

# DS CONJURER

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

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

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

Level 1	Book	School	Casting Time	Range		Duration	Area of Effect	Save
☐☐☐☐ Affect Normal Fires	(PHB 175)	Alt	1 seg	5 yd/level	V,S,M	2 yds/level	10 ft radius	—
☐☐☐☐ Alarm	(PHB 175)	Abj/Evoc	1 rnd	10 yd	V,S,M	4 hours + ½ hour/level	Special	—
☐☐☐☐ Aname's Extra-Dimensional Mallet <sup>1</sup>	(SSG 90)	Conj/Sum	2 seg	Special	V,S,M	1 rnd/level	Special	—
☐☐☐☐ Animate Dead Animals	(SSG 90)	Necr	1 rnd	10 yd	V,S,M	1 wk/level	Special	—
☐☐☐☐ Ariellene's Sprout Croft	(HJ-15 15)	Alt	1 turn	50 yd	V,S,M	Permanent	50 yd <sup>2</sup> /level	—
☐☐☐☐ Armor <sup>2</sup>	(PHB 175)	Conj	1 rnd	Touch	V,S,M	Special	1 creature	—
☐☐☐☐ Audible Glamer	(PHB 175)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	3 rnd/level	hearing range	Special
☐☐☐☐ Aura of Innocence	(PHB 175)	Ench/Charm	1 seg	1 yd/level	V,S,M	3 rnd/level	1 person	Neg.
☐☐☐☐ Befriend	(PHB 176)	Ench/Charm	1 seg	0	V,S,M	1d4 rnd + 1 rnd/level	60 ft radius	Special
☐☐☐☐ Burning Hands	(PHB 176)	Alt	1 seg	5 ft	V,S	Instantaneous	5 ft, 120° arc	½
☐☐☐☐ Change Self	(PHB 176)	Ill/Phan	1 seg	0	V,S	2d6 rnd + 2 rnd/level	Caster	—
☐☐☐☐ Charm Person	(PHB 176)	Ench/Charm	1 seg	120 yd	V,S	Special	1 person	Neg.
☐☐☐☐ Chill Touch	(PHB 177)	Necr	1 seg	0	V,S	3 rnd + 1 rnd/level	Caster	Neg.
☐☐☐☐ Choke <sup>1</sup>	(SSG 93)	Necr/Conj	2 seg	30 yd	V,S,M	1 rnd/level	1 creature	½
☐☐☐☐ Chromatic Orb	(PHB 177)	Alt/Evoc	1 seg	30 ft	V,S,M	Special	1 creature	Special
☐☐☐☐ Color Spray	(PHB 177)	Alt	1 seg	0	V,S,M	Instantaneous	5 x 20 x 20 ft wedge	Special
☐☐☐☐ Comprehend Languages <sup>o</sup>	(PHB 177)	Alt	1 rnd	Touch	V,S,M	5 rnd per level	Special	—
☐☐☐☐ Conjure Mount <sup>2</sup>	(PHB 178)	Conj/Sum	1 turn	10 yd	V,S,M	2 hours + 1 hour/level	1 mount	—
☐☐☐☐ Corpse Link	(HJ-20 19)	Alt	1 rnd	Touch	V,S	8 hours + 2 hours/level	1 clothed corpse	—
☐☐☐☐ Corpse Visage	(SSG 94)	Ill/Necr	1 rnd	Touch	V,S,M	1 rnd/level	1 creature	Neg.
☐☐☐☐ Create Obstacle	(BTS 23)	Conj	3 seg	100 ft + 10 ft/level	V,S,M	1 turn + 1 rnd/level	up to (1 ft./level) <sup>3</sup>	—
☐☐☐☐ Dancing Lights	(PHB 178)	Alt	1 seg	40 yd + 10 yd/level	V,S,M	2 rnd/level	Special	—
☐☐☐☐ Detect Undead	(PHB 178)	Div/Necr	1 rnd	0	V,S,M	3 turns	60 ft+10 ft/level	—
☐☐☐☐ Disable Hand	(SSG 97)	Necr	1 seg	10 yd	V,S,M	Special	1 hand	Neg.
☐☐☐☐ Divining Rod	(SSG 97)	Ench/Charm	1 rnd	60 yd	V,S,M	1 rnd/level	Special	—
☐☐☐☐ Elenwyd's Pout	(HJ-5 11)	Alt/Ench	2 seg	0	S,M	1 turn/level	Caster	—
☐☐☐☐ Elenwyd's Sultry Stare	(HJ-5 11)	Alt/Ill	1 seg	0	S	2 rnd/level	Caster	—
☐☐☐☐ Enlarge <sup>o</sup>	(PHB 178)	Alt	1 seg	5 yd/level	V,S,M	5 rnd/level	1 creature/object	Neg.
☐☐☐☐ Erase	(PHB 179)	Alt	1 seg	30 yd	V,S	Permanent	1 scroll or 2 pages	Special
☐☐☐☐ Evaporate	(SSG 99)	Alt	1 seg	30 yd	V,S,M	Instantaneous	5 ft <sup>3</sup> /level	Special
☐☐☐☐ Exterminate	(SSG 99)	Necr	1 seg	10 ft	V,S,M	Instantaneous	1 small creature or 1 ft <sup>3</sup> /level	—
☐☐☐☐ Faerie Phantoms	(PHB 179)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Special	1d6 phantoms/level	—
☐☐☐☐ Feather Fall	(PHB 179)	Alt	1 seg	10 yd/level	V	1 rnd/level	Special	—
☐☐☐☐ Find Familiar <sup>2</sup>	(PHB 179)	Conj/Sum	2d12 hr	1 mile/level	V,S,M	Special	1 familiar	Special
☐☐☐☐ Fireball, Barrage	(PHB 180)	Alt	1 seg	50 yd + 10 yd/level	V,S,M	1 rnd/level	1+ creature in range	—
☐☐☐☐ Firewater	(PHB 180)	Alt	1 seg	10 ft	V,S,M	1 rnd	1 pt. of water	—
☐☐☐☐ Flutter Soft	(PHB 180)	Alt	1 seg	60 ft	V,S,M	1 hour	1 creature	—
☐☐☐☐ Fool's Silver	(HJ-20 19)	Ill	1 rnd	Touch	V,S,M	2 hours/level	27 in <sup>3</sup> /level	Special
☐☐☐☐ Freeze Water	(HJ-16 5)	Alt	5 seg	Touch	V,S,M	Special	6 in <sup>3</sup> /level	—
☐☐☐☐ Freeze Weapon	(HJ-16 6)	Alt	5 seg	30 ft	V,S,M	1 rnd/2 level	Special	Special
☐☐☐☐ Gabal's Magic Aura	(PHB 180)	Ill/Phan	1 rnd	Touch	V,S,M	1 day/level	Special	Special
☐☐☐☐ Gaze Reflection	(PHB 180)	Alt	1 seg	0	V,S	2 rnd + 1 rnd/level	Special	—
☐☐☐☐ Glitterdust <sup>1</sup>	(PHB 191)	Conj/Sum	2 seg	10 yd/level	V,S,M	Special	20 ft cube	Special
☐☐☐☐ Grease <sup>2</sup>	(PHB 180)	Conj	1 seg	10 yd	V,S,M	3 rnd + 1 rnd/level	10 x 10 ft	Special
☐☐☐☐ Hold Portal	(PHB 181)	Alt	1 seg	20 yd/level	V	1 rnd/level	20 ft <sup>2</sup> /level	—
☐☐☐☐ Hypnotism	(PHB 181)	Ench/Charm	1 seg	5 yd	V,S	1 rnd + 1 rnd/level	30 ft cube	Neg.
☐☐☐☐ Imaginary Friend	(SSG 105)	Ill/Phan	1 seg	0	V,S,M	2 rnd/level	Caster	—
☐☐☐☐ Jump	(PHB 181)	Alt	1 seg	Touch	V,S,M	1d3 rnd + 1 rnd/level	1 creature	—
☐☐☐☐ Light	(PHB 182)	Alt	1 seg	60 yd	V,M	1 turn/level	20 ft radius	Special
☐☐☐☐ Lightning Bug	(HJ-20 19)	Alt	1 rnd	0	V,S,M	5 rnd/level	10-ft radius	—
☐☐☐☐ 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								
☐☐☐☐ Melt	(PHB 182)	Alt	1 seg	30 yd	V,S,M	1 rnd/level	Special	Special
☐☐☐☐ Mend	(PHB 182)	Alt	1 seg	30 yd	V,S,M	Permanent	1 object	—
☐☐☐☐ Merge Coin Pile	(PHB 182)	Alt	1 seg	10 yd	V,S,M	Permanent	10 ft x 10 ft area	Special
☐☐☐☐ Merge Pixie Dust	(PF 63)	Abjur/Alt	1 seg	10 yd	V,S	Permanent	10 ft. x 10 ft.	Neg.
☐☐☐☐ Message	(PHB 183)	Alt	1 seg	0	V,S,M	5 rnd/level	Special	—
☐☐☐☐ Metal Bug	(SSG 109)	Alt	1 seg	Touch	V,S,M	1 hour/level	Metal touched (4 lbs/level)	—
☐☐☐☐ Minor Sphere of Perturbation	(PHB 183)	Alt	1 seg	60 yd	V,M	1 turn/level	20 ft radius	Neg.
☐☐☐☐ Munz's Bolt of Acid <sup>1</sup>	(PHB 194)	Conj	2 seg	180 yd	V,S,M	Special	1 target	Special
☐☐☐☐ Olfactory Illusion	(HJ-13 16)	Ill	1 seg	10 ft/level	V,S,M	1 turn/level	1000 ft <sup>3</sup> /level	Neg.
☐☐☐☐ Phantasmal Fireball	(PHB 183)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	Special
☐☐☐☐ Phantasmal Force	(PHB 183)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Special	Special	Special

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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

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Level 1 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Phantom Armor	(PHB 183)	Alt/Ill	1 rnd	Touch	V,S,M	Special	1 person	—
□□□□ Pool Gold	(PHB 183)	Alt	1 seg	20 ft	V,S,M	1 rnd	20 ft radius	Special
□□□□ Power Word: Belch <sup>1</sup>	(SSG 113)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
□□□□ Power Word: Cartwheel <sup>2</sup>	(SSG 113)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
□□□□ Power Word: Detect <sup>1</sup>	(SSG 114)	Conj/Sum	1 seg	0	V	2 rnd/level	60 yd wedge	—
□□□□ Power Word: Light <sup>1</sup>	(SSG 114)	Conj/Sum	1 seg	5 yd	V	Instantaneous	1 small object	—
□□□□ Power Word: Moon <sup>2</sup>	(SSG 114)	Conj/Sum	1 seg	5 yd/level	V	1 rnd	1 creature	—
□□□□ Power Word: Summersault <sup>2</sup>	(SSG 115)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
□□□□ Precipitation	(PHB 183)	Alt	3 seg	10 ft./level	V,S,M	1 seg/level	Special	—
□□□□ Protection from Evil	(PHB 184)	Abj	1 seg	Touch	V,S,M	2 rnd/level	1 creature	—
□□□□ Protection from Sunburn	(SSG 116)	Abj	1 seg	0	S,M	1 day/level	10 ft radius	—
□□□□ Protective Amulet	(SSG 116)	Abj/Ench	1 hr	0	V,S,M	1 wk/level	1 piece of jewelry	—
□□□□ Push <sup>2</sup>	(PHB 184)	Conj/Sum	1 seg	1 ft./level	V,S,M	Instantaneous	Special	Neg.
□□□□ Ralph's Placid Arrow	(SSG 116)	Necr	1 seg	180 yd	V,S,M	Special	1 creature	Neg.
□□□□ Remove Fear	(SSG 116)	Abj	1 seg	10 yd + 1 yd/level	V,S	2 turns/level	1 creature/3 levels	—
□□□□ Remove Thirst	(SSG 117)	Alt/Ench /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	—
□□□□ Resist Fire	(SSG 117)	Alt	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.
□□□□ Shocking Grasp	(PHB 185)	Alt	1 seg	Touch	V,S	Special	1 creature	—
□□□□ Sleep	(PHB 185)	Ench/Charm	1 seg	30 yd	V,S,M	5 rnd/level	Special	—
□□□□ Smell Immunity	(PHB 185)	Ill/Phan	1 seg	60 ft	V,S,M	1 turn/level	1 creature	Neg.
□□□□ Smoky Servant	(HJ-13 16)	Alt/Conj	1 seg	0	V,S,M	1hours/level	30 ft radius	—
□□□□ Spider Climb	(PHB 185)	Alt	1 seg	Touch	V,S,M	3 rnd + 1 rnd/level	1 creature	Neg.
□□□□ Spook	(PHB 185)	Ill/Phan	1 seg	30 ft	V,S	Special	1 creature	Neg.
□□□□ Summon Swarm <sup>1</sup>	(PHB 196)	Conj/Sum	2 seg	60 yd	V,S,M	Special	10 ft cube	Neg.
□□□□ Taunt	(PHB 185)	Ench	1 seg	60 yd	V,S,M	1 rnd	30 ft radius	Neg.
□□□□ Throw Voice	(PHB 186)	Ill/Phan	1 seg	10 yd/level	V,M	4 rnd + 1 rnd/level	1 creature or object	Neg.
□□□□ Unseen Servant <sup>2</sup>	(PHB 186)	Conj/Sum	1 seg	0	V,S,M	4 hours + 1 hour/level	30 ft radius	—
□□□□ Vanishing Armor	(BTS 24)	Ill	3 seg	Touch	V,S	1 hour/level	1 suit of armor or outfit	Neg.
□□□□ Wizard Mark	(PHB 186)	Alt	1 seg	Touch	V,S,M	Permanent	Up to 1 ft square	—
□□□□ Wrygal's Delicious Deception	(PHB 186)	Ill/Phan	1 seg	100 ft	V,S,M	1 turn	60 yd radius	—
□□□□ Zed's Crystal Dagger <sup>1</sup>	(SSG 126)	Conj/Evoc	2 seg	0	V,S,M	2 rnd + 1 rnd/level	Summons 1 dagger	—

  

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
□□□□ Alter Self	(PHB 187)	Alt	2 seg	0	V,S	3d4 rnd + 2 rnd/level	Caster	—
□□□□ Bind	(PHB 187)	Ench	2 seg	30 yd	V,S,M	1 rnd/level	50 ft + 5 ft/level	—
□□□□ Blindness	(PHB 187)	Ill/Phan	2 seg	30 yd + 10 yd/level	V	Special	1 creature	Neg.
□□□□ Blur	(PHB 187)	Ill/Phan	2 seg	0	V,S	3 rnd + 1 rnd/level	Caster	—
□□□□ Bob & Mooch's Leather Armor Repair	(HJ-14 3)	Alt	1 turn	Touch	V,S,M	Special	1 item	—
□□□□ Chaotic Transformation	(SSG 93)	Alt	6 seg	Touch	V,S,M	Permanent	1 creature	Neg.
□□□□ Cheetah Speed	(PHB 187)	Alt	2 seg	Touch	V,S,M	3 rnd + 1 rnd/lv	1 creature/level	—
□□□□ Continual Light <sup>o</sup>	(PHB 188)	Alt	2 seg	60 yd	V,S	Permanent	60 ft radius	Special
□□□□ Create Greater Obstacle	(BTS 23)	Conj	3 seg	100 ft + 10 ft/level	V,S,M	1 turn + 1 rnd/level	Special	—
□□□□ Dancing Shadows	(SSG 94)	Ill/Phan	2 seg	30 yd	V,S	2 rnd/level	30 ft cube	Neg.
□□□□ Darkness, 15' Radius	(PHB 188)	Alt	2 seg	10 yd/level	V,S,M	1 turn + 1 rnd/level	15 ft radius	—
□□□□ Deafness	(PHB 188)	Ill/Phan	2 seg	60 yd	V,S,M	Special	1 creature	Neg.
□□□□ Death Recall	(SSG 95)	Necr/Div	1 rnd	Touch	V,S,M	Special	1 corpse	—
□□□□ Deepen Shadows	(SSG 95)	Ill/Phan	5 rd	Special	S	1 hour/level	One 10 x 10 ft area/level	—
□□□□ Deeppockets	(PHB 189)	Alt/Ench	1 turn	Touch	V,S,M	12 hours + 1 hour/level	1 garment	—
□□□□ 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.
□□□□ Elenwyd's Coif	(HJ-5 12)	Alt	4 seg	Touch	V,S	1 day/level	1 creature's hair or fur	Neg.
□□□□ Elenwyd's Majestic Bosom	(SSG 98)	Alt	3 seg	Touch	V,S,M	Permanent	1 female biped	Neg.
□□□□ Fascinate	(PHB 189)	Ill/Phan	2 seg	30 yd	V,S	Special	1 creature	Neg.
□□□□ Fihrsid's Horrid Armor	(SSG 100)	Necr	3 seg	Special	V,S,M	1d6 day/level	Special	—
□□□□ Filter	(SSG 100)	Abj	2 seg	Touch	V,M	1 turn/level	10 ft radius sphere around creature touched	—
□□□□ Fire Telekinesis	(PHB 190)	Alt	2 seg	30 yd	V,S	2 rnd/level	Special	Special
□□□□ Flame Arrow <sup>1</sup>	(PHB 201)	Conj/Sum	3 seg	30 yd + 10 yd/level	V,S,M	1 rnd	Special	—
□□□□ Flock of Diving Ducks	(WW 40)	Evoc/Phan	2 seg	3 yd + 1 yd/level	V,S,M	1-3 rnd	20 foot radius	—
□□□□ Fog Cloud	(PHB 191)	Alt	2 seg	10 yd	V,S	4 rnd + 1 rnd/level	Special	—
□□□□ Fool's Gold	(PHB 191)	Alt/Ill	1 rnd	10 yd	V,S,M	1 hour/level	10 in <sup>3</sup> /level	Special
□□□□ Forget	(PHB 191)	Ench/Charm	2 seg	30 yd	V,S	Permanent	Special	Neg.
□□□□ Fustus's Mnemonic Enhancer	(SSG 101)	Alt/Ench	1 turn	0	V,S,M	1 day	Caster	—
□□□□ Galinor's Gender Reversal	(SSG 102)	Alt	3 seg	5 ft/level	V,M	Permanent	1 creature	Neg.

<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
□□□□ Gandle's Feeble Trap	(PHB 191)	Ill/Phan	3 rd	Touch	V,S,M	Permanent	object touched	—
□□□□ Ghoul Touch	(SSG 102)	Necr	2 seg	0	V,S,M	1 rnd/level	1 person	Special
□□□□ Hypnotic Pattern	(PHB 192)	Ill/Phan	2 seg	30 yd	S,M	Special	30 ft cube	Neg.
□□□□ Improved Phantasmal Force	(PHB 192)	Ill/Phan	2 seg	60 yd + 10 yd/level	V,S,M	Special	Special	Special
□□□□ Invisibility	(PHB 192)	Ill/Phan	2 seg	Touch	V,S,M	Special	1 creature	—
□□□□ Irritation	(PHB 192)	Alt	2 seg	10 yd/level	V,S,M	Special	Special	Neg.
□□□□ Knock <sup>o</sup>	(PHB 192)	Alt	1 seg	60 yd	V	Special	10 ft <sup>2</sup> /level	—
□□□□ Levitate	(PHB 193)	Alt	2 seg	20 yd/level	V,S,M	1 turn/level	1 creature or object	Neg.
□□□□ Magic Missile Reflection	(SSG 107)	Abj/Alt	2 seg	Touch	V,S,M	2 rnd + 1 rnd/level	1 creature	—
□□□□ Magic Mouth	(PHB 194)	Alt	2 seg	10 yd	V,S,M	Special	1 object	—
□□□□ Material <sup>1</sup>	(PHB 203)	Evoc/Conj	1 rnd	1 ft.	V,S	Permanent	1 ft <sup>3</sup> /level	—
□□□□ Mirror Image	(PHB 194)	Ill/Phan	2 seg	0	V,S	3 rnd/level	6 ft radius	—
□□□□ Misdirection	(PHB 194)	Ill/Phan	2 seg	30 yd	V,S	8 hours	1 creature or object	Neg.
□□□□ Monster Summoning I <sup>1</sup>	(PHB 203)	Conj/Sum	3 seg	Special	V,S,M	2 rnd + 1 rnd level	30 yd radius	—
□□□□ Murgain's Muster Strength	(PHB 194)	Ench/Charm	2 seg	Touch	V,S	Permanent	1 creature	Neg.
□□□□ Phantom Steed <sup>1</sup>	(PHB 204)	Conj/Phan	1 turn	Touch	V,S	1 hour/level	Special	—
□□□□ Power Word: Attack <sup>1</sup>	(SSG 112)	Conj/Sum	1 seg	5 yd/2 level	V	1-3 rnd	1 creature	—
□□□□ Power Word: Burn <sup>1</sup>	(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 <sup>1</sup>	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Instantaneous	1 creature	—
□□□□ Preserve	(PHB 194)	Abj	2 rd	Touch	V,S,M	Permanent	Special	—
□□□□ Proadus' Uncontrollable Fit of Laughter	(PHB 239)	Conj/Sum	7 seg	10 yd	V,S	1 turn/level	Special	Special
□□□□ Protection from Cantrips	(PHB 195)	Abj	1 rnd	Touch	V,S	5 hours + 1 hour/level	1 creature or object	—
□□□□ Pyrotechnics	(PHB 195)	Alt	2 seg	120 yd	V,S,M	Special	1 fire source	—
□□□□ Ray of Enfeeblement	(PHB 195)	Ench/Charm	2 seg	10 yd + 5 yd/level	V,S	1 rnd/level	1 creature	Neg.
□□□□ Rope Trick	(PHB 195)	Alt	2 seg	Touch	V,S,M	2 turns/level	Special	—
□□□□ Scare	(PHB 196)	Ench/Charm	2 seg	30 yd + 10 yd/level	V,S,M	1d4 rnd + 1 rnd/level	15 ft radius	Special
□□□□ Sepia Snake Sigil <sup>1</sup>	(PHB 205)	Conj/Sum	3 seg	5 yd	V,S,M	Special	1 sigil	—
□□□□ Shatter	(PHB 196)	Alt	2 seg	30 yd + 10 yd/level	V,S,M	Instantaneous	3 ft radius	Neg.
□□□□ Slow Healing	(SSG 120)	Necr	1 seg	5 yd/level	V,S,M	1 hour/level	1 creature	Neg.
□□□□ Smoke Screen	(HJ-13 16)	Alt	2 seg	5 ft./level	V,S,M	2 rnd/level	1000 ft <sup>3</sup> /level	—
□□□□ Spectral Hand	(PHB 196)	Necr	2 seg	30 yd + 5 yd/level	V,S	2 rnd/level	1 opponent	—
□□□□ 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	—
□□□□ Strength	(PHB 196)	Alt	1 turn	Touch	V,S,M	1 hour/level	person touched	—
□□□□ Tattoo of Shame	(PHB 196)	Alt	1 rnd	Touch	V,S,M	Permanent	Up to 1 ft <sup>2</sup>	Neg.
□□□□ Telepathic Mute	(PHB 197)	Alt	2 seg	10 ft./level	V,S,M	2 rnd/level	1 creature	—
□□□□ Total Control	(PHB 197)	Ench/Charm	2 seg	10 yd/level	V	2 rnd/level	1 creature	Neg.
□□□□ Vocalize	(SSG 123)	Alt	4 seg	Touch	S,M	5 rnd	1 creature	—
□□□□ Whispering Wind	(PHB 197)	Alt/Phan	2 seg	1 mile/level	V,S	Special	2 ft radius	—
□□□□ White Hot Metal	(PHB 197)	Alt	2 seg	10 ft	V,M	1 rnd/level	Up to 1 lb metal	Special
□□□□ Wizard Lock	(PHB 198)	Alt	2 seg	Touch	V,S	Permanent	30 ft <sup>2</sup> /level	—
□□□□ Zed's Crystal Dirk <sup>1</sup>	(SSG 126)	Conj/Evoc	3 seg	0	V,S,M	3 rnd + 1 rnd/level	Summons 1 dirk	—
□□□□ 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
□□□□ A Day in the Life	(SSG 89)	Alt	3 seg	10 ft/level	V,S,M	24 hours	1 creature	Neg.
□□□□ Ajamar's Greater Swarm	(HJ-11 8)	Conj/Sum	2 seg	Special	V,S,M	Special	30 ft cube	Neg.
□□□□ Ariellene's Sprout Field	(HJ-15 15)	Alt	1 turn	500 yd	V,S,M	Permanent	10,000 yd <sup>2</sup> /level	—
□□□□ Arinathor's Dark Limbs	(SSG 91)	Alt	4 seg	Touch	V,S,M	Permanent	1 creature	Neg.
□□□□ Blink	(PHB 198)	Alt	1 seg	0	V,S	1 rnd/level	Caster	—
□□□□ Bob & Mooch's Armor Repair	(HJ-14 3)	Alt	1 turn	Touch	V,S,M	Until dispelled	1 item	—
□□□□ Bone Club	(SSG 92)	Necr/Ench	1 rnd	0	V,M	1 rnd/level	1 bone	—
□□□□ Carter's Energy Conservation	(ATG 94)	Alt	3 seg	0	V,S,M	1 hour/level	20 yds	—
□□□□ Charm Undead	(PHB 198)	Necr	3 seg	10 ft./level	V,S,M	Permanent	1 undead creature	—
□□□□ Chill Fire	(HJM 121)	Alt	2 seg	10 yd	V,S,M	1 turn/level	40 yd radius	Special
□□□□ Cloudburst	(PHB 199)	Alt	5 seg	10 ft./level	V,S,M	1 rnd	Special	Special
□□□□ Continual Darkness	(PHB 199)	Alt	3 seg	60 yd	V,M	Permanent	30 ft radius globe	Neg.
□□□□ Delay Death	(SSG 95)	Necr/Ench	1 rnd	30 yd	V,S,M	1 turn/level	1 creature	—
□□□□ Delude	(PHB 199)	Alt	3 seg	0	V,S	1 turn/level	30 ft radius	Neg.
□□□□ 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	—
□□□□ Duplicate <sup>1</sup>	(SSG 98)	Conj/Sum	1 rnd	Touch	S,M	1 hour/level	1 object	—
□□□□ Elenwyd's Flawless Smile	(HJ-5 12)	Alt	1 seg	Touch	V,S,M	Permenant	1 person	Neg.
□□□□ 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
□□□□ Enhance Rating <sup>o</sup>	(HJM 121)	Alt	3 seg	10 yd	V,S,M	1d4 + 1rnd/level	1 individual using a HackJammer Helmet	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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

# DS CONJURER

Level 3 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Explosive Runes	(PHB 200)	Alt	3 seg	Touch	V,S	Special	10 ft radius	Special
Feign Death	(PHB 200)	Necr	1 seg	Touch	V,S	1 hour + 1 turn/level	1 creature	—
Fly	(PHB 201)	Alt	3 seg	Touch	V,S,M	1 turn/level + 1d6 turns	1 creature	—
Gandle's Humble Hut	(PHB 201)	Alt	3 seg	0	V,S,M	4 hours + 1 hour/level	15 ft diameter sphere	—
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	1/2
Grounded	(PF 63)	Abjur	3 seg	10 ft. + 10 ft./level	V,S	1 min/level	1 creature	Neg.
Grow	(PHB 201)	Alt	3 seg	3 yd/level	V,S,M	Instantaneous	1 creature	Neg.
Gust of Wind	(PHB 201)	Alt	3 seg	0	V,S,M	1 rnd	10 ft x 10 yds/level	—
Haste	(PHB 201)	Alt	3 seg	60 yd	V,S,M	3 rnd + 1 rnd/level	Special	—
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	—
Illusionary Script	(PHB 202)	Ill/Phan	spec.	Touch	V,S,M	1 day/level	script reader	Special
Infravision	(PHB 202)	Alt	1 rnd	Touch	V,S,M	2 hours + 1 hour/level	1 creature	—
Invisibility, 10' Radius	(PHB 202)	Ill/Phan	3 seg	Touch	V,S,M	Special	10 ft radius	Special
Item	(PHB 202)	Alt	3 seg	Touch	V,S,M	4 hours/level	2 ft³/level	Special
Lizenz's Dark Wings	(PF 63)	Alt	4 seg	Touch	V,S,M	Permanent	1 creature	Neg.
Mergenszer's Spectral Watch Duck	(WW 41)	Conj/Sum	4 seg	20 yd	V,S,M	Special	Special	—
Mericutyn's Grotesquely Distended Nose	(SSG 109)	Alt	3 seg	10 ft/level	S,M	Permanent	1 creature	Neg.
Monster Summoning II¹	(PHB 213)	Conj/Sum	4 seg	Special	V,S,M	3 rnd + 1 rnd/level	40 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
Non-Detection	(PHB 203)	Abj	3 seg	Touch	V,S,M	1 hour/level	1 creature or item	—
Pain Touch	(SSG 111)	Necr	3 seg	Touch	V,M	1 rnd/level	1 creature	—
Paralyzation	(PHB 203)	Ill/Phan	3 seg	10 ft./level	V,S	Special	20 ft x 20 ft area	Neg.
Perceived Malignment	(PHB 204)	Ench/Charm	3 seg	50 ft	V	Special	1 creature	Special
Phantom Wind	(PHB 204)	Alt/Phan	3 seg	1 rnd./level	V,S	1 rnd/level	1 ft broad path	—
Polymorph to Amphibian	(PHB 204)	Alt	3 seg	5 ft./level	V,S,M	Permanent	1 creature	Neg.
Polymorph to Insect	(SSG 112)	Alt	3 seg	5 ft/level	V,S,M	Permanent	1 creature	Neg.
Polymorph to Primate	(PHB 204)	Alt	3 seg	5 ft./level	V,S,M	Permanent	1 creature	Neg.
Porpher's Game Call Spell	(PEG 39)	Sum	1 rnd	10 ft	V,S,M	Special	Special	—
Power Word: Anosmitize¹	(SSG 112)	Conj/Sum	1 seg	10 yd/level	V	1 rnd/level	1 or more creature	—
Power Word: Freeze¹	(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: Slow¹	(SSG 115)	Conj/Sum	1 seg	5 yd/level	V	1 rnd/level	1 or more creature	—
Proof from Teleport	(SSG 116)	Abj	2 turn	0	V,S,M	2 hours/level	10 yd radius/level	—
Protection from Normal Missiles	(PHB 205)	Abj	3 seg	Touch	V,S,M	1 turn/level	1 creature	—
Quarantine	(SSG 116)	Abj	3 seg	10 yd	V,S,M	1 day/level	20 ft radius/level	Neg.
Rodnard's Red Letter Rejoinder	(WW 42)	Conj/Sum	4 seg	5 yd	V,S,M	Special	1 sigil	Special
Rot Dawgs	(SSG 117)	Necr	7 seg	10 yd/level	V,S,M	10 min/level	Special	—
Runes of Eyeball Implosion	(PHB 205)	Alt	3 seg	Touch	V,S	Special	1 creature	—
Runes of Instantaneous Esophoria	(WW 43)	Alt	4 seg	Touch	V,S	Special	1 creature	—
Secret Page	(PHB 205)	Alt	1 turn	Touch	V,S,M	Special	1 page/2 ft square	—
Segwick's Tool Box¹	(SSG 118)	Conj/Sum	1 rnd	0	V,S,M	1 turn/level	Special	—
Selective Invisibility	(POS 41)	Ill	3 seg	Caster	V,S	24 hours	Caster	Special
Slow	(PHB 205)	Alt	3 seg	90 yd + 10 yd/level	V,S,M	3 rnd + 1 rnd/level	40 ft cube	Neg.
Smoke Bomb	(HJ-13 16)	Alt/Evoc	3 seg	30 ft	V,S,M	Instantaneous	Special	—
Smoke Signals	(HJ-13 16)	Alt	1 seg	5 ft	V,S,M	1 hour/level	1 phrase	—
Smoke Visions	(HJ-13 16)	Alt/Div	3 seg	5 ft	V,S,M	1 turn	5'x5'x1'	—
Snarcher's Multi-Missile Smoke Volley	(WW 43)	Alt	5 seg	25 yd + 5 yd/level	V,S,M	Instantaneous	1-5 targets in a 10 ft square	—
Spectral Force	(PHB 206)	Ill/Phan	3 seg	60 yd + 1 yd/level	V,S	Special	Special	Special
Suggestion	(PHB 206)	Ench/Charm	3 seg	30 yd	V,M	1 hour + 1hours/level	1 creature	Neg.
Tongues°	(PHB 206)	Alt	3 seg	0	V,M	1 rnd/level	30 ft radius	—
Transmute Wood to Steel	(SSG 121)	Alt	6 seg	5 ft/level	V,S,M	Permanent	5 lbs of wood/level	—
Vampiric Touch	(PHB 206)	Necr	3 seg	0	V,S	1 touch	Caster	—
Ward Off Evil°	(PHB 206)	Abj	3 seg	Touch	V,S,M	2 rnd/level	10 ft radius	—
Water Breathing°	(PHB 206)	Alt	5 seg	Touch	V,S,M	6 turns/level	1 creature	—
Wind Wall	(PHB 207)	Alt	3 seg	10 yd/level	V,S,M	1 rnd/level	Special	Special
Wraithform	(PHB 207)	Alt/Ill	1 seg	0	S,M	2 rnd/level	Caster	—
Yargrove's Eidolon	(SSG 126)	Ench/Charm	5 seg	Touch	V,S,M	Permanent	1 golem	—
Zargosa's Flaming Spheres of Torment	(PHB 207)	Evoc/Alt	3 seg	70 yd/ + 10 yd/level	V,S,M	Special	1 target/meteor	—
Zargosa's Tentacled Fury¹	(PHB 217)	Conj/Sum	1 rnd	30 yd	V,S,M	1 hour/level	30 ft²/level	—

°Reversible spell

¹Class spell

²Can memorize 2 for 1

# DS CONJURER

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	—
□□□□ Arbraxious's Hyper Evolution	(SSG 90)	Alt	4 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Arbraxious's Levitation	(SSG 91)	Alt	5 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Charm Monster	(PHB 207)	Ench/Charm	4 seg	60 yd	V,S	Special	Special	Neg.
□□□□ Circle of Protection	(SSG 93)	Abj	1 rnd	0	V,S,M	1 turn/level	10 ft radius circle	—
□□□□ Close Portal	(PHB 207)	Alt	4 seg	120 ft	V,S	1 rnd/level	1 creature	Neg.
□□□□ Confusion	(PHB 208)	Ench/Charm	4 seg	120 yd	V,S,M	2 rnd + 1 rnd/level	Up to 60 ft cube	Special
□□□□ Conjure Elemental <sup>1</sup>	(PHB 219)	Conj/Sum	1 turn	60 yd	V,S,M	1 turn/level	Special	—
□□□□ Contagion	(PHB 208)	Necr	4 seg	30 yd	V,S	Permanent	1 creature	Neg.
□□□□ Demi-Smoke Monsters	(HJ-13 15)	Ill/Phan	4 seg	15 ft	V,S,M	1 turn/level	20 ft <sup>3</sup>	Special
□□□□ Dimension Door	(PHB 208)	Alt	1 seg	0	V	Instantaneous	Caster	—
□□□□ Dispel Exhaustion	(PHB 208)	Ill/Phan	4 seg	Touch	V,S	3 turns/level	1 to 4 persons	—
□□□□ Drayton's Hidden Stash <sup>1</sup>	(PHB 221)	Alt/Conj	1 turn	Special	V,S,M	60 day	1 chest: 2x2x3 ft	—
□□□□ Elenwyd's Charm of Virility	(HJ-5 12)	Alt	4 seg	Touch	V,S,M	3 day/level	1 male biped	Neg.
□□□□ Elenwyd's Miracle Diet	(HJ-5 12)	Alt/Necr	5 seg	Touch	S,M	Permanent	1 overweight person	Neg.
□□□□ Emergency Teleport at Random	(PHB 209)	Alt	1 rnd	0	V	Instantaneous	Caster	—
□□□□ Emotion	(PHB 209)	Ench/Charm	4 seg	10 yd/level	V,S	Special	20 ft cube	Neg.
□□□□ Enchanted Weapon	(PHB 209)	Ench	1 turn	Touch	V,S,M	5 rnd/level	Weapon(s) touched	—
□□□□ Enervation	(PHB 209)	Necr	4 seg	10 yd/level	V,S	1d4 hours + 1 hour/level	1 creature	Neg.
□□□□ Exploding Glyph	(SSG 99)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	½
□□□□ Extension I	(PHB 209)	Alt	2 seg	0	V	Special	Special	—
□□□□ Fear	(PHB 209)	Ill/Phan	4 seg	0	V,S,M	Special	60 ft cone	Neg.
□□□□ Fire Charm	(PHB 210)	Ench/Charm	4 seg	10 yd	V,S,M	2 rnd/level	15 ft radius	Neg.
□□□□ Fire 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
□□□□ Flying Familiar	(SSG 101)	Alt	2 rd	Touch	V,S,M	Permanent	1 familiar	—
□□□□ 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.
□□□□ Haarpang's Memory Kick	(PHB 211)	Alt	1 turn	0	V,S,M	1 day	Caster	—
□□□□ Hallucinatory Terrain	(PHB 211)	Ill/Phan	1 turn	20 yd/level	V,S,M	1 hour/level	10 yds/level cube	—
□□□□ Hurl Animal	(PHB 212)	Alt	4 seg	10 yd/level	V,S,M	Instantaneous	10 yds/level	Neg.
□□□□ Hyptor's Faithful Bitch-Hound <sup>1</sup>	(PHB 222)	Conj/Sum	5 seg	10 yd	V,S,M	Special	Special	—
□□□□ Illusionary Wall	(PHB 212)	Ill/Phan	4 seg	30 yd	V,S	Permanent	1x10x10 ft	—
□□□□ Improved Invisibility	(PHB 212)	Ill/Phan	4 seg	Touch	V,S	4 rnd + 1 rnd/level	1 creature	—
□□□□ Improved Selective Invisibility	(POS 41)	Ill	4 seg	Caster	V,S	24 hours	Caster	Special
□□□□ Mage Lock	(PHB 212)	Ench/Charm	1 turn	Touch	V,S,M	Permanent	1 item	—
□□□□ Magic Mirror	(PHB 212)	Ench/Div	1 hr	Touch	V,S,M	1 rnd/level	Special	—
□□□□ Massmorph	(PHB 212)	Alt	4 seg	10 yd/level	V,S,M	Special	10 ft cube/level	—
□□□□ Minor Creation	(PHB 212)	Ill/Phan	1 turn	Touch	V,S,M	1 hour/level	1 ft <sup>3</sup> /level	—
□□□□ Minor Globe of Invulnerability	(PHB 213)	Abj	4 seg	0	V,S,M	1 rnd/level	5 ft radius	—
□□□□ Monster Summoning III <sup>1</sup>	(PHB 223)	Conj/Sum	5 seg	Special	V,S,M	4 rnd + 1 rnd/level	50 yd radius	—
□□□□ Mulderi's Climbing Claws	(SSG 110)	Alt	3 seg	10 ft/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Perpetual Shocking Grasp	(PHB 213)	Alt	4 seg	Touch	V,S,M	Permanent	Special	—
□□□□ Phantasmal Killer	(PHB 213)	Ill/Phan	4 seg	5 yd/level	V,S,M	1 rnd/level	1 creature	Special
□□□□ Pixie Wings	(SSG 111)	Alt	4 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Plant Growth	(PHB 214)	Alt	4 seg	10 yd/level	V,S	Permanent	100 ft sq/level	—
□□□□ Poison	(SSG 111)	Necr	4 seg	Touch	V,S	Permanent	1 creature	Neg.
□□□□ Polymorph Other	(PHB 214)	Alt	4 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Polymorph Self	(PHB 214)	Alt	4 seg	0	V	2 turns/level	Caster	—
□□□□ Power Word: Charm <sup>1</sup>	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creatures in a 30 ft radius	—
□□□□ Power Word: Fear <sup>1</sup>	(SSG 114)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creature	—
□□□□ Power Word: Sleep <sup>1</sup>	(SSG 115)	Conj/Sum	1 seg	90 yd	V	2 rnd/level	1 or more creature	—
□□□□ Rainbow Pattern	(PHB 214)	Alt/Ill/Phan	4 seg	10 yd	S,M	Special	30 ft cube	Neg.
□□□□ Remove Curse <sup>o</sup>	(PHB 215)	Abj	4 seg	Touch	V,S	Permanent	Special	Special
□□□□ Shadow Monsters	(PHB 215)	Ill/Phan	4 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
□□□□ Silver Globes	(SSG 119)	Evoc/Conj	1 seg	3 ft/level	V,S	Instantaneous	30 ft radius	Special
□□□□ Smoke Signals, Greater	(HJ-13 15)	Alt	4 seg	100 ft/level	V,S,M	1 rnd/level	1 phrase	—
□□□□ Solid Fog	(PHB 215)	Alt	4 seg	30 yd	V,S,M	2d4 rnd + 1 rnd/level	20 x 10 x 10 ft	—
□□□□ Stirring Oration	(PHB 215)	Ench/Charm	1 rnd	0	V	1 turn + 1 rnd/level	20 ft radius/level	—
□□□□ Stone Passage	(PHB 215)	Alt	4 seg	Touch	V,S	1 turn	1 creature	—
□□□□ Stones to Spiders	(ATG 95)	Alt	7 seg	30 yd	V,S,M	2 rnd/level	1d4 stones + 1 stone/level in a 10 ft cube	—
□□□□ Stoneskin	(PHB 216)	Alt	1 seg	Touch	V,S,M	Special	1 creature	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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

# DS CONJURER

Level 4 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ 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	—
□□□□ Tusks of the Oliphant	(SSG 122)	Alt	8 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Ultravision	(PHB 216)	Alt	4 seg	Touch	V,S,M	6 turns + 6 turns/level	1 creature	—
□□□□ Unseen Repair Crew	(HJM 121)	Alt	1 rnd	50 yd	V,S,M	1 turn/level	1 ship	—
□□□□ Vacancy	(PHB 216)	Alt/Ill/Phan	4 seg	10 yd/level	V,S,M	1 hour/level	10 ft radius/level	—
□□□□ Wall of Bones <sup>1</sup>	(SSG 123)	Necr/Conj	1 rnd	60 yd	V,S,M	1 turn	10 ft square/level 6-inch thickness/level	—
□□□□ Water Bomb <sup>1</sup>	(SSG 124)	Conj/Sum	1 rnd	10 yd/level	V,M	1 rnd	15 ft radius	—
□□□□ Wimpel's Dispelling Screen	(SSG 125)	Abj/Evoc	5 seg	5 yd/level	V,S,M	1 rnd/level	20 ft square	—
□□□□ Wizard Eye	(PHB 217)	Alt	1 turn	0	V,S,M	1 rnd/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 ft <sup>2</sup> /level	—
□□□□ Zombie Slave	(PHB 218)	Necr	4 seg	30 ft	V,S,M	1 hour/level	Special	—

Level 5	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Advanced Illusion	(PHB 218)	Ill/Phan	1 rnd	60 yd + 10 yd/level	V,S,M	1 rnd/level	Special	Special
□□□□ Airy Water	(PHB 218)	Alt	5 seg	0	V,S,M	1 turn/level	Special	—
□□□□ Animal Growth <sup>o</sup>	(PHB 218)	Alt	5 seg	60 yd	V,S,M	1 rnd/level	Special	—
□□□□ Animate Dead	(PHB 218)	Necr	5 rd	10 yd	V,S,M	Permanent	Special	—
□□□□ Arbraxious's Horrid Maw	(SSG 90)	Alt	5 seg	5 yd/level	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
□□□□ Breed Fusion	(SSG 93)	Alt	2 day	Special	V,S,M	Instantaneous	2 creature	Neg.
□□□□ Centaur's Gift, The	(SSG 93)	Alt	5 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Chaos	(PHB 219)	Ench/Charm	5 seg	5 yd/level	V,S,M	1 rnd/level	Up to 40 ft cube	Special
□□□□ Conjure Animals <sup>1</sup>	(PHB 227)	Conj/Sum	6 seg	Special	V,S	1 rnd/level	30 yrd radius	—
□□□□ Containment	(PHB 220)	Abj	5 seg	10 ft./level	V,S,M	5 rnd/level	10 ft sq wall/level	—
□□□□ Create Portal	(HJM 121)	Alt	5 seg	100 yd	V,S,M	2-12 turns	Special	—
□□□□ Demishadow Monsters	(PHB 220)	Ill/Phan	5 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
□□□□ Dismissal	(PHB 220)	Abj	1 rnd	10 yd	V,S,M	Permanent	1 creature	Neg.
□□□□ Distance Distortion	(PHB 220)	Alt	5 seg	10 yd/level	V,S,M	2 turns/level	10 ft cube/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
□□□□ Dream	(PHB 221)	Evoc/Ill /Phan	1 turn	Touch	V,S	Special	1 creature	—
□□□□ Elenwyd's Beautiful Flower	(HJ-5 12)	Alt	3 seg	3 yd/level	S,M	Permanent	1 creature	Neg.
□□□□ Elenwyd's Fashion Sense	(HJ-5 12)	Alt/Ench	1 seg	Touch	S	Permanent	1 outfit	—
□□□□ Enhance Maneuverability <sup>o</sup>	(HJM 121)	Alt	5 seg	10 yd	V,S,M	1d4 + 1rnd/level	1 ship up to 10 tons/level	Special
□□□□ Ensnarement <sup>1</sup>	(PHB 229)	Conj/Sum	1 turn	10 yd	V,S,M	Special	Special	Neg.
□□□□ Extension II	(PHB 221)	Alt	4 seg	0	V	Special	Special	—
□□□□ Fabricate	(PHB 222)	Ench/Alt	spec.	5 yd/level	V,S,M	Permanent	1 yd <sup>3</sup> /level	—
□□□□ Fandango's Fiery Constrictor <sup>1</sup>	(SSG 99)	Conj/Sum	6 seg	10 yd/level	V,S,M	1 rnd/level	1 fire source	Special
□□□□ Feeblemind	(PHB 222)	Ench/Charm	5 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Force Shapechange	(SSG 101)	Necr	5 seg	10 yd/level	V,S,M	Instantaneous	1 creature/level	½
□□□□ Gabal's Permenant Magical Aura	(DIN 44)	Ill/Phan	5 rd	Touch	V,S,M	Permanent	Special	Special
□□□□ Hiamohr's Unfortunate Incident	(SSG 103)	Alt	4 seg	Special	V,S,M	Permanent	Cone 30 yds + 10 yds/level	Neg.
□□□□ Hold Monster	(PHB 222)	Ench/Charm	5 seg	5 yd/level	V,S,M	1 rnd/level	Special	Neg.
□□□□ Invisible Stalker <sup>1</sup>	(PHB 231)	Conj/Sum	1 rnd	10 yd	V,S,M	Special	Special	—
□□□□ Jorrel's Private Sanctum	(SSG 106)	Abj/Alt	2 turn	0	V,S,M	1 hour/level	1 room	—
□□□□ Magic Jar	(PHB 223)	Necr	1 rnd	10 yd/level	V,S,M	Special	1 creature	Special
□□□□ Magic Staff	(SSG 107)	Ench/Charm	spec.	Touch	V,S,M	Special	Caster's staff	—
□□□□ Major Creation	(PHB 223)	Ill/Phan	1 turn	10 yd	V,S,M	Special	Special	—
□□□□ Manor's Mindsight	(SSG 108)	Alt/Div	6 seg	0	V,S,M	5 rnd/level	20 ft + 5 ft/level	—
□□□□ Monster Summoning IV <sup>1</sup>	(PHB 233)	Conj/Sum	6 seg	Special	V,S,M	5 rnd + 1 rnd/level	60 yd radius	—
□□□□ Mummy Rot	(SSG 110)	Necr	5 seg	Touch	V,S,M	1 rnd/level	1 victim	Special
□□□□ Polymorph Plant to Mammal	(SSG 112)	Alt	8 seg	Touch	V,S,M	Permanent	1 Plant	Neg.
□□□□ Power Word: Forget <sup>1</sup>	(SSG 114)	Conj/Sum	1 seg	5 yd/2 level	V	Permanent	1 or more creature	—
□□□□ Power Word: Silence <sup>1</sup>	(SSG 114)	Conj/Sum	1 seg	120 yd	V	Special	1 creature	—
□□□□ Retain Air Envelope	(HJM 122)	Alt	6 seg	100 yd	V,S,M	1 turn/level	1 ship, or 1 person/level	Special
□□□□ Saheezeer's Molten Encompassment	(COB 123)	Alt	5 seg	1 yd	V,S,M	Permanent	3 ft <sup>3</sup> /level	—
□□□□ Seeming	(PHB 224)	Ill/Phan	5 seg	10 ft. rad	V,S	12 hours	1 person/2 levels	—
□□□□ Sensory Control	(POS 41)	Ill	4 seg	Caster	V,S	24 hours	Caster	Special
□□□□ Shadow Door	(PHB 224)	Ill/Phan	2 seg	10 yd	S	1 rnd/level	Special	—
□□□□ Shadow Magic	(PHB 224)	Ill/Phan	5 seg	50 yd + 10 yd/level	V,S	Special	Special	Special
□□□□ Smoking Sphere of DOOM	(HJ13 16)	Alt/Necr	5 seg	300 yd	V,S,M	1 rnd/level	10 ft diameter/level	Special

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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

# DS CONJURER

Level 5 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Snarcher's Corkscrewing	(WW 43)	Alt	5 seg	30 yd + 5 yd/level	V,S,M	Instantaneous	1 creature	—
□□□□ Smoking Magic Missile								
□□□□ Spell Shield	(SSG 120)	Abj	1 rnd	Touch	V,S,M	2 rnd/level	1 creature	—
□□□□ Stone Shape	(PHB 224)	Alt	1 rnd	Touch	V,S,M	Permanent	1 ft³/level	—
□□□□ Telekinesis	(PHB 224)	Alt	5 seg	10 yd/level	V,S	Special	10 yds/level	Neg.
□□□□ Teleport	(PHB 225)	Alt	2 seg	Touch	V	Instantaneous	Special	—
□□□□ Tempus Fugit <sup>o</sup>	(PHB 225)	Ill/Phan	5 seg	0	V,S	5 turns/level	10 ft radius	—
□□□□ Tentacles <sup>1</sup>	(SSG 121)	Alt/Conj	1 rnd	0	V,M	1 turn/level	Caster	—
□□□□ 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.
□□□□ Transmute Stone to Mud <sup>o</sup>	(PHB 225)	Alt	5 seg	10 yd/level	V,S,M	Special	20 ft cube/level	—
□□□□ Wall of Thorns <sup>1</sup>	(SSG 123)	Conj/Sum	1 rnd	80 yd	V,S,M	1 turn/level	One 10 ft cube/level	—
□□□□ Wall Passage	(PHB 226)	Alt	5 seg	30 yd	V,S,M	1 hour + 1 turn/level	5x8x10 ft	—
□□□□ Wings of PanDemonium	(SSG 125)	Alt	5 seg	0	V,S,M	10 turns/level	Caster	—

Level 6	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Aliron's Dark Graft	(SSG 89)	Necr	3 seg	Touch	V,S,M	Permanent	1 creature	Neg.
□□□□ Anti-Magic Shell	(PHB 226)	Abj	1 seg	0	V,S	1 turn/level	1ft/level diameter	—
□□□□ Break Hex	(PHB 227)	Abj	1 rnd	20 ft	V,S	Permanent	Special	—
□□□□ Cacodemon <sup>1</sup>	(PHB 236)	Conj/Sum	spec.	10 ft.	V,S,M	Special	creature summoned	Special
□□□□ Charm of Undying Devotion	(PHB 227)	Ench/Charm	6 seg	5 yd/level	V,S	Special	1 person	Neg.
□□□□ Control Weather	(PHB 228)	Alt	1 turn	0	V,S,M	4d6 hours	4d4 square miles	—
□□□□ 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	—
□□□□ Demi-Shadow Magic	(PHB 228)	Ill/Phan	6 seg	60 yd + 10 yd/level	V,S	Special	Special	Special
□□□□ Disintegrate	(PHB 229)	Alt	6 seg	5 yd/level	V,S,M	Instantaneous	Special	Neg.
□□□□ Elenwyd's Day in the Life of a Courtesan	(HJ-5 12)	Alt	6 seg	10 ft./level	V,S,M	24 hours	1 creature	Neg.
□□□□ Enchant an Item	(PHB 229)	Ench/Evoc	spec.	Touch	V,S,M	Special	1 item	Neg.
□□□□ Extension III	(PHB 230)	Alt	6 seg	0	V	Special	Special	—
□□□□ Eyebite	(PHB 230)	Ench/Ill	6 seg	20 yd	V,S	1 rnd/3 level	1 creature	Special
□□□□ Geas	(PHB 230)	Ench/Charm	4 seg	10 yd	V	Special	1 creature	—
□□□□ Glassee	(PHB 230)	Alt	1 rnd	Touch	V,S,M	1 rnd/level	Special	—
□□□□ 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	3 turns	0	V,S,M	1 hour/level	Special	—
		/Ench/Char						
□□□□ Haarpang's Magnificent Sphere of Freezing	(PHB 231)	Alt/Evoc	6 seg	Special	V,S,M	Special	Special	Special
□□□□ Hyptor's Total Recall	(PHB 231)	Alt	1 seg	0	V,S	Instantaneous	Caster	—
□□□□ Illstiwilly's Great Smoky Dodecagon Veil	(HJ-13 15)	Alt/Ill	1 turn	Caster	V,S,M	1 hour/level	10 ft/level radius	—
□□□□ 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	—
□□□□ Limited Wish <sup>1</sup>	(PHB 238)	Conj/Sum	spec.	Unlimited	V	Special	Special	Special
		/Evoc						
□□□□ Lower Water <sup>o</sup>	(PHB 232)	Alt	1 turn	80 yd	V,S,M	5 rnd/level	10 ft/level sq	—
□□□□ Mass Suggestion	(PHB 232)	Ench/Charm	6 seg	30 yd	V,M	4 turns + 4/level	1 creature/level	Neg.
□□□□ Mirage Arcana	(PHB 232)	Ill/Phan/Alt	spec.	10 yd/level	V,S(M)	Special	10 ft/level radius	—
□□□□ Mislead	(PHB 233)	Ill/Phan	1 seg	10 yd	S	1 rnd/level	Special	—
□□□□ Monster Summoning V <sup>1</sup>	(PHB 238)	Conj/Sum	6 seg	Special	V,S,M	6 rnd + 1 rnd/level	70 yd radius	—
□□□□ Move Earth	(PHB 233)	Alt	spec.	10 yd/level	V,S,M	Permanent	Special	—
□□□□ Part Water	(PHB 233)	Alt	1 turn	10 yd/level	V,S,M	5 rnd/level	Special	—
□□□□ Perpetual Illusion	(PHB 233)	Ill/Phan	6 seg	10 yd/level	V,S,M	Permanent	Special	Special
□□□□ Phantasmagoria	(PHB 233)	Ill/Phan	6 seg	6 ft.	V,S	1 rnd/level	Special	Neg.
□□□□ Power Word: Deafen <sup>1</sup>	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Special	15 ft radius	—
□□□□ Power Word: Dispel <sup>1</sup>	(SSG 114)	Conj/Sum	1 seg	5 yd/2 level	V	Instantaneous	1 creature	—
□□□□ Power Word: Heal <sup>1</sup>	(SSG 114)	Conj/Sum	1 seg	5 yd/2 level	V	Instantaneous	1 creature	—
□□□□ Power Word: Stun <sup>1</sup>	(PHB 239)	Conj/Sum	1 seg	5 yd/level	V	Special	1 creature	—
□□□□ Programmed Illusion	(PHB 234)	Ill/Phan	6 seg	10 yd/level	V,S,M	Special	Special	Special
□□□□ Project Image	(PHB 234)	Alt/Ill/Phan	6 seg	10 yd/level	V,S,M	1 rnd/level	Special	—
□□□□ Reincarnation	(PHB 234)	Necr	1 turn	Touch	V,S,M	Permanent	person touched	—
□□□□ Repulsion	(PHB 234)	Abj	6 seg	0	V,S,M	1 rnd/2 level	10 ft x 10 ft	—
□□□□ Shades	(PHB 234)	Ill/Phan	6 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
□□□□ Spiritwrack	(PHB 235)	Evoc/Abj	spec.	1 ft. + 1 ft./level	V,M	Special	Special	Special
□□□□ Stone to Flesh <sup>o</sup>	(PHB 235)	Alt	6 seg	10 yd/level	V,S,M	Permanent	1 creature	Special
□□□□ Transmute Metal to Water <sup>o</sup>	(SSG 121)	Alt	1 seg	5 yd/level	V,S,M	Permanent	5 ft diameter/level	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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

# DS CONJURER

Level 6 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Transmute Water to Dust	(PHB 235)	Alt	5 seg	60 yd	V,S,M	Permanent	10 ft cube/level	Special
Veil	(PHB 235)	Ill/Phan	6 seg	10 yd/level	V,S	1 turn/level	20 ft cube/level	—
Velimurio's Merger	(SSG 122)	Alt	3 seg	Touch	V,S	10 min/level	2 creature of equal power	—
Zarba's Sphere of Personal Inclement Weather	(PHB 236)	Alt	1 rnd	10 ft./level	V,S	2 hours/level	10 ft radius	Neg.
Zargosa's Instant Summons <sup>1</sup>	(PHB 242)	Conj/Sum	1 seg	Special	V,S,M	Instantaneous	1 small object	—
Level 7	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Anger Deity	(PHB 236)	Ench/Charm	1 rnd	Infinite	V	Instantaneous	1 gawd	—
Banishment	(PHB 236)	Abj	7 seg	20 yd	V,S,M	Instantaneous	60 ft radius	Special
Bone Javelin	(SSG 92)	Alt/Evoc	7 seg	10 yd/level	V,S,M	1 rnd/level	Creates 1 javelin	—
Charm Plants	(PHB 237)	Ench/Charm	1 turn	30 yd	V,S,M	Permanent	10 x 30 ft	Neg.
Command Element	(SSG 94)	Alt	7 seg	10 ft./level	V,S	1 rnd/level	1,000 ft²/level	—
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	—
Create Shade	(SSG 94)	Alt	7 seg	10 yd/level	V,S	2d4 turns + 1 turn/level	10 ft cube/level	—
Duo-Dimension	(PHB 237)	Alt	7 seg	0	V,S,M	3 rnd + 1 rnd/level	Caster	—
Finger of Death	(PHB 237)	Necr	5 seg	60 yd	V,S	Permanent	1 creature	Neg.
Grasping Death <sup>1</sup>	(PHB 244)	Conj/Sum	3 seg	5 yd/2 levels	V,S	Permanent	1 creature	—
Guntar's Dweomer of Elusive Enchantment	(HJ-8 10)	Alt	spec.	Touch	V,S,M	special	1 suit of armor/shield	Neg.
Harm	(SSG 103)	Necr	7 seg	Touch	V,S	Instantaneous	1 creature	—
Jonid's Jewel <sup>1</sup>	(SSG 105)	Conj/Div	7 seg	0	S,M	24 hours	1 gem	—
Life Creation	(SSG 106)	Alt	4 turn	10 yd	V,S,M	Permanent	Special	—
Major Domination	(SSG 108)	Ench/Charm	7 seg	10 yd/level	V,S	Special	1 creature	Neg.
Mass Invisibility	(PHB 238)	Ill/Phan	7 seg	10 yd/level	V,S,M	Special	60 x 60 yds	—
Maze <sup>1</sup>	(PHB 245)	Conj/Sum	3 seg	5 yd/level	V,S	Special	1 creature	—
Merrywether's Dramatic Death	(SSG 109)	Ill/Phan	1 seg	10 yd/level	V,S	3 rnd/level	Special	—
Monster Summoning VI <sup>1</sup>	(PHB 245)	Conj/Sum	8 seg	Special	V,S,M	7 rnd + 1 rnd/level	80 yd radius	—
Phase Door	(PHB 238)	Alt	7 seg	Touch	V	1 use/2 level	Special	Special
Power Word: Banish <sup>1</sup>	(SSG 112)	Conj/Sum	1 seg	5 yd/level	V	Instantaneous	1 or more creature	—
Power Word: Blind <sup>1</sup>	(PHB 246)	Conj/Sum	1 seg	5 yd/level	V	Special	15 ft radius	—
Power Word: Terrify <sup>1</sup>	(SSG 115)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creature	—
Prismatic Wall	(PHB 239)	Conj/Sum	7 seg	10 yd	V,S	1 turn/level	Special	Special
Reverse Gravity	(PHB 239)	Alt	7 seg	5 yd/level	V,S,M	1 rnd/level	30 ft x 30 ft	—
Sequester	(PHB 239)	Ill/Phan/Abj	7 seg	Touch	V,S,M	1 wk + 1 day/level	2 ft cube/level	Special
Shadow Walk	(PHB 239)	Ill/Ench	1 seg	Touch	V,S	6 turns/level	Special	—
Shadowcat	(SSG 119)	Ill	3 seg	10 yd/level	V,S,M	1 turn/level	Special	—
Simulacrum	(PHB 239)	Ill/Phan	spec.	Touch	V,S,M	Permanent	1 creature	—
Spell Turning	(PHB 240)	Abj	7 seg	0	V,S,M	Up to 3 rnd/level	Caster	—
Statue	(PHB 240)	Alt	7 seg	Touch	V,S,M	1 hour/level	1 creature	Special
Steal Enchantment	(SSG 120)	Ench/Charm	1 hr	Touch	V,S,M	Instantaneous	1 item	Neg.
Symbol <sup>1</sup>	(PHB 247)	Conj/Sum	8 seg	Touch	V,S,M	Special	Special	Special
Teleport without Error	(PHB 240)	Alt	1 seg	Touch	V	Instantaneous	Special	—
Torment	(PHB 240)	Evoc/Alt	1 rnd	1 ft.	V,S,M	Special	1 creature	Special
Transmute Rock to Lava	(PHB 241)	Alt	1 rnd	20 ft./level	V,S,M	Special	2 ft³/level	—
Trap the Soul <sup>1</sup>	(PHB 248)	Conj/Sum	spec.	10 yd	V,S,M	Special	1 creature	Special
Truename	(PHB 241)	Ench/Alt	spec.	3 ft.	V,S	Special	Thing named	Neg.
Tybalt's Planar Pacifier	(SSG 122)	Alt/Ench	1 rnd	Touch	V,S,M	1 day/level	Special	—
Vanish	(PHB 241)	Alt	2 seg	Touch	V	Special	1 object	—
Volley	(PHB 241)	Abj	1 seg	Special	V,S,M	Special	Special	Special
Zarba's Sphere of Insanity	(PHB 242)	Ench/Charm	7 seg	10 ft./level	V,S,M	Special	1 creature	Special
Zargosa's Opulent Manor House	(PHB 242)	Alt	7 rd	10 yd	V,S,M	1 hour/level	300 ft²/level	—
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
Alter Reality <sup>1</sup>	(SSG 90)	Conj/Ill	spec.	Unlimited	V	Special	Special	Special
Antipathy-Sympathy	(PHB 243)	Ench/Charm	1 hr	30 yd	V,S,M	2 hours/level	10 ft cube/1 item	Special
Binding	(PHB 243)	Ench/Evoc	spec.	10 yd	V,S,M	Special	1 creature	Special
Clone	(PHB 243)	Necr	1 turn	Touch	V,S,M	Permanent	1 clone	—
Conjure Greater Elemental	(HJ-11 8)	Conj/Sum	1 turn	60 yd	V,S,M	1 turn/level	Special	—
Create Atmosphere <sup>o</sup>	(HJM 122)	Alt	6 turn	10 yd/level	V,S,M	Special	1 mile³/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

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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

# DS CONJURER

Level 8 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Demon Flame <sup>1</sup>	(PHB 249)	Conj/Sum	9 seg	Caster	V,S,M	1 turn + 1 rnd/level	10 ft radius	1/2
□□□□ Dispel Enchantment	(SSG 97)	Abj	8 seg	0 or touched	V,S,M	Special	120 ft radius or item touched	—
□□□□ Elemental Transference	(COB 123)	Alt/Elem	8 seg	10 yd	V,S,M	1 rnd/level	Caster	—
□□□□ Gandle's Spell Immunity	(PHB 244)	Abj	spec.	Touch	V,S,M	1 turn/level	creature(s) touched	—
□□□□ Gate <sup>1</sup>	(PHB 250)	Conj/Sum	9 seg	30 yd	V,S	Special	Special	—
□□□□ Glassteel	(PHB 244)	Alt	8 seg	Touch	V,S,M	Permanent	Object Touched	—
□□□□ Haarpang's Magnificent Sphere of Telekinesis	(PHB 244)	Evoc/Alt	4 seg	20 yd	V,S,M	2 rnd/level	Special	Neg.
□□□□ Incendiary Cloud	(PHB 245)	Alt/Evoc	2 seg	30 yd	V,S,M	4 rnd + 1d6 rnd	Special	1/2
□□□□ Mass Charm	(PHB 245)	Ench/Charm	8 seg	5 yd/level	V	Special	30 ft cube	Neg.
□□□□ Mimic Caster	(PHB 245)	Ench	1 turn	Touch	V,S,M	1 turn/level	Person Touched	—
□□□□ Mind Blank	(PHB 245)	Abj	1 seg	20 yd	V,S	1 day	1 creature	—
□□□□ Mind Maze	(SSG 109)	Ill/Phan	5 seg	10 yd/level	V,S	Special	1 creature	1/2
□□□□ Monster Summoning VII <sup>1</sup>	(PHB 250)	Conj/Sum	9 seg	Special	V,S,M	8 rnd + 1 rnd/level	90 yd radius	—
□□□□ Munari's Irresistible Jig	(PHB 246)	Ench/Charm	5 seg	Touch	V	1d4 + 1 rnd	1 creature	—
□□□□ Permanency	(PHB 246)	Alt	2 rd	Special	V,S	Permanent	Special	—
□□□□ Polymorph Any Object	(PHB 246)	Alt	1 rnd	5 yd/level	V,S,M	Variable	Special	Special
□□□□ Power Word: Annihilate <sup>1</sup>	(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 <sup>1</sup>	(SSG 113)	Conj/Sum	1 seg	5 yd/2 level	V	1d4 rnd	1 or more creature	—
□□□□ Power Word: Kill <sup>1</sup>	(PHB 250)	Conj/Sum	1 seg	5 yd/2 level	V	Permanent	10 ft radius	—
□□□□ Prismatic Sphere <sup>1</sup>	(PHB 251)	Abj/Conj/Sum	7 seg	0	V	1 turn/level	20 ft diameter sphere	Special
□□□□ Screen	(PHB 247)	Div/Ill	1 turn	0	V,S	1 hour/level	30 ft cube/level	Special
□□□□ Shadow Form	(SSG 119)	Necr/Ill/Phan	1 rnd	0	V,S,M	1 rnd/level	Caster	—
□□□□ Sink	(PHB 247)	Ench/Alt	8 seg	10 yd/level	V,S	Special	Special	Special
□□□□ Wish <sup>1</sup>	(PHB 252)	Conj/Sum	spec.	Unlimited	V	Special	Special	Special

Level 9	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Create Lich Master	(TUH 39)	Necr	25 hr	Personal	V,S,M	Permanent	1 creature	Special
□□□□ Crystalbrittle	(PHB 248)	Alt	9 seg	Touch	V,S	Permanent	2 ft <sup>3</sup> /level	Special
□□□□ Death Rune	(PHB 249)	Necr	9 seg	60 ft.	V,S,M	Permanent	1 creature	Neg.
□□□□ Elemental Aura	(SSG 98)	Abj/Evoc	1 rnd	0	V	1 hour/level	Caster	—
□□□□ Energy Drain	(PHB 249)	Evoc/Necr	3 seg	Touch	V,S,M	Permanent	1 creature	—
□□□□ Fawlgar's Grasping Death	(PHB 249)	Necr	9 seg	5 ft./level	V,S,M	Instantaneous	1 creature	Special
□□□□ Hyptor's Disjunction	(PHB 250)	Alt/Ench	9 seg	0	V	Instantaneous	30 ft radius	Special
□□□□ Immunity to Undeath	(SSG 105)	Necr/Abj	1 rnd	0	V,S,M	1 rnd/level	40 ft radius	—
□□□□ Imprisonment <sup>o</sup>	(PHB 250)	Abj	9 seg	Touch	V,S	Permanent	1 creature	—
□□□□ Jebidiah's Ultimate Circle	(SSG 106)	Abj	9 rd	0	V,S,M	1 turn/level	Circle, up to 40 ft in diam.	—
□□□□ Mass Domination	(SSG 108)	Ench/Charm	9 seg	60 yd	V,S	Special	30 ft cube	Special
□□□□ Master Undead	(SSG 109)	Necr	9 seg	10 yd/level	V,S,M	5 rnd/level	50 ft cube	Neg.
□□□□ Programmed Amnesia	(SSG 115)	Ench/Charm	spec.	20 yd	V,S	Special	1 creature	Special
□□□□ Ring of Swords	(SSG 117)	Alt	1 rnd	10 yd/level	V,S,M	Special	Special	—
□□□□ Shadow Creep	(SSG 119)	Ill/Phan	9 seg	10 yd/level	V,S,M	Permanent	Special	—
□□□□ Shape Change	(PHB 251)	Alt	9 seg	0	V,S,M	1 turn/level	Caster	—
□□□□ Succor	(PHB 251)	Alt/Ench	1 to 4 days	Touch	V,S,M	Special	1 individual	—
□□□□ Teleport Intercampaignia	(PHB 251)	Alt	1 seg	Special	V,S	Instantaneous	Special	—
□□□□ Teleport Intragenre	(PHB 251)	Alt	1 seg	Special	V,S	Instantaneous	Special	—
□□□□ Tempestcone	(SSG 120)	Alt/Evoc	9 seg	Touch	V,S	1 rnd/level	1 creature	—
□□□□ Temporal Stasis <sup>o</sup>	(PHB 251)	Alt	9 seg	10 yd	V,S,M	Permanent	1 creature	—
□□□□ Time Stop	(PHB 252)	Alt	9 seg	0	V	Special	15 ft radius sphere	—
□□□□ Weird	(PHB 252)	Ill/Phan	9 seg	30 yd	V,S	Concentration	20 ft radius	Special

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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