

# ANIMATOR

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

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

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

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	—
Animate Dead Animals <sup>2</sup>	(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	—
Bash Door	(PHB 175)	Evoc	1 seg	30 yd	V,S	Instantaneous	1 door	—
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 <sup>2</sup>	(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>	—
Death Recall <sup>1</sup>	(SSG 95)	Necr/Div	1 rnd	Touch	V,S,M	Special	1 corpse	—
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 <sup>2</sup>	(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	—
Exterminate	(SSG 99)	Necr	1 seg	10 ft	V,S,M	Instantaneous	1 small creature or 1 ft <sup>3</sup> /level	—
Fihrsid's Horrid Armor <sup>1</sup>	(SSG 100)	Necr	3 seg	Special	V,S,M	1d6 day/level	Special	—
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	—
Ghoul Touch <sup>1</sup>	(SSG 102)	Necr	2 seg	0	V,S,M	1 rnd/level	1 person	Special
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	—
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 Shield	(PHB 182)	Evoc	1 seg	0	V,S	5 rnd/level	Special	—
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 <sup>o</sup>	(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	—
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	(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	(SSG 116)	Abj	1 seg	10 yd + 1 yd/level	V,S	2 turns/level	1 creature/3 levels	—
Resist Cold	(SSG 117)	Alt/Inv	3 seg	0	V,S,M	2 rnd/level	Caster	—
Smoky Servant	(HJ-13 16)	Alt/Conj	1 seg	0	V,S,M	1hours/level	30 ft radius	—
Spectral Hand <sup>1</sup>	(PHB 196)	Necr	2 seg	30 yd + 5 yd/level	V,S	2 rnd/level	1 opponent	—
Spy of Derjnah <sup>1</sup>	(SSG 120)	Necr	5 seg	5 feet	V,S,M	1 hour/level	Special	—
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	Casting Time	Range		Duration	Area of Effect	Save
Ajamar's Chaotic Summoning	(HJ-11 8)	Conj/Sum	3 seg	Special	V,S,M	2 rnd + 1 rnd/level	30 yd radius	Special
Aname's Extra-Dimensional Mallet	(SSG 90)	Conj/Sum	2 seg	Special	V,S,M	1 rnd/level	Special	—
Chain of Fire	(PHB 187)	Evoc	2 seg	30 yd	V,S,M	Special	Special	—
Charm Undead <sup>1</sup>	(PHB 292)	Evoc	1 turn	10 yds	V,S,M	12 hours	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	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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

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Level 2 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Delay Death <sup>1</sup>	(SSG 95)	Necr/Ench	1 rnd	30 yd	V,S,M	1 turn/level	1 creature	—
Detect Charm	(SSG 96)	Div	1 seg	0	V,S,M	1 turn	1 creature/round	Neg.
Detect Evil <sup>o</sup>	(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.
ESP	(PHB 189)	Div	2 seg	0	V,S,M	1 rnd/level	5 yds/level	—
Filter	(SSG 100)	Abj	2 seg	Touch	V,M	1 turn/level	10 ft radius sphere around creature touched	—
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	—
Glitterdust	(PHB 191)	Conj/Sum	2 seg	10 yd/level	V,S,M	Special	20 ft cube	Special
Heat Seeking Fist of Thunder	(PHB 191)	Evoc	2 seg	100 ft	V,S,M	Instantaneous	30 ft cube	½
Hold Undead <sup>1</sup>	(PHB 202)	Necr	5 seg	60 ft	V,S,M	1d4 rnd + 1 rnd/level	1d3 undead	Neg.
Hovering Skull <sup>1</sup>	(SSG 104)	Necr	4 seg	Special	V,S,M	2 rnd/level	Special	—
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 <sup>o</sup>	(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 Reflection	(SSG 107)	Abj/Alt	2 seg	Touch	V,S,M	2 rnd + 1 rnd/level	1 creature	—
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
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
Preserve	(PHB 194)	Abj	2 rd	Touch	V,S,M	Permanent	Special	—
Protection from Cantrips	(PHB 195)	Abj	1 rnd	Touch	V,S	5 hours + 1 hour/level	1 creature or object	—
Reveal Secret Portal	(PHB 195)	Div	2 seg	0	V,S,M	5 rnd/level	10 yds/level	—
Rot Dawgs <sup>1</sup>	(SSG 117)	Necr	7 seg	10 yd/level	V,S,M	10 min/level	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.
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.
Vampiric Touch <sup>1</sup>	(PHB 206)	Necr	3 seg	0	V,S	1 touch	Caster	—
Web	(PHB 197)	Evoc	2 seg	5 yd/level	V,S,M	2 turns/level	8,000 ft³	Special
Whip	(PHB 197)	Evoc	2 seg	1 ft.	V,S,M	1 rnd/level	Special	Special
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	—
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	—
Dispel Magic	(PHB 199)	Abj	3 seg	120 yd	V,S	Instantaneous	30 ft cube	—
Dispel Silence	(SSG 97)	Abj/Alt	3 seg	0	S,M	1 rnd/level	10 ft radius sphere/level	—
Elenwyd's Wondrous Gown	(HJ-5 12)	Alt/Conj	6 seg	5 ft./level	V,M	3 day/level	Special	—
Enervation <sup>1</sup>	(PHB 209)	Necr	4 seg	10 yd/level	V,S	1d4 hours + 1 hour/level	1 creature	Neg.
Feign Death	(PHB 200)	Necr	1 seg	Touch	V,S	1 hour + 1 turn/level	1 creature	—
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	—
Glyph of Ice	(SSG 102)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	Special
Glyph of Sniping	(SSG 103)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	½
Grounded	(PF 63)	Abjur	3 seg	10 ft. + 10 ft./level	V,S	1 min/level	1 creature	Neg.
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 ft³/level	—
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	—

<sup>o</sup>Reversible spell

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Level 3 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
○○○○○ 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.
○○○○○ 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	—
○○○○○ Phantom Steed	(PHB 204)	Conj/Phan	1 turn	Touch	V,S	1 hour/level	Special	—
○○○○○ 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
○○○○○ 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
○○○○○ Sepia Snake Sigil	(PHB 205)	Conj/Sum	3 seg	5 yd	V,S,M	Special	1 sigil	—
○○○○○ Sliggenderlisp'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
○○○○○ Sure Grip Snare	(PHB 206)	Evoc	1 rnd	10 ft	V,S,M	1 hour/level	Special	Neg.
○○○○○ Wall of Water	(SSG 123)	Evoc	3 seg	30 yd	V,S,M	Special	Special	—
○○○○○ Ward Off Evil <sup>o</sup>	(PHB 206)	Abj	3 seg	Touch	V,S,M	2 rnd/level	10 ft radius	—
○○○○○ 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	—
○○○○○ Zombie Slave <sup>1</sup>	(PHB 218)	Necr	4 seg	30 ft	V,S,M	1 hour/level	Special	—
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	—
○○○○○ Animate Dead <sup>1</sup>	(SSG 90)	Necr	1 rnd	10 yd	V,S,M	1 wk/level	Special	—
○○○○○ Circle of Protection	(SSG 93)	Abj	1 rnd	0	V,S,M	1 turn/level	10 ft radius circle	—
○○○○○ 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
○○○○○ 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.
○○○○○ Exploding Glyph	(SSG 99)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	½
○○○○○ Find Treasure	(SSG 100)	Div	4 seg	60 yd + 10 yd/level	V,S,M	2 rnd/level	10 ft wide path	—
○○○○○ Fire Shield	(PHB 210)	Evoc/Alt	4 seg	0	V,S,M	2 rnd + 1 rnd/level	Caster	—
○○○○○ Fire Trap	(PHB 210)	Abj/Evoc	1 turn	Touch	V,S,M	Special	Object touched	½
○○○○○ 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
○○○○○ 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	—
○○○○○ Magic Mirror	(PHB 212)	Ench/Div	1 hr	Touch	V,S,M	1 rnd/level	Special	—
○○○○○ Minor Globe of Invulnerablty	(PHB 213)	Abj	4 seg	0	V,S,M	1 rnd/level	5 ft radius	—
○○○○○ 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	—
○○○○○ Mummy Rot <sup>1</sup>	(SSG 110)	Necr	5 seg	Touch	V,S,M	1 rnd/level	1 victim	Special
○○○○○ 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	—
○○○○○ Remove Curse <sup>o</sup>	(PHB 215)	Abj	4 seg	Touch	V,S	Permanent	Special	Special
○○○○○ 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

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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

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Level 4 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
○○○○○ Sligderisp'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.
○○○○○ Summon Shadow <sup>1</sup>	(PHB 224)	Conj/Sum /Necr	5 seg	10 yd	V,S,M	1 rnd + 1 rnd/level	10 ft cube	—
○○○○○ Toxic Web	(ATG 94)	Evoc	4 seg	5 yd/level	V,S,M	2 turns/level	6,000 ft <sup>3</sup>	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	—
○○○○○ Wimpel's Dispelling Screen	(SSG 125)	Abj/Evoc	5 seg	5 yd/level	V,S,M	1 rnd/level	20 ft square	—
○○○○○ Zargosa's Tentacled Fury	(PHB 217)	Conj/Sum	1 rnd	30 yd	V,S,M	1 hour/level	30 ft <sup>2</sup> /level	—

Level 5	Book	School	Casting Time	Range		Duration	Area of Effect	Save
○○○○○ Aliron's Dark Graft <sup>1</sup>	(SSG 89)	Necr	3 seg	Touch	V,S,M	Permanent	1 creature	Neg.
○○○○○ Avoidance <sup>o</sup>	(PHB 218)	Abj/Alt	5 seg	10 yd	V,S,M	Special	Up to 3 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	—
○○○○○ Dismissal	(PHB 220)	Abj	1 rnd	10 yd	V,S,M	Permanent	1 creature	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	—
○○○○○ False Vision	(PHB 222)	Div	5 seg	0	V,S,M	1d4 rnd + 1 rnd/level	30 ft radius	—
○○○○○ 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
○○○○○ Haarpang's Polar Screen	(SSG 103)	Evoc	5 seg	5 yd/level	V,S,M	5 rnd/level	20 ft square	Special
○○○○○ 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	—
○○○○○ 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
○○○○○ 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	—
○○○○○ 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	—
○○○○○ Reincarnation <sup>1</sup>	(PHB 234)	Necr	1 turn	Touch	V,S,M	Permanent	person touched	—
○○○○○ 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	—
○○○○○ Shincok'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
○○○○○ Spell Shield	(SSG 120)	Abj	1 rnd	Touch	V,S,M	2 rnd/level	1 creature	—
○○○○○ Stone Sphere	(PHB 224)	Evoc	5 seg	1 yd/level	V,S,M	Permanent	Special	Special
○○○○○ 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 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	—

Level 6	Book	School	Casting Time	Range		Duration	Area of Effect	Save
○○○○○ Anti-Magic Shell	(PHB 226)	Abj	1 seg	0	V,S	1 turn/level	1ft/level diameter	—
○○○○○ 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	—
○○○○○ Break Hex	(PHB 227)	Abj	1 rnd	20 ft	V,S	Permanent	Special	—
○○○○○ Chain Lightning	(PHB 227)	Evoc	5 seg	40 yd + 5 yd/level	V,S,M	Instantaneous	Special	½
○○○○○ 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	—
○○○○○ Control Undead <sup>1</sup>	(PHB 237)	Necr	1 rnd	60 ft.	V,S,M	3d4 rnd + 1 rnd/level	1d6 undead	Special
○○○○○ Cytogenesis	(SSG 94)	Alt/Necr	4 seg	Touch	V,S,M	Permanent	Special	Neg.

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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

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Level 6 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
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.
Ensnarement	(PHB 229)	Conj/Sum	1 turn	10 yd	V,S,M	Special	Special	Neg.
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
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	—
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	—
Invulnerability to Magical Weapons	(SSG 105)	Abj	3 seg	0	V,M	1 rnd/level	5 ft radius	—
Karnaac's Transformation	(PHB 231)	Alt/Evoc	6 seg	0	V,S,M	1 rnd/level	Caster	—
Legend Lore	(PHB 232)	Div	spec.	0	V,S,M	Special	Special	—
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	—
Repulsion	(PHB 234)	Abj	6 seg	0	V,S,M	1 rnd/2 level	10 ft x 10 ft	—
Revelation	(SSG 117)	Div	1 rnd	Sight	V,S	1 rnd	1 portent	—
Snap Drake	(SSG 120)	Evoc	3 seg	10 ft/level	V,S	Instantaneous	1 creature	½
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	—
True Seeing	(PHB 235)	Div	1 rnd	Touch	V,S,M	1 rnd/level	line of sight	—
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	—
Zombie Double¹	(SSG 126)	Necr	1 turn	0	V,S,M	1 turn/level	Special	—

Level 7	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Anticipation	(SSG 90)	Div	1 seg	0	S	1 rnd	60 ft radius	—
Banishment	(PHB 236)	Abj	7 seg	20 yd	V,S,M	Instantaneous	60 ft radius	Special
Bone Javelin	(SSG 92)	Alt/Evoc	7 seg	10 yd/level	V,S,M	1 rnd/level	Creates 1 javelin	—
Cacodeemon	(PHB 236)	Conj/Sum	spec.	10 ft.	V,S,M	Special	creature summoned	Special
Clone¹	(PHB 243)	Necr	1 turn	Touch	V,S,M	Permanent	1 clone	—
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	—
Harm	(SSG 103)	Necr	7 seg	Touch	V,S	Instantaneous	1 creature	—
Hypnot'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
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
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
Sequester	(PHB 239)	Ill/Phan/Abj	7 seg	Touch	V,S,M	1 wk + 1 day/level	2 ft cube/level	Special
Shadow Form¹	(SSG 119)	Necr/Ill /Phan	1 rnd	0	V,S,M	1 rnd/level	Caster	—
Spell Turning	(PHB 240)	Abj	7 seg	0	V,S,M	Up to 3 rnd/level	Caster	—
Torment	(PHB 240)	Evoc/Alt	1 rnd	1 ft.	V,S,M	Special	1 creature	Special
Vision	(PHB 241)	Div	7 seg	0	V,S,M	Special	Caster	—
Volley	(PHB 241)	Abj	1 seg	Special	V,S,M	Special	Special	Special
Zarba's Grasping Hand	(PHB 242)	Evoc	7 seg	10 yd/level	V,S,M	1 rnd/level	Special	—
Zargosa's Instant Summons	(PHB 242)	Conj/Sum	1 seg	Special	V,S,M	Instantaneous	1 small object	—

⁰Reversible spell

¹Class spell

²Can memorize 2 for 1

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Level 8	Book	School	Casting Time	Range		Duration	Area of Effect	Save
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	1/2
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	—
Diviner's Insight	(SSG 97)	Div	8 seg	Touch	V,S	2 turns/level	1 character	—
Elemental Transference	(COB 123)	Alt/Elem	8 seg	10 yd	V,S,M	1 rnd/level	Caster	—
Energy Drain <sup>1</sup>	(PHB 249)	Evoc/Necr	3 seg	Touch	V,S,M	Permanent	1 creature	—
Fireball, Death Brusher	(PHB 244)	Evoc	8 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius sphere	1/2
Fireball, Maximus	(PHB 244)	Evoc	8 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	1/2
Freeze	(SSG 101)	Evoc	1 seg	Variable	V,M	Instantaneous	1010 joules/level	—
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	—
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	1/2
Incendiary Cloud	(PHB 245)	Alt/Evoc	2 seg	30 yd	V,S,M	4 rnd + 1d6 rnd	Special	1/2
Jonid's Jewel	(SSG 105)	Conj/Div	7 seg	0	S,M	24 hours	1 gem	—
Master Undead <sup>1</sup>	(SSG 109)	Necr	9 seg	10 yd/level	V,S,M	5 rnd/level	50 ft cube	Neg.
Maze	(PHB 245)	Conj/Sum	3 seg	5 yd/level	V,S	Special	1 creature	—
Mind Blank	(PHB 245)	Abj	1 seg	20 yd	V,S	1 day	1 creature	—
Monster Summoning VI	(PHB 245)	Conj/Sum	8 seg	Special	V,S,M	7 rnd + 1 rnd/level	80 yd radius	—
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	—
Screen	(PHB 247)	Div/Ill	1 turn	0	V,S	1 hour/level	30 ft cube/level	Special
Shooting Stars	(SSG 119)	Evoc	8 seg	5 yd/level	V,S,M	1 rnd/level	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	1/2
Detect All	(SSG 96)	Div	9 seg	0	V,S,M	1 turn/level	10 ft x 90 ft path	1/2
Elemental Aura	(SSG 98)	Abj/Evoc	1 rnd	0	V	1 hour/level	Caster	—
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	1/2
Fireball, Nuclear Winter	(PHB 249)	Evoc	9 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 mile radius	1/2
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	—
Ice Juggernaut	(SSG 104)	Evoc	9 seg	10 ft./level	V,S,M	1 rnd/level	Special	—
Immunity to Undeath	(SSG 105)	Necr/Abj	1 rnd	0	V,S,M	1 rnd/level	40 ft radius	—
Imprisonment <sup>2</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.	—
Kachirut's White Lance	(SSG 106)	Evoc	1 turn	70 yd + 20 yd/level	V,S,M	Instantaneous	Special	Special
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	—
Prismatic Sphere	(PHB 251)	Abj/Conj/Sum	7 seg	0	V	1 turn/level	20 ft diameter sphere	Special
Seek Teleporter	(SSG 118)	Div	3 seg	0	V,S	Instantaneous	150 ft radius	—
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	—

<sup>0</sup>Reversible spell

<sup>1</sup>Class spell

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