

BLOOD MAGE

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	—
☐☐☐☐ 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 yd²/level	—
☐☐☐☐ 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	—
☐☐☐☐ Blood Missile¹	(SSG 92)	Necr	1 seg	10 yd + 10 yd/level	V,S	Instantaneous	5 ft radius	—
☐☐☐☐ Burning Hands	(PHB 176)	Alt	1 seg	5 ft	V,S	Instantaneous	5 ft, 120° arc	½
☐☐☐☐ 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
☐☐☐☐ Color Spray	(PHB 177)	Alt	1 seg	0	V,S,M	Instantaneous	5 x 20 x 20 ft wedge	Special
☐☐☐☐ Comprehend Languages°	(PHB 177)	Alt	1 rnd	Touch	V,S,M	5 rnd per level	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 Link	(HJ-20 19)	Alt	1 rnd	Touch	V,S	8 hours + 2 hours/level	1 clothed corpse	—
☐☐☐☐ Create Obstacle	(BTS 23)	Conj	3 seg	100 ft + 10 ft/level	V,S,M	1 turn + 1 rnd/level	up to (1 ft./level)³	—
☐☐☐☐ Dancing Lights	(PHB 178)	Alt	1 seg	40 yd + 10 yd/level	V,S,M	2 rnd/level	Special	—
☐☐☐☐ Detect Disease	(SSG 96)	Div	1 seg	10 yd	V,S,M	1 rnd/level	1 creature or object	—
☐☐☐☐ Detect Illusion	(SSG 96)	Div	1 seg	Touch	V,S,M	3 rnd + 2 rnd/level	10 ft x 10 ft path/level	—
☐☐☐☐ Detect Magic	(PHB 178)	Div	1 seg	0	V,S	2 rnd/level	10 ft x 60 ft	—
☐☐☐☐ Detect Phase	(SSG 96)	Div	1 seg	0	V,S	2 rnd/level	10 x 60 ft path	—
☐☐☐☐ Detect Undead	(PHB 178)	Div/Necr	1 rnd	0	V,S,M	3 turns	60 ft+10 ft/level	—
☐☐☐☐ Disable Hand	(SSG 97)	Necr	1 seg	10 yd	V,S,M	Special	1 hand	Neg.
☐☐☐☐ Divining Rod	(SSG 97)	Ench/Charm /Div	1 rnd	60 yd	V,S,M	1 rnd/level	Special	—
☐☐☐☐ Elenwyd's Pout	(HJ-5 11)	Alt/Ench	2 seg	0	S,M	1 turn/level	Caster	—
☐☐☐☐ Elenwyd's Sultry Stare	(HJ-5 11)	Alt/Ill	1 seg	0	S	2 rnd/level	Caster	—
☐☐☐☐ Enlarge°	(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 ft³/level	Special
☐☐☐☐ Exterminate	(SSG 99)	Necr	1 seg	10 ft	V,S,M	Instantaneous	1 small creature or 1 ft³/level	—
☐☐☐☐ Feather Fall	(PHB 179)	Alt	1 seg	10 yd/level	V	1 rnd/level	Special	—
☐☐☐☐ Find Familiar	(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	—
☐☐☐☐ Fireball, Sidewinder Factor 1	(PHB 180)	Evoc	1 seg	1 mile max	V,S,M	1 rnd/level	10 ft radius	½
☐☐☐☐ 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	—
☐☐☐☐ Fog Vision	(PHB 180)	Div	1 seg	Touch	V,S,M	1 turn/level	1 person	—
☐☐☐☐ Freeze Water	(HJ-16 5)	Alt	5 seg	Touch	V,S,M	Special	6 in³/level	—
☐☐☐☐ Freeze Weapon	(HJ-16 6)	Alt	5 seg	30 ft	V,S,M	1 rnd/2 level	Special	Special
☐☐☐☐ Gaze Reflection	(PHB 180)	Alt	1 seg	0	V,S	2 rnd + 1 rnd/level	Special	—
☐☐☐☐ Grease	(PHB 180)	Conj	1 seg	10 yd	V,S,M	3 rnd + 1 rnd/level	10 x 10 ft	Special
☐☐☐☐ Haar pang's Floating Cart	(PHB 181)	Evoc	1 seg	20 yd	V,S,M	6 hours + 1 hour/level	Special	—
☐☐☐☐ Hold Portal	(PHB 181)	Alt	1 seg	20 yd/level	V	1 rnd/level	20 ft²/level	—
☐☐☐☐ 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	—
☐☐☐☐ Jump	(PHB 181)	Alt	1 seg	Touch	V,S,M	1d3 rnd + 1 rnd/level	1 creature	—
☐☐☐☐ Kachirut's Exploding Palm	(SSG 106)	Evoc	1 seg	Touch	V,S	Instantaneous	1 target	½
☐☐☐☐ 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 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								
☐☐☐☐ 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.
☐☐☐☐ Phantom Armor	(PHB 183)	Alt/Ill	1 rnd	Touch	V,S,M	Special	1 person	—
☐☐☐☐ Pinpoint Familiar°	(WW 41)	Div	3 seg	0	V,S,M	1 rnd/level	20 yards/level	—
☐☐☐☐ Pool Gold	(PHB 183)	Alt	1 seg	20 ft	V,S,M	1 rnd	20 ft radius	Special
☐☐☐☐ Power Word: Cartwheel	(SSG 113)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—

°Reversible spell

¹Class spell

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Level 1 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
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	—
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	(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	—
Remove Thirst	(SSG 117)	Alt/Ench	1 seg	Touch	V,S,M	Permanent	1 creature	—
		/Charm						
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	—
Shocking Grasp	(PHB 185)	Alt	1 seg	Touch	V,S	Special	1 creature	—
Smoky Servant	(HJ-13 16)	Alt/Conj	1 seg	0	V,S,M	1 hours/level	30 ft radius	—
Spider Climb	(PHB 185)	Alt	1 seg	Touch	V,S,M	3 rnd + 1 rnd/level	1 creature	Neg.
Unseen Servant	(PHB 186)	Conj/Sum	1 seg	0	V,S,M	4 hours + 1 hour/level	30 ft radius	—
Wall of Fog	(PHB 186)	Evoc	1 seg	30 yd	V,S,M	2d4 rnd + 1 rnd/level	Special	—
Witherslow ¹	(SSG 125)	Necr	5 seg	0	V,S,M	1 year/level	1 creature	Neg.
Wizard Mark	(PHB 186)	Alt	1 seg	Touch	V,S,M	Permanent	Up to 1 ft square	—
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
Alter Self	(PHB 187)	Alt	2 seg	0	V,S	3d4 rnd + 2 rnd/level	Caster	—
Aname's Extra-Dimensional Mallet	(SSG 90)	Conj/Sum	2 seg	Special	V,S,M	1 rnd/level	Special	—
Blood Mark ¹	(SSG 91)	Necr	2 seg	Touch	V,S	1 wk/level	1 creature	—
Blood Thirst ¹	(SSG 92)	Necr	2 seg	Touch	V,S	10 min + 1 min/level	1 creature	—
Bob & Mooch's Leather Armor Repair	(HJ-14 3)	Alt	1 turn	Touch	V,S,M	Until dispelled	1 item	—
Chain of Fire	(PHB 187)	Evoc	2 seg	30 yd	V,S,M	Special	Special	—
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	—
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	—
Continual Light ^o	(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	—
Darkness, 15' Radius	(PHB 188)	Alt	2 seg	10 yd/level	V,S,M	1 turn + 1 rnd/level	15 ft radius	—
Death Recall	(SSG 95)	Necr/Div	1 rnd	Touch	V,S,M	Special	1 corpse	—
Deeppockets	(PHB 189)	Alt/Ench	1 turn	Touch	V,S,M	12 hours + 1 hour/level	1 garment	—
Detect Charm	(SSG 96)	Div	1 seg	0	V,S,M	1 turn	1 creature/round	Neg.
Detect Evil ^o	(PHB 189)	Div	2 seg	0	V,S	5 rnd/level	10 x 180 ft	—
Detect Invisibility	(PHB 189)	Div	2 seg	0	V,S,M	5 rnd/level	10 yds/level	—
Detect Life	(SSG 96)	Div	2 seg	10 ft/level	V,S,M	5 rnd	1 creature	—
Disable Foot	(SSG 97)	Necr	1 seg	10 yd	V,S,M	Special	1 ft	Neg.
Disable Wing	(PF 63)	Necr	2 seg	10 yd	V,S,M	Special	1 wing	Neg.
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.
ESP	(PHB 189)	Div	2 seg	0	V,S,M	1 rnd/level	5 yds/level	—
Fihrsid's Horrid Armor	(SSG 100)	Necr	3 seg	Special	V,S,M	1d6 day/level	Special	—
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	—
Fire Telekinesis	(PHB 190)	Alt	2 seg	30 yd	V,S	2 rnd/level	Special	Special
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	—
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 ³ /level	Special
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.
Ghoul Touch	(SSG 102)	Necr	2 seg	0	V,S,M	1 rnd/level	1 person	Special
Glitterdust	(PHB 191)	Conj/Sum	2 seg	10 yd/level	V,S,M	Special	20 ft cube	Special
Heat Seeking Fist of Thunder	(PHB 191)	Evoc	2 seg	100 ft	V,S,M	Instantaneous	30 ft cube	½
Ice Knife	(SSG 104)	Evoc	1 rnd	Special	V,S,M	Instantaneous	Special	Neg.
Irritation	(PHB 192)	Alt	2 seg	10 yd/level	V,S,M	Special	Special	Neg.

^oReversible spell

¹Class spell

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Level 2 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Kachirut's Kinetic Strike	(SSG 106)	Evoc	2 seg	3 yd/level	V,S	Instantaneous	1 target	½
□□□□ Knock°	(PHB 192)	Alt	1 seg	60 yd	V	Special	10 ft²/level	—
□□□□ Know Alignment	(PHB 193)	Div	1 rnd	10 yd	V,S	1 rnd/level	Special	Neg.
□□□□ Levitate	(PHB 193)	Alt	2 seg	20 yd/level	V,S,M	1 turn/level	1 creature or object	Neg.
□□□□ Locate Object°	(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	—
□□□□ Magic Mouth	(PHB 194)	Alt	2 seg	10 yd	V,S,M	Special	1 object	—
□□□□ 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	—
□□□□ Pyrotechnics	(PHB 195)	Alt	2 seg	120 yd	V,S,M	Special	1 fire source	—
□□□□ Reveal Secret Portal	(PHB 195)	Div	2 seg	0	V,S,M	5 rnd/level	10 yds/level	—
□□□□ Rope Trick	(PHB 195)	Alt	2 seg	Touch	V,S,M	2 turns/level	Special	—
□□□□ Shatter	(PHB 196)	Alt	2 seg	30 yd + 10 yd/level	V,S,M	Instantaneous	3 ft radius	Neg.
□□□□ 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.
□□□□ Smoke Screen	(HJ-13 16)	Alt	2 seg	5 ft./level	V,S,M	2 rnd/level	1000 ft³/level	—
□□□□ Spectral Hand	(PHB 196)	Necr	2 seg	30 yd + 5 yd/level	V,S	2 rnd/level	1 opponent	—
□□□□ Spy of Derijnah	(SSG 120)	Necr	5 seg	5 feet	V,S,M	1 hour/level	Special	—
□□□□ Stinking Cloud	(PHB 196)	Evoc	2 seg	30 yd	V,S,M	1 rnd/level	20 ft cube	Special
□□□□ Strength	(PHB 196)	Alt	1 turn	Touch	V,S,M	1 hour/level	person touched	—
□□□□ Summon Swarm	(PHB 196)	Conj/Sum	2 seg	60 yd	V,S,M	Special	10 ft cube	Neg.
□□□□ Tattoo of Shame	(PHB 196)	Alt	1 rnd	Touch	V,S,M	Permanent	Up to 1 ft²	Neg.
□□□□ Telepathic Mute	(PHB 197)	Alt	2 seg	10 ft./level	V,S,M	2 rnd/level	1 creature	—
□□□□ Vocalize	(SSG 123)	Alt	4 seg	Touch	S,M	5 rnd	1 creature	—
□□□□ 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
□□□□ 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 ft²/level	—
□□□□ 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
□□□□ 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.
□□□□ Alternate Reality	(SSG 89)	Alt	3 seg	Touch	V,S,M	Instantaneous	1 creature	—
□□□□ Ariellene's Sprout Field	(HJ-15 15)	Alt	1 turn	500 yd	V,S,M	Permanent	10,000 yd²/level	—
□□□□ Arinathor's Dark Limbs	(SSG 91)	Alt	4 seg	Touch	V,S,M	Permanent	1 creature	Neg.
□□□□ Bash Face	(PHB 198)	Evoc	3 seg	10 ft. + 1 ft./level	V,S,M	Instantaneous	1 target	—
□□□□ Blink	(PHB 198)	Alt	1 seg	0	V,S	1 rnd/level	Caster	—
□□□□ Bloodball¹	(SSG 92)	Necr	3 seg	10 yd/level	V,S,M	Special	20 ft radius	—
□□□□ 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
□□□□ 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	—
□□□□ 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	—
□□□□ 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	—
□□□□ Enhance Rating°	(HJM 121)	Alt	3 seg	10 yd	V,S,M	1d4 + 1rnd/level	1 individual using a HackJammer Helmet	—
□□□□ Explosive Runes	(PHB 200)	Alt	3 seg	Touch	V,S	Special	10 ft radius	Special
□□□□ Extract Truth¹	(SSG 99)	Necr	3 seg	1 yd/level	V,S,M	1 rnd/level	1 creature	—
□□□□ 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

°Reversible spell

¹Class spell

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Level 3 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
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
Fireflow	(SSG 100)	Alt	1 seg	40 yd	V,S,M	2 rnd/level	1 fire source	—
Flame Arrow	(PHB 201)	Conj/Sum	3 seg	30 yd + 10 yd/level	V,S,M	1 rnd	Special	—
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	½
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 Undead	(PHB 202)	Necr	5 seg	60 ft	V,S,M	1d4 rnd + 1 rnd/level	1d3 undead	Neg.
Hovering Skull	(SSG 104)	Necr	4 seg	Special	V,S,M	2 rnd/level	Special	—
Icy Sphere	(HJ-16 5)	Evoc	5 seg	10 yd/level	V,S,M	1 rnd/2 level	10 yds/level	½
Infravision	(PHB 202)	Alt	1 rnd	Touch	V,S,M	2 hours + 1 hour/level	1 creature	—
Item	(PHB 202)	Alt	3 seg	Touch	V,S,M	4 hours/level	2 ft³/level	Special
Lightning Bolt	(PHB 202)	Evoc	3 seg	40 yd + 10 yd/level	V,S,M	Instantaneous	Special	½
Lizenz's Dark Wings	(PF 63)	Alt	4 seg	Touch	V,S,M	Permanent	1 creature	Neg.
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	—
Mericutyn's Grotesquely Distended Nose	(SSG 109)	Alt	3 seg	10 ft/level	S,M	Permanent	1 creature	Neg.
Monster Summoning I	(PHB 203)	Conj/Sum	3 seg	Special	V,S,M	2 rnd + 1 rnd level	30 yd radius	—
Morton's Minute Meteors	(SSG 110)	Alt/Evoc	3 seg	70 yd + 10 yd/level	V,S,M	Special	1 target/meteor	—
Murgain's Migraine	(PHB 203)	Necr	3 seg	30 yd	V,S	Special	1 creature	Neg.
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	—
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: 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
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	—
Sepia Snake Sigil	(PHB 205)	Conj/Sum	3 seg	5 yd	V,S,M	Special	1 sigil	—
Sligdderlisp'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.
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	—
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.
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	—
Wall of Water	(SSG 123)	Evoc	3 seg	30 yd	V,S,M	Special	Special	—
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	—
Zargosa's Flaming Spheres of Tor	(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	—

°Reversible spell

¹Class spell

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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.
□□□□ Boiling Blood ¹	(SSG 92)	Necr	4 seg	5 yd/level	V,S,M	Instantaneous	1 creature	—
□□□□ 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.
□□□□ 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 Srying	(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
□□□□ Dimension Door	(PHB 208)	Alt	1 seg	0	V	Instantaneous	Caster	—
□□□□ 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 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	—
□□□□ 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	—
□□□□ 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
□□□□ Flying Familiar	(SSG 101)	Alt	2 rd	Touch	V,S,M	Permanent	1 familiar	—
□□□□ 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.
□□□□ Haarpang's Memory Kick	(PHB 211)	Alt	1 turn	0	V,S,M	1 day	Caster	—
□□□□ Hurl Animal	(PHB 212)	Alt	4 seg	10 yd/level	V,S,M	Instantaneous	10 yds/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	—
□□□□ Massmorph	(PHB 212)	Alt	4 seg	10 yd/level	V,S,M	Special	10 ft cube/level	—
□□□□ Minor Globe of Invulnerability	(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	—
□□□□ Mulderi's Climbing Claws	(SSG 110)	Alt	3 seg	10 ft/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Omen	(SSG 111)	Div	5 rd	0	V,S	Special	Special	—
□□□□ Perpetual Shocking Grasp	(PHB 213)	Alt	4 seg	Touch	V,S,M	Permanent	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: 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	—
□□□□ Protection from Elementals	(ZG 116)	Abj	1 rnd	0	V, S	2 rnds/level	10 ft radius	—
□□□□ Protection from Lightning	(PHB 286)	Abj	7 seg	Touch	V,S,M	1 creature	Special	—
□□□□ Rainbow Pattern	(PHB 214)	Alt/Ill/Phan	4 seg	10 yd	S,M	Special	30 ft cube	Neg.
□□□□ Remove Curse ^o	(PHB 215)	Abj	4 seg	Touch	V,S	Permanent	Special	Special
□□□□ Remove Limb ¹	(SSG 117)	Necr	4 seg	1 yd/level	V,S,M	1 rnd	1 creature	—
□□□□ Segwick's Tool Box	(SSG 118)	Conj/Sum	1 rnd	0	V,S,M	1 turn/level	Special	—
□□□□ Shout	(PHB 215)	Evoc	1 seg	0	V,M	Instantaneous	10 x 30 ft cone	Special
□□□□ Silver Globes	(SSG 119)	Evoc/Conj/Sum	1 seg	3 ft/level	V,S	Instantaneous	30 ft radius	Special
□□□□ Sliggderlisp's Particularly Noxious Depilatory Cloud	(WDM 39)	Evoc	4 seg	15 yd + 1 yd/level	V,S,M	2 rnd + 1 rnd/level	40 x 20 x 20 cloud	Neg.
□□□□ 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	—
□□□□ 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	—
□□□□ Toxic Web	(ATG 94)	Evoc	4 seg	5 yd/level	V,S,M	2 turns/level	6,000 ft³	Special
□□□□ Tusks of the Oliphant	(SSG 122)	Alt	8 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.

^oReversible spell

¹Class spell

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Level 4 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
UUUUUU Ultravision	(PHB 216)	Alt	4 seg	Touch	V,S,M	6 turns + 6 turns/level	1 creature	—
UUUUUU Unseen Repair Crew	(HJM 121)	Alt	1 rnd	50 yd	V,S,M	1 turn/level	1 ship	—
UUUUUU Vacancy	(PHB 216)	Alt/Ill/Phan	4 seg	10 yd/level	V,S,M	1 hour/level	10 ft radius/level	—
UUUUUU Wall of Acid	(PHB 216)	Evoc	4 seg	40 yd	V,S,M	Special	Special	—
UUUUUU Wall of Fire	(PHB 216)	Evoc	4 seg	60 yd	V,S,M	Special	Special	—
UUUUUU Wall of Ice	(PHB 217)	Evoc	4 seg	10 yd/level	V,S,M	1 turn/level	Special	—
UUUUUU Wimpel's Dispelling Screen	(SSG 125)	Abj/Evoc	5 seg	5 yd/level	V,S,M	1 rnd/level	20 ft square	—
UUUUUU Wizard Eye	(PHB 217)	Alt	1 turn	0	V,S,M	1 rnd/level	Special	—
UUUUUU Zargosa's Lodge of Protection	(PHB 217)	Alt/Ench	4 turn	20 yd	V,S,M	1d4 + 1 hour + 1 hour/level	30 ft ² /level	—
UUUUUU Zargosa's Tentacled Fury	(PHB 217)	Conj/Sum	1 rnd	30 yd	V,S,M	1 hour/level	30 ft ² /level	—
UUUUUU 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
UUUUUU Airy Water	(PHB 218)	Alt	5 seg	0	V,S,M	1 turn/level	Special	—
UUUUUU Animal Growth ^o	(PHB 218)	Alt	5 seg	60 yd	V,S,M	1 rnd/level	Special	—
UUUUUU Animate Dead	(PHB 218)	Necr	5 rd	10 yd	V,S,M	Permanent	Special	—
UUUUUU Arbraxious's Horrid Maw	(SSG 90)	Alt	5 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
UUUUUU Avoidance ^o	(PHB 218)	Abj/Alt	5 seg	10 yd	V,S,M	Special	Up to 3 ft cube	Special
UUUUUU Blood Rot ¹	(SSG 92)	Necr	5 seg	5 yd/level	V,S,M	Permanent	1 creature	—
UUUUUU Breed Fusion	(SSG 93)	Alt	2 day	Special	V,S,M	Instantaneous	2 creature	Neg.
UUUUUU Centaur's Gift, The	(SSG 93)	Alt	5 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
UUUUUU Cloudkill	(PHB 219)	Evoc	5 seg	10 yd	V,S	1 rnd /level	40 x 20 x 20 ft cloud	—
UUUUUU Conjure Elemental	(PHB 219)	Conj/Sum	1 turn	60 yd	V,S,M	1 turn/level	Special	—
UUUUUU Contact Other Plane	(PHB 219)	Div	1 turn	0	V	Special	Special	—
UUUUUU Containment	(PHB 220)	Abj	5 seg	10 ft./level	V,S,M	5 rnd/level	10 ft sq wall/level	—
UUUUUU Create Portal	(HJM 121)	Alt	5 seg	100 yd	V,S,M	2-12 turns	Special	—
UUUUUU Dismissal	(PHB 220)	Abj	1 rnd	10 yd	V,S,M	Permanent	1 creature	Neg.
UUUUUU Distance Distortion	(PHB 220)	Alt	5 seg	10 yd/level	V,S,M	2 turns/level	10 ft cube/level	—
UUUUUU Drayton's Engaging Conversation	(PHB 221)	Ench/Evoc	5 seg	10 yd	V	Special	Special	Special
UUUUUU Drayton's Hidden Stash	(PHB 221)	Alt/Conj/Sum	1 turn	Special	V,S,M	60 day	1 chest: 2x2x3 ft	—
UUUUUU Dream	(PHB 221)	Evoc/Ill/Phan	1 turn	Touch	V,S	Special	1 creature	—
UUUUUU Elenwyd's Beautiful Flower	(HJ-5 12)	Alt	3 seg	3 yd/level	S,M	Permanent	1 creature	Neg.
UUUUUU Elenwyd's Fashion Sense	(HJ-5 12)	Alt/Ench	1 seg	Touch	S	Permanent	1 outfit	—
UUUUUU Enhance Maneuverability ^o	(HJM 121)	Alt	5 seg	10 yd	V,S,M	1d4 + 1 rnd/level	1 ship up to 10 tons/level	Special
UUUUUU Extension II	(PHB 221)	Alt	4 seg	0	V	Special	Special	—
UUUUUU Fabricate	(PHB 222)	Ench/Alt	spec.	5 yd/level	V,S,M	Permanent	1 yd ³ /level	—
UUUUUU False Vision	(PHB 222)	Div	5 seg	0	V,S,M	1d4 rnd + 1 rnd/level	30 ft radius	—
UUUUUU Fireball, Sidewinder Factor 5	(PHB 222)	Evoc	5 seg	1 mile max	V,S,M	1 rnd/level	10 ft radius	½
UUUUUU Fireball, Torrential	(PHB 222)	Evoc	5 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	40 ft radius	½
UUUUUU Force Shapechange	(SSG 101)	Necr	5 seg	10 yd/level	V,S,M	Instantaneous	1 creature/level	½
UUUUUU Haarpang's Polar Screen	(SSG 103)	Evoc	5 seg	5 yd/level	V,S,M	5 rnd/level	20 ft square	Special
UUUUUU Hiamohr's Unfortunate Incident	(SSG 103)	Alt	4 seg	Special	V,S,M	Permanent	Cone 30 yds + 10 yds/level	Neg.
UUUUUU Hyptor's Faithful Bitch-Hound	(PHB 222)	Conj/Sum	5 seg	10 yd	V,S,M	Special	Special	—
UUUUUU Jorrel's Private Sanctum	(SSG 106)	Abj/Alt	2 turn	0	V,S,M	1 hour/level	1 room	—
UUUUUU Lygg's Cone of Cold	(PHB 223)	Evoc	5 seg	0	V,S,M	Instantaneous	Special	½
UUUUUU Magic Jar	(PHB 223)	Necr	1 rnd	10 yd/level	V,S,M	Special	1 creature	Special
UUUUUU Manor's Mindsight	(SSG 108)	Alt/Div	6 seg	0	V,S,M	5 rnd/level	20 ft + 5 ft/level	—
UUUUUU Monster Summoning III	(PHB 223)	Conj/Sum	5 seg	Special	V,S,M	4 rnd + 1 rnd/level	50 yd radius	—
UUUUUU Mummy Rot	(SSG 110)	Necr	5 seg	Touch	V,S,M	1 rnd/level	1 victim	Special
UUUUUU Pathorgian Death Hex ¹	(SSG 111)	Necr	9 seg	10 yd	V,S,M	Permanent	1 creature	Neg.
UUUUUU Polymorph Plant to Mammal	(SSG 112)	Alt	8 seg	Touch	V,S,M	Permanent	1 Plant	Neg.
UUUUUU Power Word: Charm	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creatures in a 30 ft radius	—
UUUUUU Power Word: Fear	(SSG 114)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creature	—
UUUUUU Power Word: Sleep	(SSG 115)	Conj/Sum	1 seg	90 yd	V	2 rnd/level	1 or more creature	—
UUUUUU Preston's Moonbow	(SSG 115)	Evoc	5 seg	10 yd/level	V,S,M	1 to 4 rnd	Special	—
UUUUUU Retain Air Envelope	(HJM 122)	Alt	6 seg	100 yd	V,S,M	1 turn/level	1 ship, or 1 person/level	Special
UUUUUU Saheezeer's Molten Encompassment	(COB 123)	Alt	5 seg	1 yd	V,S,M	Permanent	3 ft ³ /level	—
UUUUUU Segwick's Seeking	(SSG 118)	Div	5 seg	40 ft	V,S,M	9 rnd	Caster	—
UUUUUU Sending	(PHB 224)	Evoc	1 turn	Unlimited	V,S,M	Special	1 creature	—
UUUUUU Shincok's Major Missile	(SSG 119)	Evoc	5 seg	60 yd + 10 yd/level	V,S	Instantaneous	1 creature	—
UUUUUU Smoking Sphere of DOOM	(HJ13 16)	Alt/Necr	5 seg	300 yd	V,S,M	1 rnd/level	10 ft diameter/level	Special
UUUUUU Snarcher's Corkscrewing Smoking Magic Missile	(WW 43)	Alt	5 seg	30 yd + 5 yd/level	V,S,M	Instantaneous	1 creature	—
UUUUUU Spell Shield	(SSG 120)	Abj	1 rnd	Touch	V,S,M	2 rnd/level	1 creature	—

^oReversible spell

¹Class spell

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Level 5 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Stone Shape	(PHB 224)	Alt	1 rnd	Touch	V,S,M	Permanent	1 ft³/level	—
Summon Shadow	(PHB 224)	Conj/Sum/Necr	5 seg	10 yd	V,S,M	1 rnd + 1 rnd/level	10 ft cube	—
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	—
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 ^o	(PHB 225)	Alt	5 seg	10 yd/level	V,S,M	Special	20 ft cube/level	—
Wall of Bones	(SSG 123)	Necr/Conj	1 rnd	60 yd	V,S,M	1 turn	10 ft square/level 6-inch thickness/level	—
Wall of Force	(PHB 225)	Evoc	5 seg	30 yd	V,S,M	1 turn + 1 rnd/level	10 ft sq/level	—
Wall of Iron	(PHB 226)	Evoc	5 seg	5 yd/level	V,S,M	Permanent	Special	—
Wall of Stone	(PHB 226)	Evoc	5 seg	5 yd/level	V,S,M	Permanent	Special	—
Wall Passage	(PHB 226)	Alt	5 seg	30 yd	V,S,M	1 hour + 1 turn/level	5x8x10 ft	—
Water Bomb	(SSG 124)	Conj/Sum	1 rnd	10 yd/level	V,M	1 rnd	15 ft radius	—
Wings of PanDemonium	(SSG 125)	Alt	5 seg	0	V,S,M	10 turns/level	Caster	—
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
Aliron's Dark Graft	(SSG 89)	Necr	3 seg	Touch	V,S,M	Permanent	1 creature	Neg.
Anti-Animal Shell	(SSG 90)	Abj	1 rnd	0	V,S,M	1 turn/level	10 ft radius	—
Anti-Magic Shell	(PHB 226)	Abj	1 seg	0	V,S	1 turn/level	1ft/level diameter	—
Blazing Blood ¹	(SSG 91)	Necr	6 seg	10 yd/level	V,S,M	5 rnd	10 ft radius	—
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 Weather	(PHB 228)	Alt	1 turn	0	V,S,M	4d6 hours	4d4 square miles	—
Cytogenesis	(SSG 94)	Alt/Necr	4 seg	Touch	V,S,M	Permanent	Special	Neg.
Dead Man's Eyes	(SSG 95)	Necr	1 rnd	Special	S,M	1 rnd/level	Special	Special
Death Fog	(PHB 228)	Alt/Evoc	6 seg	30 yd	V,S,M	1d4 rnd + 1/level	Two 10 ft cubes/level	—
Death Spell	(PHB 228)	Necr	6 seg	10 yd/level	V,S,M	Instantaneous	30 ft cube/level	—
Detect Ulterior Motives	(SSG 97)	Div	6 seg	0	V,S,M	1 rnd/level	10 ft/level	—
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.
Ensnarement	(PHB 229)	Conj/Sum	1 turn	10 yd	V,S,M	Special	Special	Neg.
Extension III	(PHB 230)	Alt	6 seg	0	V	Special	Special	—
Fandango's Fiery Constrictor	(SSG 99)	Conj/Sum	6 seg	10 yd/level	V,S,M	1 rnd/level	1 fire source	Special
Fireball, Proximity Fused	(PHB 230)	Evoc	6 seg	10 yd + 10 yd/level	V,S,M	1 rnd/level	20 ft radius	½
Fireball, Show-No-Mercy	(PHB 230)	Evoc	6 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	½
Gauntlet of Teeth	(SSG 102)	Evoc	5 seg	10 ft/level	V,S,M	6 rnd	Special	½
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/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	—
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	—
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	—
Lower Water	(ZG 110)	Alt	3 seg	Touch	V, S	1 hour/level	Special	—
Mirage Arcana	(PHB 232)	Ill/Phan/Alt	spec.	10 yd/level	V,S(M)	Special	10 ft/level radius	—
Monster Summoning IV	(PHB 233)	Conj/Sum	6 seg	Special	V,S,M	5 rnd + 1 rnd/level	60 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	—
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	—
Project Image	(PHB 234)	Alt/Ill/Phan	6 seg	10 yd/level	V,S,M	1 rnd/level	Special	—

^oReversible spell

¹Class spell

BLOOD MAGE

Level 6 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
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	—
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
Stone Tell	(PHB 272)	Div	1 turn	Touch	V,S,M	1 turn	1 cubic yd	—
Stone to Flesh ^o	(PHB 235)	Alt	6 seg	10 yd/level	V,S,M	Permanent	1 creature	Special
Tentacles	(SSG 121)	Alt/Conj	1 rnd	0	V,M	1 turn/level	Caster	—
Transmute Metal to Water ^o	(SSG 121)	Alt	1 seg	5 yd/level	V,S,M	Permanent	5 ft diameter/level	—
Transmute Water to Dust	(PHB 235)	Alt	5 seg	60 yd	V,S,M	Permanent	10 ft cube/level	Special
True Seeing	(PHB 235)	Div	1 rnd	Touch	V,S,M	1 rnd/level	line of sight	—
Velimurio's Merger	(SSG 122)	Alt	3 seg	Touch	V,S	10 min/level	2 creature of equal power	—
Wall of Blood ¹	(SSG 123)	Necr	6 seg	5 yd/level	V,S,M	Special	Special	—
Wall of Thorns	(SSG 123)	Conj/Sum	1 rnd	80 yd	V,S,M	1 turn/level	One 10 ft cube/level	—
Zarba's Shoving Hand	(PHB 236)	Evoc	6 seg	10 yd/level	V,S,M	1 rnd/level	Special	—
Zarba's Sphere	(PHB 236)	Alt	1 rnd	10 ft./level	V,S	2 hours/level	10 ft radius	Neg.
of Personal Inclement Weather								
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
Blood Drain ¹	(SSG 91)	Necr	7 seg	1 yd/level	V,S,M	Permanent	1 creature	—
Bone Javelin	(SSG 92)	Alt/Evoc	7 seg	10 yd/level	V,S,M	1 rnd/level	Creates 1 javelin	—
Cacodemon	(PHB 236)	Conj/Sum	spec.	10 ft.	V,S,M	Special	creature summoned	Special
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 Blood Golem ¹	(SSG 94)	Necr	1 turn	10 yd	V,S,M	Special	1 creature	—
Create Shade	(SSG 94)	Alt	7 seg	10 yd/level	V,S	2d4 turns + 1 turn/level	10 ft cube/level	—
Dragon Breath	(SSG 98)	Evoc	3 seg	Varies	V,S,M	3 rnd	Varies	Special
Duo-Dimension	(PHB 237)	Alt	7 seg	0	V,S,M	3 rnd + 1 rnd/level	Caster	—
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	—
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	—
Hypnotor's Shimmering Sword	(PHB 238)	Evoc	7 seg	30 yd	V,S,M	1 rnd/level	Special	—
Life Creation	(SSG 106)	Alt	4 turn	10 yd	V,S,M	Permanent	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	—
Phase Door	(PHB 238)	Alt	7 seg	Touch	V	1 use/2 level	Special	Special
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
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
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
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	—
Truename	(PHB 241)	Ench/Alt	spec.	3 ft.	V,S	Special	Thing named	Neg.
Tybal't's Planar Pacifier	(SSG 122)	Alt/Ench	1 rnd	Touch	V,S,M	1 day/level	Special	—
Vanish	(PHB 241)	Alt	2 seg	Touch	V	Special	1 object	—
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 Graspng 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	—
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	—

^oReversible spell

¹Class spell

BLOOD MAGE

Level 8	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□□ Age ¹	(SSG 89)	Necr	8 seg	5 yd/level	V,S,M	Permanent	1 creature	—
□□□□□ Binding	(PHB 243)	Ench/Evoc	spec.	10 yd	V,S,M	Special	1 creature	Special
□□□□□ Blizzard	(SSG 91)	Evoc	8 seg	30 yd	V,S,M	4 rnd + 1d6 rnd	Special	½
□□□□□ Clone	(PHB 243)	Necr	1 turn	Touch	V,S,M	Permanent	1 clone	—
□□□□□ Conjure Greater Elemental	(HJ-11 8)	Conj/Sum	1 turn	60 yd	V,S,M	1 turn/level	Special	—
□□□□□ Create Atmosphere ^o	(HJM 122)	Alt	6 turn	10 yd/level	V,S,M	Special	1 mile ³ /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	—
□□□□□ Fireball, Death Brusher	(PHB 244)	Evoc	8 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius sphere	½
□□□□□ Fireball, Maximus	(PHB 244)	Evoc	8 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	½
□□□□□ Freeze	(SSG 101)	Evoc	1 seg	Variable	V,M	Instantaneous	1010 joules/level	—
□□□□□ Gandle's Spell Immunity	(PHB 244)	Abj	spec.	Touch	V,S,M	1 turn/level	creature(s) touched	—
□□□□□ Glassteel	(PHB 244)	Alt	8 seg	Touch	V,S,M	Permanent	Object 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.
□□□□□ Horner's Nest	(SSG 103)	Evoc	9 seg	100 yd + 10 yd/level	V,S	5 rnd	80 ft radius	½
□□□□□ Incendiary Cloud	(PHB 245)	Alt/Evoc	2 seg	30 yd	V,S,M	4 rnd + 1d6 rnd	Special	½
□□□□□ Jonid's Jewel	(SSG 105)	Conj/Div	7 seg	0	S,M	24 hours	1 gem	—
□□□□□ Life Drain ¹	(SSG 107)	Necr	8 seg	5 yd/level	V,S,M	Permanent	1 creature	—
□□□□□ 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	—
□□□□□ 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: 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
□□□□□ Shadow Form	(SSG 119)	Necr/Ill /Phan	1 rnd	0	V,S,M	1 rnd/level	Caster	—
□□□□□ Shooting Stars	(SSG 119)	Evoc	8 seg	5 yd/level	V,S,M	1 rnd/level	Special	Special
□□□□□ Sink	(PHB 247)	Ench/Alt	8 seg	10 yd/level	V,S	Special	Special	Special
□□□□□ Symbol	(PHB 247)	Conj/Sum	8 seg	Touch	V,S,M	Special	Special	Special
□□□□□ Trap the Soul	(PHB 248)	Conj/Sum	spec.	10 yd	V,S,M	Special	1 creature	Special
□□□□□ Youthful	(PF 63)	Necr	8 seg	5 yd/level	V,S,M	Permanent	1 creature	—
□□□□□ 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
□□□□□ Astral Spell	(PHB 248)	Evoc	9 seg	Touch	V,S	Special	Special	—
□□□□□ Blood Curse ¹	(SSG 91)	Necr	1 rnd	Special	V	Special	Special	—
□□□□□ 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 ³ /level	Special
□□□□□ Death Rune	(PHB 249)	Necr	9 seg	60 ft.	V,S,M	Permanent	1 creature	Neg.
□□□□□ Demon Flame	(PHB 249)	Conj/Sum	9 seg	Caster	V,S,M	1 turn + 1 rnd/level	10 ft radius	½
□□□□□ Detect All	(SSG 96)	Div	9 seg	0	V,S,M	1 turn/level	10 ft x 90 ft path	½
□□□□□ 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
□□□□□ Fireball, Lava Yield	(PHB 249)	Evoc	9 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	½
□□□□□ Fireball, Nuclear Winter	(PHB 249)	Evoc	9 seg	10 yd + 10 yd/level	V,S,M	Instantaneous	20 mile radius	½
□□□□□ Foresight	(PHB 249)	Div	1 rnd	0	V,S,M	2d4 rnd + 1 rnd/level	Special	—
□□□□□ Gate	(PHB 250)	Conj/Sum	9 seg	30 yd	V,S	Special	Special	—
□□□□□ Glyph of Divination	(SSG 102)	Div	spec.	Touch	V,S,M	Special	Special	—
□□□□□ Greater Divination Enhancement	(SSG 103)	Div	6 seg	0	V,S	2 turns + 3 rnd/level	Caster	—
□□□□□ Hyptor's Disjunction	(PHB 250)	Alt/Ench	9 seg	0	V	Instantaneous	30 ft radius	Special
□□□□□ Ice Juggernaut	(SSG 104)	Evoc	9 seg	10 ft./level	V,S,M	1 rnd/level	Special	—
□□□□□ Immunity to Undeath	(SSG 105)	Necr/Abj	1 rnd	0	V,S,M	1 rnd/level	40 ft radius	—

^oReversible spell

¹Class spell

BLOOD MAGE

Level 9 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Imprisonment*	(SSG 105)	Necr/Abj	1 rnd	0	V,S,M	1 rnd/level	40 ft radius	—
□□□□ 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
□□□□ Master Undead	(SSG 109)	Necr	9 seg	10 yd/level	V,S,M	5 rnd/level	50 ft cube	Neg.
□□□□ Meteor Swarm	(PHB 250)	Evoc	9 seg	40 yd + 10 yd/level	V,S	Instantaneous	Special	Special
□□□□ Monster Summoning VII	(PHB 250)	Conj/Sum	9 seg	Special	V,S,M	8 rnd + 1 rnd/level	90 yd radius	—
□□□□ Power Word: Annihilate	(SSG 112)	Conj/Sum	1 seg	5 yd/2 level	V	Instantaneous	1 creature or 15 x 15 x 15 ft cube	—
□□□□ Power Word: Dance	(SSG 113)	Conj/Sum	1 seg	5 yd/2 level	V	1d4 rnd	1 or more creature	—
□□□□ Power Word: Kill	(PHB 250)	Conj/Sum	1 seg	5 yd/2 level	V	Permanent	10 ft radius	—
□□□□ Prismatic Sphere	(PHB 251)	Abj/Conj/Sum	7 seg	0	V	1 turn/level	20 ft diameter sphere	Special
□□□□ Ring of Swords	(SSG 117)	Alt	1 rnd	10 yd/level	V,S,M	Special	Special	—
□□□□ Seek Teleporter	(SSG 118)	Div	3 seg	0	V,S	Instantaneous	150 ft radius	—
□□□□ 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 ^o	(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	—
□□□□ Wave of Death ¹	(SSG 124)	Necr	9 seg	0	V,S	1 rnd/level	Special	—
□□□□ 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	—
□□□□ 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 ^o	(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	—
□□□□ Wave of Death	(SSG 124)	Necr	9 seg	0	V,S	1 rnd/level	Special	—
□□□□ Wish	(PHB 252)	Conj/Sum	spec.	Unlimited	V	Special	Special	Special
□□□□ Zarba's Crushing Hand	(PHB 252)	Evoc	9 seg	5 yd/level	V,S,M	1 rnd/level	Special	—

^oReversible spell

¹Class spell