOWN THE POWER OF WITCHCRAFT, RAW WITHIN THE FABRICS OF REALITY. YOU CHANNEL THE ENERGY THROUGH YOUR HEX ABILITY, MOULDING IT TO INFLUENCE THE WORLD AROUND YOU.



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HEX WITCH



lack hair waving in the sharp crisp wind, she sees her foe, he is about to attack her companion... of course this is before anything has actually happened. The premonition gives the witch time to act as she casts her fireball spell before the attacker can actually make his move. He flies through the air in agile speed,

standing atop two orc skulls, their eye sockets glowing green with the raw mystical energies imbued into them by the witch himself. He artfully turns side-on between trees before spinning to fly in reverse. The witch recites his hex incantation, and then the mystical energies of the hex make their impact on the pursuer. The Aarakocra becomes dizzy and disorientated, before crashing heavily into the hard and thick mass of a tree trunk.

THE WICCAN COVEN

Hex witches are usually taught the art of witchcraft and more than often adopted into a coven. Some witches are natural users of the raw earthly energies that fuel the wiccan power, and find their own pathway. Witches channel raw arcane energies through the use of bewitching incantations, moulding it to suit their purposes and magically influencing the world around them.

CREATING A WITCH

One of the first and most important things to ask yourself when creating a witch, is; what role do you want the witch to fulfill? There are three roles that the witch can fill, one; the seer role that the Augury Witch fulfills, two; is the combat spellcaster role that the Fey Witch fulfills, and finally three; the utility/healer role, this is covered by the Wyld Witch. Each has its benefits and will largely influence the party.

QUICK BUILD

You can make a witch quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the hermit background. Third, choose the light, guidance, fire bolt and shocking grasp cantrips, along with the 1st-level spells healing word and witch bolt.

CLASS FEATURES

As a witch, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per witch level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per witch level after 1st

PROFICIENCIES

Armor: Light Armor

Weapons: Sling, dagger and sickle

Tools: Herbalism kit and Alchemist's supplies

Saving Throws: Wisdom, Constitution

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Nature, Medicine and Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) sickle or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- Leather armor, and an explorer's pack

SPELLCASTING

During some point in your younger life, you were influenced by the cult like fellowship of the witch-hood, an old crone found deep in the woods, or your elderly grandmother who no one knew exactly how old she really was. You were shown the power of witchcraft, hidden deep and raw within the fabrics of reality. You learned how to channel such raw arcane energies through the use of bewitching incantations, moulding it to suit your purposes and magically influencing the world around you.

CANTRIPS

At 1st level, you know four cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

SPELL SLOTS

The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these witch spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell ray of sickness and have a 1st-level and a 2nd-level spell slot available, you can cast ray of sickness using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the witch spell list at level 1. The Spells Known column on the Witch table shows when you learn more witch spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you become a 5th-level witch, you can learn one new spell of 1st, 2nd or 3rd level. Additionally, when you gain a level in the class you can choose one of the witch spells you know already, and replace it with another spell from the witch spell list. This must also be a spell of a level by which you have spell slots.

SPELLCASTING ABILITY

The spellcasting ability for the witch class is Charisma. This is because the witch relies heavily on influencing the world around them, including other creatures, whether it be to frighten or charm, or even inspire and lead. Use your Charisma in any case where a spell might refer to your spellcasting ability. You utilise your Charisma modifier when you roll to hit with a spell and to work out your spellcasting saving throw DC.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier
 Spell attack modifier = your proficiency bonus + your Charisma modifier

RITUAL CASTING

When casting a witch spell, you may have the option of preparing it as a ritual, if that spell's description has the ritual tag and is a known witch spell. You don't expend a spell slot when casting a ritual spell, though it takes 10 minutes longer to cast, as such any spell cast via ritual may not be cast at higher levels.

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your witch spells.

WICCAN PATHWAY

Choose a wiccan pathway which describes the path by which you have pledged your life, and by which you draw your power from: Augury Witch, Fey Witch, or Wyld Witch. All three are detailed at the end of the class description.

BEWITCHING INCANTATION

At 2nd level, you learn how to hone your your mystical energies and imbue them into objects, yourself or even other creatures. This power is represented by hex points, which allow you to effect things in the physical world such as editing their appearance, complete transmutation or even cursing the target.

HEX POINTS

You have 2 hex points, and you gain more as you reach higher Witch levels, as shown in the Hex Points column of the Witch table. You can never have more hex points than shown on the table for your level. You regain all spent hex points when you finish a long rest.

HEX OF LIFE

You can spend a bonus action to use your hex points to heal your own wounds suffered, or sacrifice some of your max hit points to regain hex points. You learn other ways to use your hex points as you reach higher levels.

Self-Healing with Hex Points. You can use any unexpended hex points to imbue healing magic upon yourself as a bonus action on your turn. The Self-Healing with Hex Points table shows the cost of healing of a given amount of hit points.

Level	Proficiency Bonus	Hex Points	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, Wiccan Pathway	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Bewitching Incantation	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Accursed Invocation	4	4	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	5	—	5	6	4	3	2	—	—	—	—	—	—
6th	+3	6	Wiccan Pathway feature	5	7	4	3	3	—	—	—	—	—	—
7th	+3	7	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	9	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	10	Accursed Invocation	6	11	4	3	3	3	2	—	—	—	—
11th	+4	11	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	13	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	14	Wiccan Pathway feature	6	13	4	3	3	3	2	1	1	—	—
15th	+5	15	—	6	14	4	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	17	Accursed Invocation	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Wiccan Pathway feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Wiccan Transportation	6	15	4	3	3	3	3	2	2	1	1

SELF-HEALING WITH HEX POINTS

Heal Dice	Hex Point Cost
1d4+2	2
1d6+3	3
1d8+5	5
1d10+6	6
1d12+7	7

Sacrificing Hit Points to Regain Hex Points. Using blood magic, the witch can draw on the magical essence of life to drain from herself by drawing blood and performing a quick enchantment. With this she is able to reclaim expended daily hex power.

All true power comes at a price. As a bonus action on your turn, you can sacrifice any number of hit points (**deducted from your HP maximum**) and regain a third of that number back in hex points.

For example, the Witch sacrifices 6 hit points from their max HP and regains 2 hex points in return. The more a Witch sacrifices max HP per day, the more haggard their appearance becomes. The witch cannot regain this lost maximum HP until a long rest.

ACCURSED INVOCATION

At 3rd level, you expand your ability to invoke mystical magicks on things. You gain two of the following hex effects of your choice. You gain another at 10th and 17th level.

You can only use one hex effect per turn, unless otherwise noted.

UNLUCKY

When you place this hex on a creature you can cause it to be unlucky with any ability they may wish to attempt. You can use your reaction to place this hex on any creature that you can see. The creature must succeed a Wisdom saving throw or suffer disadvantage on ability checks. This may also be used out of combat at any time. The creature can make a Wisdom saving throw against the witch's spellcasting DC at the end of its turn, on success the hex ends. This hex costs 1 hex point.

DISORIENTATION

When you place this hex on a creature, its mind becomes cloudy, dizziness seeps in and the creature will find it hard to balance and concentrate. You can use your reaction to place this hex on any creature that you can see. The creature must succeed a Wisdom saving throw or suffer disadvantage on attack rolls. This may also be used out of combat at any time. The creature can make a Wisdom saving throw against the witch's spellcasting DC at the end of its turn, on success the hex ends. This hex costs 1 hex point.

AMNESIA

When placing this hex on a sentient creature, you can cause it to temporarily forget the past 24 hours. If this is used against a spellcaster that requires daily spell preparation the caster will forget their prepared spells rendering those spells unuseable until the hex ends. You can use your standard action to place this hex on any creature that you can see. The creature must succeed a Wisdom saving throw or suffer the effects of the hex. This may also be used out of combat at any time. The creature can make an Intelligence saving throw against the witch's spellcasting DC at the end of its turn, on success the hex ends. This hex costs 2 hex points.

VOODOO DOLL

When using this hex, you retrieve a voodoo doll from a hidden pocket and insert pins into certain body parts whilst imbuing it with raw mystical energies directed at any creature. The targeted creature will suffer injury as a reflective reality of the pinned voodoo doll. You can use your standard action to place this hex on any creature that you can see within 60ft. The creature must make a Wisdom saving throw or suffer 3d6 piercing damage. This hex costs a minimum of 3 hex points.

You can choose to invoke this hex using more hex points. For every additional hex point used, the damage dealt will increase by 1d6. For example; the Hex Witch uses 5 hex points on her voodoo doll hex, dealing 5d6 piercing damage to the intended target.

LIVING OBJECT

Using this hex enables you to cause objects come to life at your command. Choose up to 4 non-magical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects. You can't animate any object larger than Large. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures.

Once given an order, the creature continues to follow it until its task is complete. This hex lasts for up to 1 minute and costs 3 hex points.

LIVING OBJECT STATISTICS

Size	HP	AC	Attack	Str	Dex
Tiny	10	16	+4 to hit, 1d4 damage	2	16
Small	12	14	+3 to hit, 1d6 damage	6	14
Medium	20	11	+2 to hit, 1d8 damage	8	11
Large	25	8	+3 to hit, 1d10 damage	12	8

TEMPORARY FORESIGHT

When you cast this hex, you gain a short peep into the near future, enabling you to act in combat at an advantage. You gain +3 bonus to your initiative rolls for the next 10 minutes (DM's discretion) and you can't be surprised while you are conscious and the hex is still in effect. This hex costs 2 hex points.

UNDERSTAND LANGUAGES

This hex grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says. This hex lasts for 1 hour and costs 1 hex points

DARKEST FEAR

Using this hex will grant you the ability to cast a 10 foot radius shadow at a point of your choice. Any creature must succeed on a Wisdom saving throw when it enters the hex's area for the first time on a turn or starts its turn there, else become frightened.

Within the shadow each creature that is frightened will see its worst fear at a point directly in front of it, or as chosen by the witch casting the hex. This hex costs 4 hex points.

CROAKING TRANSMUTATION

This hex transforms a creature that you can see within range into a frog. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw. The transmutation lasts for up to 1 minute or until the target's hit points drop to 0 or dies.

The target's game statistics, including mental ability scores, are replaced by the statistics of the frog. It retains its alignment and personality. The target assumes the hit points of its new form.

When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. This hex costs 4 hex points.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

WICCAN TRANSPORTATION

At 20th level, you can spend 10 minutes casting a ritual spell that will imbue the power of flight into one of the following objects. The witch can utilise this object as a mode of transportation to fly through the air at their control.

BROOMSTICK

A speed of 10mph, disadvantage on rolls to hit.

2 X HUMANOID SKULLS

One for each foot to stand/balance on, a speed of 8mph.

A LARGE CAULDRON

A speed of 4mph, creatures have disadvantage to hit you.

A SMALL HOUSE

A speed of 2mph (less than walking speed), you are completely covered against outside attacks whilst inside the house (DM's discretion).

WICCAN PATHWAYS

Different hex witches practice their witchcraft in different ways, though they mostly fall into one of the following three categories.

AUGURY WITCH

Similar to a shaman in practice, the augury witch will help to direct those on a spiritual quest by interpreting the signs and symbols the witch encounters.

WICCAN OMEN

At 1st level you have an uncanny knack for reading the signals of the world, spiritual and natural. As such, you are able to read situations and recognise omens, be it good or bad. This feature grants you 16 total passive perception.

DANGER SENSE

Your senses tingle as the hair on the back of your neck stands at end; you know that danger is near. At 1st level, whilst danger is close by (60ft radius), you are alert to it. You do not, however, know the exact nature of the danger, or the exact number of creatures/monsters that may be its cause, only simply that danger is nearby.

CEGILUNE'S FORESIGHT

You are a seer blessed with the gift of foresight and because of this you are always one step ahead of everyone else, even time itself. Starting at 6th level You gain the following benefits;

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

CURSE OF THE ILL-FATED

At 14th level, once per long rest the augury witch can cast a strong hex known as a curse on creature within sight. The target will need to succeed a Wisdom saving throw against the witch's spellcasting DC. On a failed save, the creature will have disadvantage on all checks and saving throws for the next 24 hours. The curse is released when either the effected creature successfully completes a skill attempt at a deed equal to the **casting witch's moral alignment**, the duration ends or if the witch chooses to release it.

SEER'S REACTION

When you reach 18th level significant actions echo backwards through time: If a creature that you can see hits another creature with an attack or affects it with a spell, you can use your reaction to cast a spell as normal and it's effects will occur before the attack or spell was in effect.

FEY WITCH

An eclectic witch who seeks to commune with faery folk and nature spirits in their magick workings.

FEYSPEAK

At 1st level you have learned the language of the Feywild, in addition you are also able to use meditation to communicate with the Feywild and the creatures that originate from that plain.

PIXIE COMPANION

At 1st level you have utilised the Feyspeak to communicate with the creatures of the Feywild, through this experience you gain the companionship of a pixie that can be summoned from the Feywild at any given moment.

You can have only one pixie companion at any one time.

If your pixie ever dies, 8 hours of meditative communication with the Feywild can form a new bond with a new pixie.

The pixie stat block can be found in the Monster Manual (p.253), and is used as such with the following exceptions/rules:

- The pixie obeys your commands as best it can, as pixies are notorious for their curiosity and short attention spans. It rolls for initiative like any other creature, but on its turn you must roll a d20, a roll of 11 or above results in you deciding the pixie's action, however a roll of 10 or below will result in the DM deciding the pixie's action. If you are incapacitated or absent, the DM acts as your pixie companion automatically.
- When you gain your pixie companion at 1st level, its proficiency bonus matches yours at +2. As you gain levels and increase your proficiency bonus, remember that your pixie's proficiency bonus improves as well, and is applied to the following areas: Armor Class, skills, saving throws, attack bonus, and damage rolls.
- As pixie's are opposed to conducting acts of violence, during battle, their turn may not be used to inflict damage of any kind on another creature. They may, however, utilise their innate spellcasting ability to cast magical effects during battle

- The pixie's may only cast spells of the level that the Hex Witch can cast. For example; a pixie companion of a 5th level Hex Witch can only cast up to and including 3rd level spells.

PIXIE COMPANION SPELL LIST

At will:

- druidcraft

1/day each:

- dancing lights (cantrip)
- sleep (1st level)
- detect evil and good (1st level)
- entangle (1st level)
- detect thoughts (2nd level)
- phantasmal force (2nd level)
- dispel magic (3rd level)
- fly (3rd level)
- confusion (4th level)
- polymorph (4th level)

AKASHA'S STEP

At 6th level as a bonus action you are able to open a portal to the Feywild, where you are able to move up to 30 feet for a brief time to any unoccupied space before returning to the material plain. Due to time flowing at a faster rate in the Feywild, this ability does not cost you any movement speed, and to other creatures in the material plain this has the effect of teleportation. This ability can be used once per short or long rest.

CURSE OF THE MAD

At 14th level, once per long rest the fey witch can cast a strong hex known as a curse on creature within sight. An effected target will need to succeed a Wisdom saving throw against the witch's spellcasting DC. On a failed save, the effected creature must roll on the **Long-term Madness Table (DMG p.260)** and suffer the resulting effects for the next 24 hours. The afflicted creature must roll a Wisdom saving throw every hour whilst under the effect of the curse. The curse is released when either the creature has successfully passed a total of 3 Wisdom saving throws, the duration ends or if the witch chooses to release it.

FEY QUEEN'S FAVOUR

When you reach 18th level as a favoured subject in any Fey Queen's court you may call of her favour once per day. You may draw on her power to bear the magical burden of one spell up to level 9 and if a creature must make a saving throw to resist, they do so with disadvantage. This spell does not consume any components or spell-slots.

WYLD WITCH

A practitioner of of witchcraft whose focus is on the use of natural items and places. The goal of the Wyld Witch is mastering magic through communion with Mother Nature and using Her energies. The Wyld Witch makes his or her own tools from accessible materials from outdoors.

NATURE'S GIFT

Once per long or short rest, as an action, at 1st level you draw from the natural energies of nature to evoke healing energy that can restore a number of hit points equal to three times your witch level. Choose any creature within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

WITCH'S POUCH

At 1st level, while in possession of their pouch, Wyld Witches can create potions, as listed in the below table up to their witch level, as an action. As the witch must imbue the potion with her natural magic, they remain potent for only 1 minute before turning into useless, innocuous (if flavorsome) concoctions.

WYLD WITCH'S POTIONS

Level	Potions	Effects
1st	Potion of healing	Regain 2d4 + 2 HP
1st	Alchemist's fire	On a hit, the target takes 1d4 fire damage at the start of each of its turns. (PHB p.148)
1st	Antitoxin	A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 minute. (PHB p.151)
5th	Potion of resistance	Resistance to fire, acid, cold, lightning or poison for 1 minute
5th	Potion of hill giant strength	Strength increases to 21 for 1 minute
5th	Poison	You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. (PHB p.153)
5th	Potion of gaseous form	You gain the effects of <i>Gaseous Form</i> spell for 1 minute.
11th	Potion of invisibility	You become invisible for 1 minute
11th	Potion of flying	You gain a flying ability and speed equal to your walking speed for upto 1 minute.
11th	Potion of speed	Your speed is doubled, you gain +2 to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns for 1 minute.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

HEALER'S BREW

At level 6 the Wyld Witch can use their expanded knowledge of herbalism, alchemy and enchantment to mix healing potions. Once per long or short rest, you can spend 10 minutes brewing 1d4 potions of healing (ref. DMG p.188).

CURSE OF THE BEAST

At 14th level, once per long rest the wyld witch can cast a strong hex known as a curse on creature within sight. An effected target will need to succeed a Wisdom saving throw against the witch's spellcasting DC. On a failed save the creature will need to roll on the **Beast Transformation table** below, and suffer the resulting transformation effects for the next 24 hours. The afflicted creature must roll a Constitution saving throw every hour whilst under the effect of the curse, on fail the creature must roll again on the **Beast Transformation table** and again suffer the new results. The curse is released when either the creature has successfully passed a total of 3 Constitution saving throws, the duration ends or if the witch chooses to release it.

BEAST TRANSFORMATION

d4	Beast
1	Small cat
2	Frog
3	Snail
4	Bee

WYLD HEALING

As a devout healer, using the raw magics of the earth, at 18th level you have learned to cast the spell **Heal**, with no spell slot expense. This feature can only be used up to the amount equal to the witch's spell attack modifier per short or long rest.

SPELLS

HEX WITCH SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Chill Touch
Fire Bolt
Guidance
Light
Mage Hand
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Resistance
Shocking Grasp
Thaumaturgy

1ST LEVEL

Charm Person
Cure Wounds
Disguise Self
Faerie Fire
False Life
Fog Cloud
Healing Word
Mage Armor
Magic Missile
Purify Food and Drink
Ray of Sickness
Shield
Sleep
Speak with Animals
Tasha's Hideous Laughter
Witch Bolt

2ND LEVEL

Alter Self
Blindness/Deafness
Blur
Calm Emotions
Crown of Madness
Darkness
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Hold Person
Invisibility
Lesser Restoration
Levitate
Locate Animals or Plants
Locate Object
Phantasmal Force
Protection from Poison
See Invisibility
Spider Climb
Suggestion
Web

3RD LEVEL

Call Lightning
Clairvoyance
Create Food and Water
Fear
Feign Death
Fireball
Gaseous Form
Hypnotic Pattern
Lightning Bolt
Mass Healing Word
Major Image
Meld into Stone
Protection from Energy
Remove Curse
Slow
Speak with Plants

Stinking Cloud
Tongues
Water Breathing
Water Walk
Wind Wall

4TH LEVEL

Banishment
Confusion
Conjure Woodland Beings
Dimension Door
Dominate Beast
Greater Invisibility
Hallucinatory Terrain
Polymorph
Wall of Fire

5TH LEVEL

Animate Objects
Antilife Shell
Awaken
Creation
Contact Other Plane
Cloudkill
Dominate Person
Dream
Greater Restoration
Insect Plague
Mass Cure Wounds
Scrying
Telekinesis
Teleportation Circle

6TH LEVEL

Chain Lightning
Circle of Death
Conjure Fey
Create Undead
Disintegrate
Flesh to Stone
Globe of Invulnerability
Heal
Mass Suggestion
True Seeing
Wind Walk

7TH LEVEL

Etherealness
Finger of Death
Mirage Arcane
Plane Shift
Regenerate
Reverse Gravity
Teleport

8TH LEVEL

Antipathy/Sympathy
Demiplane
Feeblemind
Glibness
Incendiary Cloud
Power Word Stun

9TH LEVEL

Foresight
Power Word Kill
Shapechange
True Polymorph
True Resurrection