

Advanced Dungeons & Dragons®

SPELL PLANNER

CLERIC SPELLS Character _____

Spells Available by Level

— 1 — 2 — 3 — 4 — 5 — 6 — 7

Underline all Spells in Spellbook

FIRST LEVEL:

- BLESS !(C 1r; R 6"; D 6r; A 5"×5"; S Nil)
- Curse !(C 1r; R 6"; D 6r; A 5"×5"; S Neg)
- CEREMONY @(C 1hr; R Tch; D Pmt; A 1 Itm; S Spl)
- COMBINE @(C 1r; R Tch; D Spl; A Spl; S Nil)
- COMMAND !(C 1s; R 1"; D 1r; A 1 Crt; S Spl)
- CREATE WATER !(C 1r; R 1"; D Pmt; A 27 cuft; S Nil)
- Destroy Water !(C 1r; R 1"; D Pmt; A 27 cuft; S Spl)
- CURE LIGHT WOUNDS !(C 5s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Light Wounds !(C 5s; R Tch; D Pmt; A 1 Crt; S Neg)
- DETECT EVIL !(C 1r; R 12"; D 1t+1/2/L; A 1" path; S Nil)
- Detect Good !(C 1r; R 12"; D 1t+1/2/L; A 1" path; S Nil)
- DETECT MAGIC !(C 1r; R 3"; D 1t; A 1"×3"; S Nil)
- ENDURE COLD @(C 1r; R Tch; D 9t/L; A 1 Crt; S Nil)
- Endure Heat @(C 1r; R Tch; D 9t/L; A 1 Crt; S Nil)
- INVISIBILITY TO UNDEAD @(C 4s; R Tch; D 6r; A 1 Crt; S Neg)

- LIGHT !(C 4s; R 12"; D 6t+1/L; A 2" sphere; S Spl)
- Darkness !(C 4s; R 12"; D 6t+1/L; A 2" sphere; S Spl)
- MAGIC STONE @(C 1r; R 2"; D 6r; A 1 Stone; S Nil)
- PENETRATE DISGUISE @(C 2r; R 12"; D 1r; A 1 Crt; S Neg)
- PORTENT @(C 1t; R Tch; D Spl; A 1 Crt; S Nil)
- PRECIPITATION @(C 3s; R 1"/L; D 1s/L; A Cyl 12"×3" dia; S Nil)
- PROTECTION FROM EVIL !(C 4s; R Tch; D 3r/L; A 1 Crt; S Nil)
- Protection From Good !(C 4s; R Tch; D 3r/L; A 1 Crt; S Nil)
- PURIFY FOOD & DRINK !(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
- Putrefy Food & Drink !(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
- REMOVE FEAR !(C 4s; R Tch; D 1t; A 1 Crt; S Nil)
- Cause Fear !(C 4s; R Tch; D 1r/L; A 1 Crt; S Neg)
- RESIST COLD !(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)
- SANCTUARY !(C 4s; R Tch; D 2r+1/L; A 1 Crt; S Nil)

SECOND LEVEL:

- AID @(C 4s; R Tch; D 1r+1/L; A 1 Man; S Nil)
- AUGURY !(C 2r; R 0; D Spl; A 3t; S Nil)
- CHANT !(C 1r; R 0; D Spl; A 3" rad; S Nil)
- DETECT CHARM !(C 1r; R 3"; D 1t; A 1-10 Crt; S Nil)
- Undetectable Charm !(C 1r; R 3"; D 1t; A 1 Crt; S Nil)
- DETECT LIFE @(C 1r; R 10"/L; D 5r; A 1 Crt; S Nil)
- DUST DEVIL @(C 3r; R 3"; D 1r/L; A Spl; S Nil)
- ENTHRALL @(C 1r; R 3"; D Spl; A 90" rad; S Neg)
- FIND TRAPS !(C 5s; R 3"; D 3t; A 1" path; S Nil)
- HOLD PERSON !(C 5s; R 6"; D 4r+1/L; A 1-3 Crt; S Neg)
- HOLY SYMBOL @(C 1r; R Tch; D Pmt; A 1 Obj; S Nil)

- KNOW ALIGNMENT !(C 1r; R 1"; D 1t; A 1 Crt/r; S Nil)
- Obscure Alignment !(C 1r; R 1"; D 1t; A 1 Crt for 10r; S Nil)
- MESSENGER @(C 1r; R 2"/L; D 1hr/L; A 1 Crt; S Neg)
- RESIST FIRE !(C 5s; R Tch; D 1r/L; A 1 Crt; S Nil)
- SILENCE, 15' RADIUS !(C 5s; R 12"; D 2r/L; A 30' sphere; S Spl)
- SLOW POISON !(C 1s; R Tch; D 1hr/L; A 1 Crt; S Nil)
- SNAKE CHARM !(C 5s; R 3"; D Spl; A hp = CL; S Nil)
- SPEAK WITH ANIMALS !(C 5s; R 0; D 2r/L; A 1 Ani w/in 3"; S Nil)
- SPIRITUAL HAMMER (C 5s; R 3"; D 1r/L; A 1 Foe; S Spl)
- WITHDRAW @(C 3s; R 0; D 2s+ 1/L; A CL; S Nil)
- WYVERN WATCH @(C 5s; R 3"; D 8hr; A 1' sphere; S Neg)

THIRD LEVEL:

- ANIMATE DEAD !(C 1r; R 1"; D Pmt; A 1Dead/L; S Nil)
- CLOUDBURST @(C 5s; R 1"/L; D 1r; A Cyl 6"×3" dia; S Spl)
- CONTINUAL LIGHT !(C 6s; R 12"; D Pmt; A 6" sphere; S Spl)
- Continual Darkness !(C 6s; R 12"; D Pmt; A 6" sphere; S Spl)
- CREATE FOOD & WATER !(C 1r; R 1"; D Pmt; A 1 cuft/L; S Nil)
- CURE BLINDNESS !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Blindness !(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)
- CURE DISEASE !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Disease !(C 1r; R Tch; D Spl; A 1 Crt; S Neg)
- DEATH'S DOOR @(C 5s; R Tch; D 1hr/L; A 1 Man; S Nil)
- DISPEL MAGIC !(C 6s; R 6"; D Pmt; A 3" cube; S Nil)
- FEIGN DEATH !(C 2s; R Tch; D 1t+ 1r/L; A 1 Man; S Nil)
- FLAME WALK @(C 5s; R Tch; D 1t+ 1/L; A Spl; S Nil)

- GLYPH OF WARDING !(C 1s+1/sqft; R Tch; D Spl; A 25 sqft/L; S Spl)
- LOCATE OBJECT !(C 1r; R 6"+1/L; D 1r/L; A 1 Obj; S Nil)
- Obscure Object !(C 1t; R Spl; D 1r/L; A 1 Obj; S Nil)
- MAGICAL VESTMENT @(C 1r; R Tch; D 6r/L; A CL; S Nil)
- MELD INTO STONE @(C 7s; R Tch; D 1d8+8r; A Spl; S Nil)
- NEGATIVE PLANE PROTECTION @(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)
- PRAYER !(C 6s; R 0; D 1r/L; A 6" rad; S Nil)
- REMOVE CURSE !(C 6s; R Tch; D Pmt; A Spl; S Spl)
- Bestow Curse !(C 6s; R Tch; D 1r/L; A 1 Crt; S Neg)
- REMOVE PARALYSIS @(C 6s; R 1"/L; D Pmt; A 1-4 Crt w/in 2" sq; S Nil)
- Cause Paralysis @(C 6s; R Tch; D 1-6r+1/L; A 1 Crt; S Neg)
- SPEAK WITH DEAD !(C 1t; R 1"; D Spl; A 1 Crt; S Nil)
- WATER WALK @(C 7s; R Tch; D 1t+1/L; A Spl; S Nil)

FOURTH LEVEL:

- ABJURE @(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
- Implore @(C 1r; R Spl; D Pmt; A 1 Crt; S Neg)
- CLOAK OF FEAR @(C 6s; R 0; D 1t/L; A CL; S Neg)
- Cloak of Bravery @(C 6s; R 0; D 1t/L; A 1 Crt; S Nil)
- CURE SERIOUS WOUNDS !(C 7s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Serious Wounds !(C 7s; R Tch; D Pmt; A 1 Crt; S Neg)
- DETECT LIE !(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
- Undetectable Lie !(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
- DIVINATION !(C 1r; R 0; D Spl; A Spl; S Nil)
- EXORCISE !(C 1-100+; R 1"; D Pmt; A 1 Itm; S Nil)
- GIANT INSECT @(C 1r/HD; R 2"; D 2r/L; A 1+Insects; S Nil)
- Shrink Insect @(C 1r/HD; R 2"; D 2r/L; A 1 Insect; S Neg)
- IMBUE WITH SPELL ABILITY @(C 1r; R Tch; D Spl; A 1 Man; S Nil)

- LOWER WATER !(C 1t; R 12"; D 1t/L; A 1" sq/L; S Nil)
- Raise Water !(C 1t; R 12"; D 1t/L; A 1" sq/L; S Nil)
- NEUTRALIZE POISON !(C 7s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Nil)
- Poison !(C 7s; R Tch; D Pmt; A 1 Crt or 1cuft/2L; S Neg)
- PROTECTION FROM EVIL, 10' RADIUS !(C 7s; R Tch; D 1r/L; A 20' sphere; S Nil)
- Protection from Good, 10' Radius !(C 7s; R Tch; D 1t/L; A 20' sphere; S Nil)
- SPEAK WITH PLANTS !(C 1t; R 0; D 1r/L; A 6" dia; S Nil)
- SPELL IMMUNITY @(C 1r; R Tch; D 1t/L; A 1 Man; S Nil)
- SPIKE GROWTH @(C 7s; R 6"; D 1-6t+1/L; A 10" sq/L; S Nil)
- STICKS TO SNAKES !(C 7s; R 3"; D 2r/L; A 1" cube; S Nil)
- Snakes to Sticks !(C 7s; R 3"; D 2r/L; A 1" cube; S Neg)
- TONGUES !(C 7s; R 0; D 1t; A 6" dia; S Nil)
- Babble !(C 7s; R 0; D 1t; A 6" dia; S Nil)

FIFTH LEVEL:

- AIR WALK @(C 1s; R Tch; D 6t+1/L; A 1 Crt; S Nil)
- ANIMATE DEAD MONSTER @(C 7s; R 1"; D Pmt; A 1Dead/2L; S Nil)
- ATONEMENT !(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- COMMUNE !(C 1t; R 0; D Spl; A Spl; S Nil)
- CURE CRITICAL WOUNDS !(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Critical Wounds !(C 8s; R Tch; D Pmt; A 1 Crt; S Neg)
- DISPEL EVIL !(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
- Dispel Good !(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
- FLAME STRIKE !(C 8s; R 6"; D 1s; A Cyl 3"×1" dia; S ½)
- GOLEM @(C 8s; R 1"; D Spl; A Spl; S Nil)

- INSECT PLAGUE !(C 1t; R 36"; D 1t/L; A 6"×36" dia; S Nil)
- MAGIC FONT @(C 5t; R Tch; D Spl; A Spl; S Nil)
- PLANE SHIFT !(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)
- QUEST !(C 8s; R 6"; D Spl; A 1 Crt; S Nil)
- RAINBOW @(C 7s; R 12"; D 1r/L; A 1 Spl; S Nil)
- RAISE DEAD !(C 1r; R 3"; D Pmt; A 1 Man; S Spl)
- Slay Living !(C 1r; R 3"; D Pmt; A 1 Crt; S Neg)
- SPIKE STONES @(C 6s; R 3"; D 3-12t+1/L; A 1" sq/L; S Nil)
- TRUE SEEING !(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)
- False Seeing !(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)

SIXTH:

- AERIAL SERVANT !(C 9s; R 1"; D 1day/L; A Spl; S Nil)
- ANIMATE OBJECT !(C 9s; R 3"; D 1r/L; A 1cuft/L; S Nil)
- BLADE BARRIER !(C 9s; R 3"; D 3r/L; A Spl; S Nil)
- CONJURE ANIMAL !(C 9s; R 3"; D 2r/L; A Spl; S Nil)
- FIND THE PATH !(C 3t; R Tch; D 1r/L; A 1 Crt; S Nil)
- Lose the Path !(C 3t; R Tch; D 1r/L; A 1 Crt; S Neg)
- FORBIDDANCE !(C 6r; R 3"; D Pmt; A 6 cu"/L; S Spl)

- HEAL !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Harm !(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- HEROES' FEAST @(C 1t; R 1"; D 1hr; A 1 Man/L; S Nil)
- PART WATER !(C 1r; R 2"/L; D 1r/L; A Spl; S Nil)
- SPEAK W/MONSTERS !(C 9s; R 3" rad; D 1r/L; A 1 Type; S Nil)
- STONE TELL !(C 1t; R Tch; D 1t; A 1 cuyd; S Nil)
- WORD OF RECALL !(C 1s; R 0; D Spl; A Spl; S Nil)

SEVENTH:

- ASTRAL SPELL !(C 3t; R Tch; D Spl; A Spl; S Nil)
- CONTROL WEATHER !(C 1r; R 0; D 4-48hr; A 4-16mi; S Nil)
- EARTHQUAKE !(C 1r; R 12"; D 1r; A ½" dia/L; S Nil)
- EXACTION @(C 1r; R 1"; D Spl; A 1 Crt; S Spl)
- GATE !(C 5s; R 3"; D Spl; A Spl; S Nil)
- HOLY WORD !(C 1s; R 0; D Spl; A 3" rad; S Nil)
- Unholy Word !(C 1s; R 0; D Spl; A 3" rad; S Nil)
- REGENERATE !(C 3r; R Tch; D Pmt; A 1 Crt; S Nil)
- Wither !(C 3r; R Tch; D Pmt; A 1 Crt; S Neg)

- RESTORATION !(C 3r; R Tch; D Pmt; A 1 Crt; S Nil)
- Energy Drain !(C 3r; R Tch; D Pmt; A 1 Crt; S Nil)
- RESURRECTION !(C 1r; R Tch; D Pmt; A 1 Man; S Nil)
- Destruction !(C 1r; R Tch; D Pmt; A 1 Man; S Nil)
- SUCCOR @(C 1day; R Tch; D Spl; A 1 Man; S Nil)
- Help @(C 1day; R Tch; D Spl; A CL; S Spl)
- SYMBOL !(C 3s; R Tch; D 1t/L; A Spl; S Neg)
- WIND WALK !(C 1r; R Tch; D 6t/L; A Spl; S Nil)

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SPELL PLANNER

ILLUSIONIST SPELLS Character: _____

Spells Available by Level

___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7

Underline all Spells in Spellbook

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LEVEL	SPELLS	SPELLS
FIRST:	<input type="checkbox"/> AUDIBLE GLAMER!(C 5s; R 6"+1/L; D 3r/L; A Hearing; S Spl) <input type="checkbox"/> CHANGE SELF!(C 1s; R 0; D 2-12r+2/L; A IL; S Nil) <input type="checkbox"/> CHROMATIC ORB@(C 1s; R 0; D Spl; A 1 Cr; S Spl) <input type="checkbox"/> COLOR SPRAY!(C 1s; R 1"/L; D 1s; A Wedge 2"x2"; S Spl) <input type="checkbox"/> DANCING LIGHTS!(C 1s; R 4"+1/L; D 2r/L; A Spl; S Nil) <input type="checkbox"/> DARKNESS!(C 1s; R 1"/L; D 2-8r+1/L; A 15' globe; S Spl) <input type="checkbox"/> DETECT ILLUSION!(C 1s; R Tch; D 3r+2/L; A Sight 1"/L; S Nil) <input type="checkbox"/> DETECT INVISIBILITY!(C 1s; R 1"/L; D 5r/L; A 1" path; S Nil) <input type="checkbox"/> GAZE REFLECTION!(C 1s; R 0; D 1r; A Spl; S Nil)	<input type="checkbox"/> HYPNOTISM!(C 1s; R 3"; D 1r+1/L; A 1-6 Cr; S Neg) <input type="checkbox"/> LIGHT!(C 1s; R 6"; D 1r/L; A 2" globe; S Spl) <input type="checkbox"/> PHANTASMAL FORCE!(C 1s; R 6"+1"/L; A 4 sq"+1/L; S Spl) <input type="checkbox"/> PHANTOM ARMOR@(C 1r; R Tch; D Spl; A 1 Man; S Nil) <input type="checkbox"/> READ ILLUSIONIST MAGIC@(C 1s; R 0; D 2r/L; A Spl; S Nil) <input type="checkbox"/> Unreadable Illusionist Magic@(C 1s; R 0; D 2r/L; A Spl; S Nil) <input type="checkbox"/> SPOOK@(C 1s; R 0; D Spl; A 1 Cr; w/in 1"; S Neg) <input type="checkbox"/> WALL OF FOG!(C 1s; R 3"; D 2-8r+1/L; A Spl; S Nil)
SECOND:	<input type="checkbox"/> ALTER SELF@(C 2s; R 0; D 3-12r+2/L; A IL; S Nil) <input type="checkbox"/> BLINDNESS!(C 2s; R 3"; D Spl; A 1 Cr; S Neg) <input type="checkbox"/> BLUR!(C 2s; R 0; D 3r+1/L; A IL; S Nil) <input type="checkbox"/> DEAFNESS!(C 2s; R 6"; D Spl; A 1 Cr; S Neg) <input type="checkbox"/> DETECT MAGIC(C 2s; R 0; D 2r/L; A 1"x6" path; S Nil) <input type="checkbox"/> FASCINATE@(C 2s; R 3"; D Spl; A 1 Cr; S Neg) <input type="checkbox"/> FOG CLOUD!(C 2s; R 1"; D 4r+1/L; A 4"x2"x2"; S Nil) <input type="checkbox"/> HYPNOTIC PATTERN!(C 2s; R 0; D Spl; A 3"x3"; S Neg)	<input type="checkbox"/> IMPROVED PHANTASMAL FORCE!(C 1s; R 6"+1/L; D Spl; A 4 sq"+1/L; S Spl) <input type="checkbox"/> INVISIBILITY!(C 2s; R Tch; D Spl; A 1 Cr; S Nil) <input type="checkbox"/> MAGIC MOUTH!(C 2s; R Spl; D Spl; A 1 Obj; S Nil) <input type="checkbox"/> MIRROR IMAGE!(C 2s; R 0; D 3r/L; A 6" rad; S Nil) <input type="checkbox"/> MISDIRECTION!(C 2s; R 3"; D 1r/L; A Spl; S Neg) <input type="checkbox"/> ULTRA VISION@(C 2s; R Tch; D 6r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> VENTRILQUISM!(C 2s; R 1"/L; D 4r+1/L; A 1 Itm; S Nil) <input type="checkbox"/> WHISPERING WIND@(C 2s; R Spl; D Spl; A 10"/L or 1 mi/L; S Nil)
THIRD:	<input type="checkbox"/> CONTINUAL DARKNESS!(C 3s; R 6"; D Pmt; A 3" sphere; S Spl) <input type="checkbox"/> CONTINUAL LIGHT!(C 3s; R 6"; D Pmt; A 6" sphere; S Spl) <input type="checkbox"/> DELUDE@(C 3s; R 0; D 1r/L; A IL; S Neg) <input type="checkbox"/> DISPEL ILLUSION!(C 3s; R 1"/L; D Pmt; A Spl; S Nil) <input type="checkbox"/> FEAR!(C 3s; R 0; D Spl; A Cone 6"x3"; S Neg) <input type="checkbox"/> HALLUCINATORY TERRAIN!(C 5r; R 2"+2/L; D Spl; A 4" sq"+1/L; S Nil) <input type="checkbox"/> ILLUSIONARY SCRIPT!(C Spl; R Spl; D Pmt; A Cr; S Nil) <input type="checkbox"/> INVISIBILITY, 10' RADIUS!(C 3s; R Tch; D Spl; A 10" rad; S Nil)	<input type="checkbox"/> NON-DETECTION!(C 3s; R 0; D 1r/L; A 5' rad; S Nil) <input type="checkbox"/> PARALYZATION!(C 3s; R 1"/L; D Spl; A HD/L=2xIL in 2" sq; S Neg) <input type="checkbox"/> PHANTOM STEED@(C 1r; R Tch; D 6r/L; A Spl; S Nil) <input type="checkbox"/> PHANTOM WIND@(C 3s; R 1"/L; D 1r/L; A 1" path; S Nil) <input type="checkbox"/> ROPE TRICK!(C 3s; R Tch; D 2r/L; A Spl; S Nil) <input type="checkbox"/> SPECTRAL FORCE!(C 3s; R 6"+1/L; D Spl; A 4 sq"+1/L; S Spl) <input type="checkbox"/> SUGGESTION!(C 3s; R 3"; D 4r+4/L; A 1 Cr; S Neg) <input type="checkbox"/> WRATHFORM@(C 1s; R 0; D 2r/L; A IL; S Nil)
FOURTH:	<input type="checkbox"/> CONFUSION!(C 4s; R 8"; D 1r/L; A 4"x4"; S Spl) <input type="checkbox"/> DISPEL EXHAUSTION!(C 4s; R Tch; D 3r/L; A 1-4 Men; S Nil) <input type="checkbox"/> DISPEL MAGIC@(C 4s; R 9"; D Pmt; A 3" cube; S Nil) <input type="checkbox"/> EMOTION!(C 4s; R 1"/L; D Spl; A 4"x4"; S Neg) <input type="checkbox"/> IMPROVED INVISIBILITY!(C 4s; R Tch; D 4r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> MASS MORPH!(C 4s; R 1"/L; D Spl; A 1" sq; S Nil)	<input type="checkbox"/> MINOR CREATION!(C 1r; R Tch; D 6r/L; A Spl; S Nil) <input type="checkbox"/> PHANTASMAL KILLER!(C 4s; R 1"/2L; D 1r/L; A 1 Cr; S Spl) <input type="checkbox"/> RAINBOW PATIERN@(C 4s; R 1"; D Spl; A 3"x3"; S Neg) <input type="checkbox"/> SHADOW MONSTERS!(C 4s; R 3"; D 1r/L; A 2"x2"; S Spl) <input type="checkbox"/> SOLID FOG@(C 4s; R 3"; D 2-8r+1/L; A 2 cu"/L; S Nil) <input type="checkbox"/> VACANCY@(C 4s; R 1"/L; D 1r/L; A 1" rad/L; S Nil)
FIFTH:	<input type="checkbox"/> ADVANCED ILLUSION@(C 5s; R 6"+1"/L; D 1r/L; A 4 sq"+1/L; S Spl) <input type="checkbox"/> CHAOS!(C 5s; R 1"/2L; D 1r/L; A 4"x4"; S Spl) <input type="checkbox"/> DEMI-SHADOW MONSTERS!(C 5s; R 3"; D 1r/L; A 2"x2"; S Spl) <input type="checkbox"/> DREAM@(C 1day; R Spl; D Spl; A Spl; S Neg) <input type="checkbox"/> MAGIC MIRROR@(C 1hr; R Tch; D 1r/L; A Spl; S Nil) <input type="checkbox"/> MAJOR CREATION!(C 1r; R 1"; D 6r/L; A Spl; S Nil) <input type="checkbox"/> MAZE!(C 5s; R 1"/2L; D Spl; A 1 Cr; S Nil)	<input type="checkbox"/> PROJECTED IMAGE!(C 5s; R 1"/2L; D 1r/L; A Spl; S Nil) <input type="checkbox"/> SHADOW DOOR!(C 2s; R 1"; D 1r/L; A Spl; S Nil) <input type="checkbox"/> SHADOW MAGIC!(C 5s; R 5"+1/L; D Spl; A Spl; S Spl) <input type="checkbox"/> SUMMON SHADOW!(C 5s; R 1"; D 1r+1/L; A 1"x1"; S Nil) <input type="checkbox"/> TEMPUS FUGIT@(C 5s; R 0; D 5r/L; A 1" rad; S Nil) <input type="checkbox"/> Slow Time@(C 5s; R 0; D 5r/L; A 1" rad; S Nil)
SIXTH:	<input type="checkbox"/> CONJURE ANIMALS!(C 6s; R 3"; D 1r/L; A HD/L=IL; S Nil) <input type="checkbox"/> DEATH FOG@(C 6s; R 3"; D 1d4r+1/L; A 2 cu"/L; S Nil) <input type="checkbox"/> DEMI-SHADOW MAGIC!(C 6s; R 6"+1/L; D Spl; A Spl; S Spl) <input type="checkbox"/> MASS SUGGESTION!(C 6s; R 3"; D 4r+4/L; A 1 Cr; L; S Neg) <input type="checkbox"/> MIRAGE ARCANE@(C 3 or 6s; R 1"/L; D Spl; A 1"/L; S Nil) <input type="checkbox"/> MISLEAD@(C 1s; R 1"; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> PERMANENT ILLUSION!(C 6s; R 1"/L; D Pmt; A 4 sq"+1/L; S Spl) <input type="checkbox"/> PHANTASMAGORIA@(C 6s; R 6"; D 1r/L; A 4 sq"+1/L; S Neg) <input type="checkbox"/> PROGRAMMED ILLUSION!(C 6s; R 1"/L; D Spl; A 4 sq"+1/L; S Spl) <input type="checkbox"/> SHADES!(C 6s; R 3"; D 1r/L; A 2"x2"; S Spl) <input type="checkbox"/> TRUE SIGHT!(C 1r; R Tch; D 1r/L; A 6" sight; S Nil) <input type="checkbox"/> VEIL!(C 3s; R 1"/L; D 1r/L; A 2"x2"/L; S Nil)
SEVENTH:	<input type="checkbox"/> ALTER REALITY (Limited Wish using a Phantasmal Force) <input type="checkbox"/> ASTRAL SPELL!(C 3r; R Tch; D Spl; A Spl; S Nil) <input type="checkbox"/> PRISMATIC SPRAY!(C 1s; R 0; D 1st; A 7"x1"/2"x1"/2"; S Spl) <input type="checkbox"/> PRISMATIC WALL!(C 7s; R 1"; D 1r/L; A Spl; S Spl)	<input type="checkbox"/> SHADOW WALK@(C 1s; R Tch; D 6r/L; A Spl; S Nil) <input type="checkbox"/> VISION!(C 1s; R 0; D Spl; A IL; S Nil) <input type="checkbox"/> WEIRD@(C 1s; R 3"; D Spl; A 2" rad; S Spl) <input type="checkbox"/> FIRST LEVEL MAGIC-USER SPELLS (as appropriate for each spell)

CANTRIPS:

USEFUL CANTRIPS:

<input type="checkbox"/> CHILL@(C 1/2s; R 1"; D 1st; A 1 cuft; S Spl) <input type="checkbox"/> CLEAN@(C 1/2s; R 1"; D Pmt; A 4 sqyd; S Spl) <input type="checkbox"/> COLOR@(C 1/2s; R 1"; D 30 days; A 1 cuyd; S Spl) <input type="checkbox"/> DAMPEN@(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl) <input type="checkbox"/> DRY@(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl) <input type="checkbox"/> DUST@(C 1/2s; R 1"; D Pmt; A 10' rad; S Spl)	<input type="checkbox"/> EXTERMINATE@(C 1/10s; R 1"; D Pmt; A 1/2 cuft or 1 Cr; S Neg) <input type="checkbox"/> FLAVOR@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> FRESHEN@(C 1/2s; R 1"; D 1hr; A 1 Obj; S Spl) <input type="checkbox"/> GATHER@(C 1/6s; R 1"; D Pmt; A 1 sqyd; S Spl) <input type="checkbox"/> POLISH@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> SALT@(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> SHINE@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)	<input type="checkbox"/> SPICE@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> SPROUT@(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl) <input type="checkbox"/> STITCH@(C 1/2s; R 1"; D Pmt; A Spl; S Spl) <input type="checkbox"/> SWEETEN@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> TIE@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> WARM@(C 1/2s; R 1"; D 1st; A 1" cu; S Spl) <input type="checkbox"/> WRAP@(C 1/2s; R 1"; D Pmt; A 1 cuyd; S Spl)
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REVERSED CANTRIPS:

<input type="checkbox"/> CURDLE@(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> DIRTY@(C 1/6s; R 1"; D Pmt; A 4 sqyd; S Nil) <input type="checkbox"/> DUSTY@(C 1/6s; R 1"; D Pmt; A 10' rad; S Nil) <input type="checkbox"/> HAIRY@(C 1/10s; R 1"; D Pmt; A 1 Obj; S Nil)	<input type="checkbox"/> KNOT@(C 1/10s; R 1"; D Pmt; A 1 Obj; S Nil) <input type="checkbox"/> RAVEL@(C 1/10s; R 1"; D Pmt; A Spl; S Spl) <input type="checkbox"/> SOUR@(C 1/10s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> SPILL@(C 1/6s; R 1"; D Pmt; A 1 Container; S Spl)	<input type="checkbox"/> TANGLE@(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> TARNISH@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> UNTIE@(C 1/3s; R 1"; D Pmt; A 1 Obj; S Spl) <input type="checkbox"/> WILT@(C 1/2s; R 1"; D Pmt; A 1 Obj; S Spl)
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LEGEDEMAIN CANTRIPS:

<input type="checkbox"/> CHANGE@(C 1/10s; R 1"; D Spl; A 1 Itm; S Spl) <input type="checkbox"/> DISTRACT@(C 1/2s; R 1"; D 1s; A Spl; S Spl)	<input type="checkbox"/> HIDE@(C 1/10s; R 1"; D Spl; A 1 Itm; S Spl) <input type="checkbox"/> MUTE@(C 1/10s; R 1"; D 1r; A 1 Obj; S Neg)	<input type="checkbox"/> PALM@(C 1/10s; R 1"; D 1s; A 1 Itm; S Nil) <input type="checkbox"/> PRESENT@(C 1/6s; R 1"; D Pmt; A 1 Obj; S Spl)
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PERSON-EFFECT CANTRIPS:

<input type="checkbox"/> BELCH@(C 1/10s; R 1"; D 1st; A 1 Man; S Spl) <input type="checkbox"/> BLINK@(C 1/10s; R 1"; D 1st; A 1 Man; S Spl) <input type="checkbox"/> COUGH@(C 1/3s; R 1"; D Spl; A 1 Man; S Spl)	<input type="checkbox"/> GIGGLE@(C 1/3s; R 1"; D Spl; A 1 Man; S Spl) <input type="checkbox"/> NOD@(C 1/10s; R 1"; D 1st; A 1 Man; S Neg) <input type="checkbox"/> SCRATCH@(C 1/6s; R 1"; D 1st; A 1 Cr; S Neg) <input type="checkbox"/> SNEEZE@(C 1/3s; R 1"; D 1st; A 1 Cr; S Neg)	<input type="checkbox"/> TWITCH@(C 1/3s; R 1"; D 1st; A 1 Cr; S Neg) <input type="checkbox"/> WINK@(C 1/10s; R 1"; D Spl; A 1 Man; S Spl) <input type="checkbox"/> YAWN@(C 1/6s; R 1"; D 1r; A 1 Cr; S Neg)
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PERSONAL CANTRIPS:

<input type="checkbox"/> BEE@(C 1/2s; R 1"; D Pmt; A 1 Bee; S Nil) <input type="checkbox"/> BLUEGHT@(C 1/2s; R 1"; D Spl; A 1/4" sphere; S Spl) <input type="checkbox"/> BUG@(C 1/2s; R 1"; D Pmt; A 1 Bug; S Nil)	<input type="checkbox"/> FIFEFINGER@(C 1/3s; R 1"; D 1s; A 1/2" line; S Nil) <input type="checkbox"/> GNATS@(C 1/2s; R 1"; D 1-4r; A 1 cuft; S Spl) <input type="checkbox"/> MOUSE@(C 1/2s; R 1"; D Pmt; A 1 Mouse; S Nil) <input type="checkbox"/> SMOKEPUFF@(C 1/3s; R 1"; D Pmt; A 1" dia; S Nil)	<input type="checkbox"/> SPIDER@(C 1/2s; R 1"; D Pmt; A 1 Spider; S Spl) <input type="checkbox"/> TWEAK@(C 1/3s; R 1"; D 1st; A 1 Cr; S Spl) <input type="checkbox"/> UNLOCK@(C 1/2s; R 1"; D 1s; A 1 Lock; S Nil)
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HAUNTING SOUND CANTRIPS:

<input type="checkbox"/> CREAK@(C 1/6s; R 1"; D 1/3-1/2s; A Spl; S Neg) <input type="checkbox"/> FOOTFALL@(C 1/6s; R 1"; D 1r; A Spl; S Neg)	<input type="checkbox"/> GROAN@(C 1/6s; R 1"; D 1s; A Spl; S Neg) <input type="checkbox"/> MOAN@(C 1/10s; R 1"; D 1r; A Spl; S Neg) <input type="checkbox"/> RATTLE@(C 1/10s; R 1"; D 1s; A Spl; S Neg)	<input type="checkbox"/> TAP@(C 1/6s; R 1"; D Spl; A 1 sqft; S Neg) <input type="checkbox"/> THUMP@(C 1/10s; R 1"; D 1st; A Spl; S Neg) <input type="checkbox"/> WHISTLE@(C 1/6s; R 1"; D 1st; A Spl; S Neg)
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MINOR ILLUSION CANTRIPS:

<input type="checkbox"/> COLORED LIGHTS@(C 1/2s; R 1"; D Spl; A Spl; S Spl) <input type="checkbox"/> DIM@(C 1/2s; R 1"; D Pmt; A Spl; S Spl)	<input type="checkbox"/> HAZE@(C 1/2s; R 1"; D Pmt; A 1" cu; S Spl) <input type="checkbox"/> MASK@(C 1/6s; R 1"; D 3-6r; A 1 Man; S Spl) <input type="checkbox"/> MIRAGE@(C 1/2s; R 1"; D Spl; A 2" sq; S Neg)	<input type="checkbox"/> NOISE@(C 1/6s; R 1"; D Pmt; A 1" rad; S Neg) <input type="checkbox"/> RAINBOW@(C 1/3s; R 1"; D 1r; A Spl; S Neg) <input type="checkbox"/> TWO-DLUSION@(C 1/6s; R 1"; D Spl; A 4" sq; S Spl)
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Advanced Dungeons & Dragons®

SPELL PLANNER

DRUID SPELLS Character: _____

Spells Available by Level

— 1 — 2 — 3 — 4 — 5 — 6 — 7

Underline all Spells in Spellbook

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FIRST LEVEL:	<input type="checkbox"/> <input type="checkbox"/> ANIMAL FRIENDSHIP !(C 6t; R 1"; D Pmt; A 1 Ani; S Neg)	<input type="checkbox"/> <input type="checkbox"/> LOCATE ANIMALS!(C 1r; R 0; D 1r/L; A 2" pathx2"/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> CEREMONY @(C 1hr; R Tch; D Pmt; A 1 Itm; S Spl)	<input type="checkbox"/> <input type="checkbox"/> PASS WITHOUT TRACE!(C 1r; R Tch; D 1t/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> DETECT BALANCE @(C 1s; R 6"; D 1r/L; A 1 Itm/r; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PRECIPITATION @(C 3s; R 1"/L; D 1s/L; A Cy 12"x3" dia; S Spl)	
	<input type="checkbox"/> <input type="checkbox"/> DETECT MAGIC !(C 3s; R 0; D 12r; A 1"x4"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PREDICT WEATHER!(C 1r; R 0; D 2hr/L; A 9 sqmi; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> DETECT POISON @(C 1r; R 0; D 1r/L; A 1 cu yd; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PURIFY WATER!(C 1r; R 4"; D Pmt; A 1 cuft/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> DETECT SNARES & PITS!(C 3s; R 0; D 4r/L; A 1"x4"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> Contaminate Water!(C 1r; R 4"; D Pmt; A 1 cuft/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> ENTANGLE!(C 3s; R 8"; D 1t; A 4" dia; S Slows 50%)	<input type="checkbox"/> <input type="checkbox"/> SHILLELAGH!(C 1s; R Tch; D 1r/L; A 1 Club; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> FAERIE FIRE!(C 3s; R 8"; D 4r/L; A 12"/L w/in 4" rad; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPEAK WITH ANIMALS!(C 3s; R 0; D 2r/L; A 1 Type in 4" rad; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> INVISIBILITY TO ANIMALS!(C 4s; R Tch; D 1t+1r/L; A 1 Crt; S Nil)		
	SECOND LEVEL:	<input type="checkbox"/> <input type="checkbox"/> BARKSKIN!(C 3s; R Tch; D 4r+1/L; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> HEAT METAL!(C 4s; R 4"; D 7r; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> CHARM PERSON or MAMMAL!(C 4s; R 8"; D Spl; A 1 Crt; S Neg)		<input type="checkbox"/> <input type="checkbox"/> Chill Metal!(C 4s; R 4"; D 7r; A Spl; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> CREATE WATER!(C 1t; R 1"; D Pmt; A 1 cuft/L; S Nil)		<input type="checkbox"/> <input type="checkbox"/> LOCATE PLANTS!(C 1r; R 0; D 1t/L; A 1" dia/L; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> CURE LIGHT WOUNDS!(C 4s; R Tch; D Pmt; A 1 Crt; S Nil)		<input type="checkbox"/> <input type="checkbox"/> OBSCUREMENT!(C 4s; R 0; D 4r/L; A Lx1" cube; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> Cause Light Wounds!(C 4s; R Tch; D Pmt; A 1 Crt; S Nil)		<input type="checkbox"/> <input type="checkbox"/> PRODUCE FLAME!(C4s; R 0; D 2r/L; A Hurl 4", 3" dia; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> FEIGN DEATH!(C 3s; R 1"; D 4r+2/L; A 1 Crt; S Nil)		<input type="checkbox"/> <input type="checkbox"/> REFLECTING POOL @(C 2hr; R 1"; D 1r/L; A 1 Itm; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> FIRE TRAP!(C 1t; R Tch; D Spl; A 1 Obj; S 1/2)		<input type="checkbox"/> <input type="checkbox"/> SLOW POISON @(C 1s; R Tch; D 1hr/L; A 1 Crt; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> FLAME BLADE @(C 1s; R 0; D 1r/L; A 3" sword; S Nil)		<input type="checkbox"/> <input type="checkbox"/> TRIP!(C 4s; R Tch; D 1t/L; A 1 Obj; S Neg)	
<input type="checkbox"/> <input type="checkbox"/> GOODBERRY @(C 1r; R Tch; D 1day+1/L; A 2-8 Berries; S Nil)		<input type="checkbox"/> <input type="checkbox"/> WARP WOOD!(C 4s; R 1"/L; D Pmt; A 1 Arrow/L; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> BadBerry @(C 1r; R Tch; D 1day+1/L; A 2-8 Berries; S Nil)			
THIRD LEVEL:	<input type="checkbox"/> <input type="checkbox"/> CALL LIGHTNING!(C 1t; R 0; D 1t/L; A 36" rad; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> PYROTECHNICS!(C 5s; R 16"; D 1s/L or 1r/L; A Spl; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> CLOUDBURST @(C 5s; R 1"/L; D 1r; A Cyl 6"x3" dia; S Spl)	<input type="checkbox"/> <input type="checkbox"/> SNARE!(C 3r; R Tch; D Spl; A 2" dia+1"/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> CURE DISEASE!(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPIKE GROWTH @(C 5s; R 6"; D 3-12t+1/L; A 10" sq/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> Cause Disease!(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> STARSHINE @(C 5s; R 1"/L; D 1t/L; A 10" sq/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> HOLD ANIMAL!(C 5s; R 8"; D 2r/L; A 1-4 Ani; S Neg)	<input type="checkbox"/> <input type="checkbox"/> STONE SHAPE!(C 1r; R Tch; D Pmt; A 3 cuft+1/L; Nil)	
	<input type="checkbox"/> <input type="checkbox"/> KNOW ALIGNMENT @(C 5s; R 1"; D 5r; A 1 Crt/r; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SUMMON INSECTS!(C 1r; R 3"; D 1r/L; A Spl; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> NEUTRALIZE POISON!(C 5s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TREE!(C 5s; R 0; D 6t+1/L; A DR; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> Poison!(C 5s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WATER BREATHING!(C 5s; R Tch; D 6t/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> PLANT GROWTH!(C 1r; R 16"; D Pmt; A 2"x2"/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> Air Breathing!(C 5s; R Tch; D 6t/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> PROT. FROM FIRE!(C 5s; R Tch; D 12 hp of Dmg/L; A 1 Crt; S Nil)		
FOURTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> ANIMAL SUMMONING I!(C 6s; R 4"/L; D Spl; A 1-8 Ani; S Nil)	<input type="checkbox"/> <input type="checkbox"/> HOLD PLANT!(C 6s; R 8"; D 1r/L; A 1-4 Plant or 4-16 sqft; S Neg)	
	<input type="checkbox"/> <input type="checkbox"/> CALL WOODLAND BEING!(C Spl; R 12"+1/L; D Spl; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> PLANT DOOR!(C 6s; R Tch; D 1t/L; A 12"/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> CONTROL TEMP. 10"rad!(C 6s; R 0; D 4t+1/L; A 20" sphere; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PRODUCE FIRE!(C 6s; R 4"; D 1r; A 12"sq; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> CURE SERIOUS WOUNDS!(C 6s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> Quench Fire!(C 6s; R 4"; D Pmt; A 12"sq; S Neg)	
	<input type="checkbox"/> <input type="checkbox"/> Cause Serious Wounds!(C 6s; R Tch; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> PROT/LIGHTNING!(C 6s; R Tch; D 12hp of Dmg/L; A 1 Crt; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> DISPEL MAGIC!(C 6s; R 8"; D Pmt; A 4" cube; S Nil)	<input type="checkbox"/> <input type="checkbox"/> REPEL INSECTS!(C 1r; R 0; D 1t/L; A 10" rad; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> HALLUCINATORY FOREST!(C 6s; R 8"; D Pmt; A 4" sq/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> SPEAK WITH PLANTS!(C 1t; R 0; D 2r/L; A 8" dia; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> Vanish Forest!(C 6s; R 8"; D Pmt; A 4" sq/L; S Nil)		
	FIFTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> ANIMAL GROWTH!(C 7s; R 8"; D 2r/L; A 1-8 Ani in 2"sq; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PASS PLANT!(C 7s; R Tch; D Spl; A Spl; S Nil)
		<input type="checkbox"/> <input type="checkbox"/> Shrink Animal!(C 7s; R 8"; D 2r/L; A 1-8 Ani in 2"sq; S Neg)	<input type="checkbox"/> <input type="checkbox"/> SPIKE STONES @(C 6s; R 1"; D 3-12t+1/L; A 1" sq/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> ANIMAL SUMMONING II!(C 7s; R 6"/L; D Spl; A Up to 12 Ani; S Nil)		<input type="checkbox"/> <input type="checkbox"/> STICKS TO SNAKES!(C 7s; R 4"; D 2r/L; A 1" cube; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> ANTI PLANT SHELL!(C 7s; R 0; D 1t/L; A 16" Hemisphere; S Nil)		<input type="checkbox"/> <input type="checkbox"/> Snakes to Sticks!(C 7s; R 4"; D 2r/L; A 1"cube; S Neg)	
<input type="checkbox"/> <input type="checkbox"/> COMMUNE W/NATURE!(C 1t; R 0; D Spl; A 1 mi/2L; S Nil)		<input type="checkbox"/> <input type="checkbox"/> TRANSMUTE ROCK TO MUD!(C 7s; R 16"; D Spl; A 2" cube/L; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> CONTROL WINDS!(C 7s; R 0; D 1t/L; A 4" Hemisphere/L; S Nil)		<input type="checkbox"/> <input type="checkbox"/> Transmute Mud to Rock!(C 7s; R 16"; D Pmt; A 2" cube/L; S Spl)	
<input type="checkbox"/> <input type="checkbox"/> INSECT PLAGUE!(C 1t; R 32"; D 1t/L; A Cloud 4"x32"dia; S Nil)		<input type="checkbox"/> <input type="checkbox"/> WALL OF FIRE!(C 7s; R 8"; D Spl; A Spl; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> MOONBEAM @(C 7s; R 1"/L; D 1r/L; A 1" sphere; S Nil)			
SIXTH LEVEL:		<input type="checkbox"/> <input type="checkbox"/> ANIMAL SUMMONING III!(C 8s; R 8"/L; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> LIVEOAK @(C 1t; R Tch; D 1day/L; A 1 Tree; S Nil)
		<input type="checkbox"/> <input type="checkbox"/> ANTI-ANIMAL SHELL!(C 1r; R 0; D 1t/L; A 20" Hemisphere; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TRANSMUTE WATER TO DUST @(C 8s; R 6"; D Pmt; A 1 cu"/L; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> CONJURE FIRE ELEMENTAL!(C 6r; R 8"; D 1t/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> Transmute Dust to Water @(C 8s; R 6"; D Pmt; A 1 cu"/L; S Spl)	
	<input type="checkbox"/> <input type="checkbox"/> Dismiss Fire Elemental!(C 6r; R 8"; D Pmt; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TRANSPORT VIA PLANTS!(C 3s; R Tch; D Spl; A Spl; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> CURE CRITICAL WOUNDS!(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> TURN WOOD!(C 8s; R 0; D 4r/L; A 12" pathx2"/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> Cause Critical Wounds!(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> WALL OF THORNS!(C 8s; R 8"; D 1t/L; A 10" cube/L; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> FEEBLEMIND!(C 8s; R 16"; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> WEATHER SUMMONS!(C 1t; R 0; D Spl; A Spl; S Nil)	
	<input type="checkbox"/> <input type="checkbox"/> FIRE SEEDS!(C 1r/seed; R 4"; D Spl; A Spl; S 1/2)		
	SEVENTH LEVEL:	<input type="checkbox"/> <input type="checkbox"/> ANIMATE ROCK!(C 9s; R 4"; D 1r/L; A 2cuft/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> CREEPING DOOM!(C 9s; R 0; D 4r/L; A Spl; S Nil)
		<input type="checkbox"/> <input type="checkbox"/> CHANGESTAFF @(C 3s; R Tch; D Spl; A Staff; S Nil)	<input type="checkbox"/> <input type="checkbox"/> FINGER OF DEATH!(C 5s; R 6"; D Pmt; A 1 Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> CHARIOT OF SUSTARRE!(C 1t; R 1"; D 6t+1/L; A Spl; S Nil)		<input type="checkbox"/> <input type="checkbox"/> FIRE STORM!(C 9s; R 16"; D 1r; A 2" cube/L; S 1/2)	
<input type="checkbox"/> <input type="checkbox"/> CONFESSION!(C 9s; R 8"; D 1r/L; A 4"x4"; S Spl)		<input type="checkbox"/> <input type="checkbox"/> Fire Quench!(C 9s; R 16"; D Pmt; A 2" cube/L; S Spl)	
<input type="checkbox"/> <input type="checkbox"/> CONJURE EARTH ELEMENTAL!(C 1t; R 4"; D 1t/L; A Spl; S Nil)		<input type="checkbox"/> <input type="checkbox"/> REINCARNATE!(C 1t; R Tch; D Pmt; A 1 Man; S Nil)	
<input type="checkbox"/> <input type="checkbox"/> Dismiss Earth Elemental!(C 1t; R 4"; D 1t/L; A Spl; S Nil)		<input type="checkbox"/> <input type="checkbox"/> SUNRAY @(C 3s; R 1"/L; D 1r; A 1" sphere; S Spl)	
<input type="checkbox"/> <input type="checkbox"/> CONTROL WEATHER!(C 1t; R 0; D 12d8hr; A 4-32 sqmi; S Nil)		<input type="checkbox"/> <input type="checkbox"/> TRANSMUTE METAL TO WOOD!(C 9s; R 8"; D Pmt; A 1 Obj; S Spl)	



SPELL PLANNER

SHUKENJA SPELLS Character: _____

Spells Available by Level

— 1 — 2 — 3 — 4 — 5 — 6 — 7

Underline all Spells in Spellbook

FIRST LEVEL:

- ANIMAL COMPANION *(C 1t; R 1mi; D Spl; A 1 Crt; S Neg)
- AUGURY *(C 1r; R 0; D Spl; A SH; S Nil)
- BENEFICENCE *(C 5s; R Tch; D 2r/L; A 1" rad/L; S Nil)
- BLESS *(C 1r; R 6"; D 6t; A 5"×5"; S Nil)
- Curse *(C 1r; R 6"; D 6t; A 5"×5"; S Neg)
- CALM *(C 5s; R 3"; D Pmt; A 1HD/L; S Neg)
- CURE LIGHT WOUNDS *(C 5s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Light Wounds *(C 5s; R Tch; D Pmt; A 1 Crt; S Neg)
- DEFLECTION *(C 1r; R 12"; D 2r/L; A 1 Crt; S Spl)
- Attraction *(C 1r; R 12"; D 2r/L; A 1 Crt; S Spl)
- DETECT DISEASE *(C 1r; R 1"; D 1r/L; A 1HD/L; S Nil)
- DETECT EVIL *(C 1r; R 12"; D 1t + 1/2/L; A 1"×12"; S Nil)
- Detect Good *(C 1r; R 12"; D 1t + 1/2/L; A 1"×12"; S Nil)

- DETECT HARMONY *(C 1t; R 0; D 1st; A 10"sq/L; S Nil)
- DETECT MAGIC *(C 1r; R 3"; D 1t; A 1"×3"; S Nil)
- DETECT POISON *(C 1r; R 0; D 1r/L; A Spl; S Nil)
- DIVINING ROD *(C 1r; R 6"; D 1r/L; A Spl; S Nil)
- KNOW HISTORY *(C 1r; R 12"; D 1st; A 1 Itm; S Spl)
- OMEN *(C 1t; R 0; D Spl; A Spl; S Nil)
- PURIFY FOOD & DRINK *(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
- Putrefy Food & Drink *(C 1r; R 3"; D Pmt; A 1 cuft/L; S Nil)
- RESIST *(C 1r; R Tch; D 1r/L; A 1 Crt; S Nil)
- SNAKE CHARM *(C 5s; R 3"; D Spl; A Spl; S Nil)
- TRANCE *(C 1r; R 0; D 1r/L; A 12"; S Nil)
- WEAPON BLESS *(C 1t; R Tch; D Spl; A 1 Wpn; S Nil)

SECOND LEVEL:

- AID *(C 4s; R Tch; D 1r + 1/L; A 1 Man; S Nil)
- CHANT *(C 1t; R 0; D Spl; A 3" rad; S Nil)
- COMM. WITH LESSER SPIRIT *(C 1t; R 1"; D Spl; A Spl; S Nil)
- CREATE SPRING *(C 1r; R Tch; D Pmt; A Spl; S Nil)
- Dry Spring *(C 1r; R Tch; D Pmt; A Spl; S Nil)
- DETECT CHARM *(C 1r; R 3"; D 1t; A 1 Crt; S Nil)
- Hide Charm *(C 1r; R 3"; D 1t; A 1 Crt; S Nil)
- DETECT LIFE *(C 1r; R 10"/L; D 5r; A 1 Crt; S Nil)
- DREAM SIGHT *(C 1r; R Spl; D 1r/L; A SH; S Nil)
- ENTHRALL *(C 1r; R 3"; D Spl; A 90" rad; S Neg)
- HOLD PERSON *(C 5s; R 6"; D 4r + 1/L; A 1-3 Crt; S Neg)
- HOLY SYMBOL *(C 1t; R 0; D Pmt; A 1 Obj; S Nil)

- KNOW MOTIVATION *(C 1r; R 0; D 1r/L; A 1"×3"; S Nil)
- Conceal Motivation *(C 1r; R 0; D 1r/L; A 1"×3"; S Nil)
- MESSENGER *(C 1r; R 2"/L; D 1hr/L; A 1 Crt; S Neg)
- OBSCUREMENT *(C 4s; R 0; D 4r/L; A 1" cu/L; S Nil)
- PROT. FROM SPIRITS *(C 1r; R 12"; D 1r/L; A 1" dia; S Spl)
- REQUEST *(C 3t; R 0; D Spl; A Spl; S Neg)
- SLOW POISON *(C 1s; R Tch; D 1hr/L; A 1 Crt; S Nil)
- SNAKE SUMMONS *(C 1r; R 12"; D 1t/L; A 12" rad; S Spl)
- SPEAK WITH ANIMALS *(C 5s; R Tch; D 2t/L; A 1 Crt; S Nil)
- WARNING *(C 2s; R Tch; D 1r/L; A 10" rad; S Nil)
- WITHDRAW *(C 3s; R 0; D Spl; A SH; S Nil)

THIRD LEVEL:

- CASTIGATE *(C 3s; R 6"; D 1st; A 2" rad; S Spl)
- CURE BLINDNESS *(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Blindness *(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)
- CURE DISEASE *(C 1t; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Disease *(C 2t; R Tch; D Pmt; A 1 Crt; S Neg)
- DEATH'S DOOR *(C 5s; R Tch; D 1hr/L; A 1 Man; S Nil)
- DETECT CURSE *(C 1r; R 0; D 1r/L; A 1"×3"; S Nil)
- DISPEL MAGIC *(C 6s; R 6"; D Pmt; A 3" cube; S Nil)
- DIVINATION *(C 1t; R Tch; D Spl; A Spl; S Nil)
- DREAM VISION *(C 1t; R Tch; D Spl; A 1 Crt; S Nil)
- Nightmare *(C 1t; R Tch; D Spl; A 1 Crt; S Neg)
- FLAME WALK *(C 5s; R Tch; D 1t + 1/L; A Spl; S Nil)
- INVISIBILITY TO SPIRITS *(C 1t; R Tch; D 1t/L; A 1 Crt; S Nil)
- KNOW ALIGNMENT *(C 1r; R 1"; D 1t; A 1 Crt/r; S Nil)

- Obscure Alignment *(C 1r; R 1"; D 1t; A 1 Crt/r; S Nil)
- LEVITATE *(C 2s; R 2"/L; D 1t/L; A Spl; S Neg)
- MAGICAL VESTMENT *(C 1r; R Tch; D 6r/L; A SH; S Nil)
- OATH *(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
- Unbind *(C 1r; R 1"; D Pmt; A 1 Crt; S Nil)
- POSSESS ANIMAL *(C 1r; R 1"; D 1r/L; A 1 Crt; S Neg)
- PRAYER *(C 6s; R 0; D 1r/L; A 6" rad; S Nil)
- REMOVE CURSE *(C 6s; R Tch; D Pmt; A Spl; S Spl)
- Bestow Curse *(C 6s; R Tch; D 1t/L; A 1 Crt; S Neg)
- REMOVE PARALYSIS *(C 6s; R 1"/L; D Pmt; A 1-4 Crt; S Nil)
- Cause Paralysis *(C 6s; R 1"/L; D 1-6t + 1/L; A 1 Crt; S Neg)
- SPEAK WITH DEAD *(C 1t; R 1"; D Spl; A 1 Crt; S Nil)
- SUBSTITUTION *(C 3t; R 0; D Spl; A Spl; S Nil)

FOURTH LEVEL:

- ABJURE *(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
- Implore *(C 1r; R 1"; D Pmt; A 1 Crt; S Neg)
- CURE SERIOUS WOUNDS *(C 7s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Serious Wounds *(C 7s; R Tch; D Pmt; A 1 Crt; S Neg)
- DETECT LIE *(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
- Undetectable Lie *(C 7s; R 3"; D 1r/L; A 1 Man; S Nil)
- DETECT SHAPECHANGER *(C 1r; R 6"; D 3r/L; A 1 Crt/L; S Nil)
- ENDURANCE *(C 1t; R Tch; D 24hr; A 1 Crt/2L; S Nil)
- Fatigue *(C 1r; R Tch; D 24hr; A 1 Crt/2L; S Neg)
- EXORCISE *(C 1-100+; R 1"; D Pmt; A 1km; S Nil)
- FATE *(C 6t; R 0; D Spl; A 1 Crt; S Nil)
- NEUT. POISON *(C 7s; R 0; D Pmt; A 1 Crt or 1 cuft/2L; S Nil)
- Poison *(C 7s; R Tch; D Pmt; A 1 Crt or 1 cuft/2L; S Neg)
- PACIFY *(C 4s; R 0; D 1r/L; A 1 Crt/L; S Nil)

- PENETRATE DISGUISE *(C 2r; R 12"; D 1r; A 1 Crt; S Neg)
- POLYMORPH SELF *(C 3s; R 0; D 2t/L; A SH; S Nil)
- PROT/EVIL, 10' RAD *(C 7s; R Tch; D 1r/L; A 20' dia; S Nil)
- Prot/Good, 10' Radius *(C 7s; R Tch; D 1r/L; A 20' dia; S Nil)
- REANIMATION *(C 1r; R Tch; D 1day; A 1 Crt; S Spl)
- REMORSE *(C 1r; R Tch; D Spl; A 1 Crt; S Neg)
- REWARD *(C 1t; R 0; D Pmt; A 1 Crt; S Nil)
- SNAKE BARRIER *(C 4s; R 12"; D 3t/L; A 2" sq/L; S 1/2)
- SPEAK WITH PLANTS *(C 1t; R 0; D 1r/L; A 6" dia; S Nil)
- SPELL IMMUNITY *(C 1r; R Tch; D 1r/L; A 1 Crt; S Nil)
- SUSTAIN *(C 1r; R 1"; D 6hr/L; A 1 Crt/2L; S Nil)
- TONGUES *(C 7s; R 0; D 1t; A 6" dia; S Nil)
- Babble *(C 7s; R 0; D 1t; A 6" dia; S Nil)

FIFTH LEVEL:

- ADVICE *(C 5s; R 1"; D 1st; A 1 Crt; S Neg)
- AIR WALK *(C 1s; R 0; D 6t + 1/L; A 1 Crt; S Nil)
- ATONEMENT *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- COMMUNE W/GREATER SPIRITS *(C 1t; R 0; D Spl; A Spl; S Nil)
- CURE CRITICAL WOUNDS *(C 8s; R Tch; D Pmt; A 1 Crt; S Nil)
- Cause Critical Wounds *(C 8s; R Tch; D Pmt; A 1 Crt; S Neg)
- DISPEL EVIL *(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
- Dispel Good *(C 8s; R Tch; D 1r/L; A 1 Crt; S Neg)
- MENTAL STRENGTH *(C 5s; R Tch; D 1r/L; A 1 Crt; S Nil)

- Mental Weakness *(C 5s; R Tch; D 1r/L; A 1 Crt; S Neg)
- POSSESS *(C 1t; R 36"; D 1r/L; A 1 Crt; S Neg)
- RAISE DEAD *(C 1r; R 3"; D Pmt; A 1 Man; S Spl)
- Slay Living *(C 1r; R 3"; D Pmt; A 1 Man; S 2d8+1)
- REMEMBER *(C 1t; R Tch; D Pmt; A 1 Man; S Spl)
- Forget Past *(C 1t; R Tch; D Pmt; A 1 Man; S Neg)
- STRENGTH *(C 1t; R Tch; D 6t/L; A 1 Man; S Nil)
- TRUE SEEING *(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)
- False Seeing *(C 8s; R Tch; D 1r/L; A 12" sight; S Nil)

SIXTH LEVEL:

- FIND THE PATH *(C 3r; R Tch; D 1t/L; A 1 Crt; S Nil)
- Lose the Path *(C 3r; R Tch; D 1t/L; A 1 Crt; S Neg)
- FORCE SHAPECHANGE *(C 1s; R 12"; D 1st; A 1 Crt/L; S 1/2)
- HEAL *(C 1r; R Tch; D Pmt; A 1 Crt; S Nil)
- Harm *(C 1r; R Tch; D Pmt; A 1 Crt; S Neg)
- IMMUNITY TO WEAPONS *(C 1s; R Tch; D 1r/3L; A 1 Crt; S Nil)
- Vulnerability *(C 1s; R Tch; D 1r/3L; A 1 Crt; S Neg)
- INVANIMATE SERVANT *(C 1r; R 6"; D 1hr/L; A 1 servant/L; S Nil)

- INSTRUCT *(C 3t; R 0; D Pmt; A 9" rad; S Neg)
- INVISIBILITY TO ENEMIES *(C 1t; R Tch; D 3r/L; A 1 Crt; S Nil)
- LONGEVITY *(C 1day; R 0; D Spl; A SH; S Spl)
- PLANE SHIFT *(C 8s; R Tch; D Pmt; A 1 Crt; S Neg)
- QUICKGROWTH *(C 1r; R 1"; D Pmt; A 1 Plant; S Nil)
- Wither *(C 1r; R 1"; D Pmt; A 1 Plant; S Neg)
- SMITE *(C 1s; R 6"; D 1st; A 2"×2"; S 1/2)
- SPEAK W/MONSTERS *(C 9s; R 3" rad; D 1r/L; A 1 Type; S Nil)

SEVENTH LEVEL:

- ANCIENT CURSE *(C 1t; R 0; D Pmt; A Spl; S Nil)
- ASTRAL SPELL *(C 3t; R Tch; D Spl; A Spl; S Nil)
- COMPEL *(C 1r; R 6"; D Pmt; A 1 Crt; S Neg)
- DIVINE WIND *(C 1t; R 1mi; D 1t/L; A 1/2 sqmi/L; S Nil)
- EXACTION *(C 1r; R 1"; D Spl; A 1Ct; S Spl)
- GATE *(C 5s; R 3"; D Spl; A Spl; S Nil)
- HOLY WORD *(C 1s; R Tch; D Spl; A 3" rad; S Nil)
- Unholy Word *(C 1s; R Tch; D Spl; A 3" rad; S Nil)

- QUEST *(C 8s; R 6"; D Spl; A 1 Crt; S Neg)
- Lift Quest *(C 8s; R 6"; D Spl; A 1 Crt; S Nil)
- REINCARNATE *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- RESTORE SPIRIT *(C 1r; R Tch; D Pmt; A 1 Crt; S Spl)
- RESURRECTION *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- Destruction *(C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- WIND WALK *(C 1r; R Tch; D 6t/L; A Spl; S Nil)

Oriental Adventures

SPELL PLANNER

WUJEN SPELLS Character: _____

Spells Available by Level

___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9

Underline all Spells in Spellbook

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FIRST:

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| <ul style="list-style-type: none"> <input type="checkbox"/> ACCURACY *(C 1r; R 1"; D 1r/L; A 1mis/L; S Nil) <input type="checkbox"/> Inaccuracy *(C 1r; R 1"; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> ANIMATE WOOD *(C 1r; R Tch; D 1t; A Spl; S Nil) <input type="checkbox"/> CHAMELEON *(C 1r; R Tch; D 2r/L; A 1 Cr; S Nil) <input type="checkbox"/> CLOUD LADDER *(C 1r; R 0; D 1-4r+1/L; A 1"/L; S Nil) <input type="checkbox"/> COMPREHEND LANGUAGES *(C 1r; R Tch; D 5r/L; A 1tm; S Nil) <input type="checkbox"/> Confuse Language *(C 1r; R Tch; D 5r/L; A 1tm; S Nil) <input type="checkbox"/> DETECT MAGIC *(C 1s; R 0; D 2r/L; A 1"x6"; S Nil) <input type="checkbox"/> DROWSY INSECTS *(C 1r; R 6"; D 1st; A 1/2" sq/L; S Neg) <input type="checkbox"/> ELEMENTAL BURST *(C 3s; R 6"; D 1st; A 1" dia; S 1/2) <input type="checkbox"/> FIERY EYES *(C 5s; R 0; D 3r/L; A WU; S Nil) <input type="checkbox"/> GHOST LIGHT *(C 5s; R 12"; D Spl; A 1" sq; S Nil) <input type="checkbox"/> HAIL OF STONE *(C 1r; R 12"; D 1st; A 1/2" sq/L; S Nil) <input type="checkbox"/> HOLD PORTAL *(C 1s; R 2"/L; D 1r/L; A 80 sqft/L; S Nil) <input type="checkbox"/> HYPNOTISM *(C 1s; R 3"; D 1r+1/L; A 1-6 Cr; S Neg) <input type="checkbox"/> KNOW HISTORY *(C 1r; R 12"; D 1st; A 1tm; S Spl) <input type="checkbox"/> MAGIC MISSILE *(C 1s; R 6"+1/L; D Spl; A Spl; S Nil) <input type="checkbox"/> MELT *@ (C 1s; R 3"; D 1r/L; A Spl; S Spl) | <ul style="list-style-type: none"> <input type="checkbox"/> MESSAGE *(C 1s; R 6"+1/L; D 5s+1/L; A 1/4" path; S Nil) <input type="checkbox"/> PRESTIDIGITATION *(C 3s; R 0; D 1r/L; A WU; S Spl) <input type="checkbox"/> Fumble Fingers *(C 3s; R 3"; D 1r/L; A 1 Cr; S Neg) <input type="checkbox"/> READ MAGIC *(C 1r; R 0; D 2r/L; A Spl; S Nil) <input type="checkbox"/> Unreadable Magic *(C 1r; R 0; D 2r/L; A Spl; S Nil) <input type="checkbox"/> SECRET SIGNS *(C 1s; R 0; D 1r; A WU+1; S Nil) <input type="checkbox"/> SHIELD *(C 1s; R 0; D 5r/L; A WU; S Nil) <input type="checkbox"/> SPIDER CLIMB *(C 1s; R Tch; D 1r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> STILL WATER *(C 1r; R 1"/L; D 5r/L; A 10" sq/L; S Spl) <input type="checkbox"/> Turbulence *(C 1r; R 1"/L; D 5r/L; A 10" sq/L; S Spl) <input type="checkbox"/> SWIM *(C 1r; R 12"; D 3r/L; A 1 Cr; S Nil) <input type="checkbox"/> Sinking *(C 1r; R 12"; D 3r/L; A 1 Cr; S Neg) <input type="checkbox"/> UNSEEN SERVANT *(C 1s; R 0; D 6t+1/L; A 3" rad; S Nil) <input type="checkbox"/> VENTRILLOQUISM *(C 1s; R Spl; D 2r+1/L; A 1tm; S Nil) <input type="checkbox"/> WALLOFFOG *(C 1s; R 3"; D 2-8r+1/L; A 2 cuin/L; S Nil) <input type="checkbox"/> WARP WOOD *(C 4s; R 1"/L; D Pmt; A Spl; S Nil) <input type="checkbox"/> WATER PROTECTION *(C 1r; R Tch; D 1-3r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> WIZARD MARK *(C 1s; R Tch; D Pmt; A 1 sqft; S Nil) |
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SECOND:

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| <ul style="list-style-type: none"> <input type="checkbox"/> ANIMAL COMPANION *(C 1t; R 1mi rad; D Spl; A 1 Cr; S Neg) <input type="checkbox"/> ANIMATE WATER *(C 1r; R 2"/L; D 1r/L; A 1/2" cu/L; S Nil) <input type="checkbox"/> APPARITION *(C 1r; R Tch; D 1r/L; A 1 Cr; S Neg) <input type="checkbox"/> BIND *@ (C 2s; R 3"; D 1r/L; A Spl; S Nil) <input type="checkbox"/> DETECT EVIL *(C 2s; R 6"; D 5r/L; A 1" path; S Nil) <input type="checkbox"/> Detect Good *(C 2s; R 6"; D 5r/L; A 1" path; S Nil) <input type="checkbox"/> DETECT INVISIBILITY *(C 2s; R 1"/L; D 5r/L; A 1" path; S Nil) <input type="checkbox"/> ENCHANTED BLADE *(C 1t; R Tch; D Spl; A 1 Cr; S Nil) <input type="checkbox"/> ESP *(C 2s; R Spl; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> FIRE SHURIKEN *(C 3s; R 6"; D 1st; A Spl; S Nil) <input type="checkbox"/> FOG CLOUD *(C 2s; R 1"; D 4r+1/L; A 4"x2"x2"; S Nil) <input type="checkbox"/> HYPNOTIC PATTERN *(C 2s; R 0; D Spl; A 3"x3"; S Neg) <input type="checkbox"/> ICE KNIFE *(C 1r; R 12"; D 1st; A 1+ Cr w/in 1/2"; S Neg) <input type="checkbox"/> INVISIBILITY *(C 2s; R Tch; D Spl; A 1 Cr; S Nil) <input type="checkbox"/> KNOCK *(C 1s; R 6"; D Spl; A 10 sqft/L; S Nil) <input type="checkbox"/> LOCATE OBJECT *(C 2s; R 2"/L; D 1r/L; A Spl; S Nil) | <ul style="list-style-type: none"> <input type="checkbox"/> Obscure Object *(C 2s; R 2"/L; D 1r/L; A Spl; S Nil) <input type="checkbox"/> MISDIRECTION *(C 2s; R 3"; D 1r/L; A Spl; S Neg) <input type="checkbox"/> OMEN *(C 1r; R 0; D Spl; A Spl; S Nil) <input type="checkbox"/> PHANT.FORCE *(C 3s; R 8"+1/L; D Spl; A 8 sqin+1/L; S Spl) <input type="checkbox"/> PROT/CHARM *(C 2s; R Tch; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> PYROTECHNICS *(C 21; R 12"; D Spl; A Spl; S Nil) <input type="checkbox"/> ROPETRICK *(C 2s; R Tch; D 2t/L; A Spl; S Nil) <input type="checkbox"/> SMOKE SHAPE *(C 1r; R Tch; D 1r/L; A 1 cuft/L; S Nil) <input type="checkbox"/> SMOKY FORM *(C 1r; R Tch; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> STINKING CLOUD *(C 2s; R 3"; D 1r/L; A 2" cu; S Spl) <input type="checkbox"/> STRENGTH *(C 1r; R Tch; D 6t/L; A 1 Man; S Nil) <input type="checkbox"/> VOCALIZE *@ (C 1r; R Tch; D 5r; A 1 Caster; S Nil) <input type="checkbox"/> WHIP *@ (C 2s; R 1"; D 1r/L; A Spl; S Spl) <input type="checkbox"/> WHISPERING WIND *(C 2s; R Spl; D Spl; A 2" rad; S Nil) <input type="checkbox"/> WIND BREATH *(C 1r; R 0; D 1st; A Cone 6"x3"; S 1/2) <input type="checkbox"/> WIZARD LOCK *(C 2s; R Tch; D Pmt; A 30 sqft/L; S Nil) |
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THIRD:

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| <ul style="list-style-type: none"> <input type="checkbox"/> ANIMATE FIRE *(C 1r; R 1"/L; D 1t/L; A 1 cuft/L; S Nil) <input type="checkbox"/> CLOUDBURST *@ (C 5s; R 1"/L; D 1r; A 3"x6"; S Nil) <input type="checkbox"/> COMMUNE W/LESSER SPIRIT *(C 1t; R 1"; D Spl; A Spl; S Nil) <input type="checkbox"/> DETECT SHAPECHANGER *(C 1r; R 6"; D 3r/L; A 1 Cr/L; S Nil) <input type="checkbox"/> DISGUISE *(C 1t; R 0; D 1t/L; A WU; S Spl) <input type="checkbox"/> DISPEL MAGIC *(C 3s; R 12"; D Pmt; A 3" cu; S Nil) <input type="checkbox"/> FABRICATE *(C Spl; R 1/2"/L; D Pmt; A 1 cuyd/L; S Nil) <input type="checkbox"/> FACE *(C 1t; R Tch; D 2t/L; A 1 Cr; S Spl) <input type="checkbox"/> Lose Face *(C 1t; R Tch; D 2t/L; A 1 Cr; S Nil) <input type="checkbox"/> FEIGN DEATH *(C 1s; R Tch; D 6r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> FIRE RAIN *(C 5s; R 24"; D 1st; A 3" sq; S 1/2) <input type="checkbox"/> FIRE WINGS *(C 1r; R 0; D 1t; A WU; S Nil) <input type="checkbox"/> HASTE *(C 3s; R 12"; D 3r+1/L; A 1 Cr/L w/in 4" sq; S Nil) <input type="checkbox"/> HOLD PERSON *(C 3s; R 12"; D 2r/L; A 1-4 Men; S Neg) | <ul style="list-style-type: none"> <input type="checkbox"/> ILLUSIONARY SCRIPT *(C Spl; R Spl; D Pmt; A 1 Cr; S Nil) <input type="checkbox"/> IMP.PHANT.FORCE *(C 2s; R 6"+1/L; D Spl; A 4 sq"+1/L; S Nil) <input type="checkbox"/> MAGNETISM *(C 3s; R 6"; D 3r/L; A 3" rad; S Neg) <input type="checkbox"/> Demagnetize *(C 3s; R 6"; D 3r/L; A 3" rad; S Neg) <input type="checkbox"/> MEMORY *(C Spl; R 1"; D Pmt; A 1 Cr; S Neg) <input type="checkbox"/> Erasure *(C Spl; R 1"; D Pmt; A 1 Cr; S Neg) <input type="checkbox"/> PROT/NORMAL MISSILES *(C 3s; R Tch; D 1t/L; A 1 Cr; S Nil) <input type="checkbox"/> SCRY *(C 1t; R 0; D 3r/L; A 36"/L; S Nil) <input type="checkbox"/> STATUE *(C 7s; R Tch; D 6t/L; A 1 Cr; S Spl) <input type="checkbox"/> STEAMBREATH *(C 1r; R 0; D 1st; A Cone 3"x2"; S 1/2) <input type="checkbox"/> SUGGESTION *(C 3s; R 3"; D 6t+6/L; A 1 Cr; S Neg) <input type="checkbox"/> TONGUES *(C 3s; R Tch; D 1r/L; A 6" dia; S Nil) <input type="checkbox"/> Babble *(C 3s; R Tch; D 1t/L; A 6" dia; S Neg) <input type="checkbox"/> WOOD SHAPE *(C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil) |
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FOURTH:

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| <ul style="list-style-type: none"> <input type="checkbox"/> BARGAIN *(C 1r; R 1"; D 1st; A 1 Spirit; S Neg) <input type="checkbox"/> CONFUSION *(C 4s; R 12"; D 2r+1/L; A 6"x6"; S Neg) <input type="checkbox"/> DANCING BLADE *(C 1r; R 1"; D 1r/L; A 1 Cr; S Nil) <input type="checkbox"/> DIMENSION DOOR *(C 1s; R 0; D Spl; A WU; S Nil) <input type="checkbox"/> DISPEL ILLUSION *(C 1s; R 1"/L; D Pmt; A Spl; S Nil) <input type="checkbox"/> DREAM VISION *(C 1t; R Tch; D Spl; A 1 Cr; S Nil) <input type="checkbox"/> Nightmare *(C 1t; R Tch; D Spl; A 1 Cr; S Neg) <input type="checkbox"/> ELEMENTAL TURNING *(C 5s; R Tch; D 1d4+4r; A 6" rad; S Neg) <input type="checkbox"/> EMOTION *(C 4s; R 1"/L; D Spl; A 4"x4"; S Neg) <input type="checkbox"/> FIRE ENCHANTMENT *(C 1r; R 24"; D 1st; A 1" rad; S Neg) <input type="checkbox"/> IMP. INVISIBILITY *(C 4s; R Tch; D 4r+1/L; A 1 Cr; S Nil) <input type="checkbox"/> MELT METAL *(C 1r; R Tch; D 1r/L; A 1 cuin/L; S Nil) <input type="checkbox"/> MINOR CREATION *(C 1t; R 0; D 6t/L; A Spl; S Nil) <input type="checkbox"/> PLANT GROWTH *(C 4s; R 1"/L; D Pmt; A 1"x1"/L; S Nil) | <ul style="list-style-type: none"> <input type="checkbox"/> POLYMORPH OTHER *(C 4s; R 1/2"/L; D Pmt; A 1 Cr; S Neg) <input type="checkbox"/> POLYMORPH SELF *(C 3s; R 0; D 2t/L; A WU; S Nil) <input type="checkbox"/> QUELL *(C 3s; R 3"; D Pmt; A HD/L=WU; S Neg) <input type="checkbox"/> REMOVE CURSE *(C 4s; R Tch; D Pmt; A Spl; S Spl) <input type="checkbox"/> Bestow Curse *(C 4s; R Tch; D 1r/L; A 1 Cr; S Neg) <input type="checkbox"/> REVERSE FLOW *(C 1t; R 6"; D 6t/L; A 1/4 sqmi/L; S Nil) <input type="checkbox"/> Resume Flow *(C 1t; R 6"; D 6t/L; A 1/4 sqmi/L; S Nil) <input type="checkbox"/> SHOUT *@ (C 1s; R 0; D 1st; A Cone 3"x1"; S Neg) <input type="checkbox"/> SPECTRAL FORCE *(C 3s; R 6"+1/L; D Spl; A 4" sq+1/L; S Spl) <input type="checkbox"/> TRANSFIX *(C 1r; R 12"; D Spl; A 2" sq; S Neg) <input type="checkbox"/> VENGEANCE *(C 1r; R 0; D 1r/L; A WU; S Nil) <input type="checkbox"/> WALLOFBONES *(C 1r; R 6"; D 1t; A 10" sqx1/2/L; S Nil) <input type="checkbox"/> WALLOFFIRE *(C 4s; R 6"; D Spl; A Spl; S Nil) |
|--|--|



FIFTH	<input type="checkbox"/> <input type="checkbox"/> AIMING AT THE TARGET *(C 3s; R 0; D Spl; A WU; S Nil) <input type="checkbox"/> <input type="checkbox"/> ANIMAL GROWTH *(C 5s; R 6"; D 1r/L; A 1-8 Ani w/in 8"; S Nil) <input type="checkbox"/> <input type="checkbox"/> Animal Diminution *(C 5s; R 6"; D 1r/L; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> ANIMATED DEAD *(C 5s; R 1"; D Pmt; A 1 Dead/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> CONE OF COLD *(C 5s; R 0; D Ist; A Spl; S 1/2) <input type="checkbox"/> <input type="checkbox"/> CONJURE ELEMENTAL *(C 1t; R 6"; D 1t/L; A Control 3"/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> CREEPING DARKNESS *(C 5s; R 24"; D 3r/L; A 30 cuft; S Nil) <input type="checkbox"/> <input type="checkbox"/> DISMISSAL *@(C 1r; R 1"; D Pmt; A 1 Crt; S Neg) <input type="checkbox"/> <input type="checkbox"/> Beckon *(C 1r; R Spl; D Pmt; A 1 Crt; S Neg) <input type="checkbox"/> <input type="checkbox"/> FIRE BREATH *(C 1r; R 0; D ist; A Cone 3" x 1 1/2"; S 1/2) <input type="checkbox"/> <input type="checkbox"/> IRONWOOD *(C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> MAJOR CREATION *(C 1t; R 1"; D 6t/L; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> MASS *(C 1r; R 6"; D 5r+1/L; A 1 cuft/L w/in 10sqft; S Neg) <input type="checkbox"/> <input type="checkbox"/> METAL SKIN *(C 5s; R Tch; D 2-8t; A 1 Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PASS WALL *(C 5s; R 3"; D 6t+1/L; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> SERVANT HORDE *(C 1s; R 0; D 6t+2/L; A 6" rad; S Nil) <input type="checkbox"/> <input type="checkbox"/> SHADOW DOOR *(C 2s; R 1"; D 1r/L; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> SPIRIT SELF *(C 3s; R 0; D 3-12r; A 24" rad; S Nil) <input type="checkbox"/> <input type="checkbox"/> STONE SHAPE *(C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> SWORD OF DECEPTION *(C 4s; R 6"+1/L; D 1r/L; A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> TELEKINESIS *(C 5s; R 1"/L; D 2r+1/L; A 250gp w/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> WALL OF FORCE *(C 5s; R 3"; D 1t+1r/L; A 20 sqft/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> WALL OF IRON *(C 5s; R 1 1/2"/L; D Pmt; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> WALL OF STONE *(C 5s; R 1 1/2"/L; D Pmt; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> WATER TO POISON *(C 1r; R Tch; D 3t; A 1 cuin/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> Poison to Water *(C 1r; R Tch; D 3t; A 1 cuin/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> WOOD ROT *(C 3s; R 3"; D Pmt; A Spl; S Neg) <input type="checkbox"/> <input type="checkbox"/> Prevent Rot *(C 3s; R 3"; D Pmt; A Spl; S Nil)
SIXTH	<input type="checkbox"/> <input type="checkbox"/> AURA *(C 1r; R 0; D 1t; A 1 mi dia/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> Mask *(C 1r; R 0; D 1t; A 1 mi dia/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> CONTROL WEATHER *(C 1t; R 0; D 4-24hr; A 4-16 sqmi; S Nil) <input type="checkbox"/> <input type="checkbox"/> DISINTEGRATE *(C 6s; R 1 1/2"/L; D Pmt; A Spl; S Neg) <input type="checkbox"/> <input type="checkbox"/> ENCHANT ITEM *(C Spl; R Tch; D Spl; A 1 Itm; S Neg) <input type="checkbox"/> <input type="checkbox"/> GAMBLER'S LUCK *(C 1s; R Tch; D 1t/L; A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> GEAS *(C 4s; R Tch; D Spl; A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> GLASSEE *(C 1r; R Tch; D 1r/L; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> LOWER WATER *(C 1t; R 8"; D 5r/L; A 1/2" x 1/2" sq/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> Raise Water *(C 1t; R 8"; D 5r/L; A 1/2" x 1/2" sq/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> MASS SUGGESTION *(C 6s; R 3"; D 4t+4/L; A 1 Crt/L; S Neg) <input type="checkbox"/> <input type="checkbox"/> METAL TORUST *(C 1r; R 0; D Pmt; A 1/2 cuft/L; S Spl) <input type="checkbox"/> <input type="checkbox"/> Rust to Metal *(C 1r; R 0; D Pmt; A 1/2 cuft/L; S Spl) <input type="checkbox"/> <input type="checkbox"/> MOVE EARTH *(C Spl; R 1"/L; D Pmt; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PAIN *(C 1s; R 6"; D Ist; A HD/L=WU; S Nil) <input type="checkbox"/> <input type="checkbox"/> PART WATER *(C 1t; R 2"/L; D 1t/L; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> PERMILLUSION *(C 6s; R 1"/L; D Pmt; A 4" sq+1/L; S Spl) <input type="checkbox"/> <input type="checkbox"/> PROGRAMMED ILL *(C 6s; R 1"/L; D Spl; A 4" sq+1/L; S Spl) <input type="checkbox"/> <input type="checkbox"/> REPULSION *(C 6s; R 1"/L; D 1r/2L; A 1" path; S Nil) <input type="checkbox"/> <input type="checkbox"/> SPEAK W/DEAD *(C 1t; R 1"; D Spl; A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> SPIRIT WRACK *(C Spl; R 1"+1"/L; D Spl; A Spl; S Spl) <input type="checkbox"/> <input type="checkbox"/> STONE TO FLESH *(C 6s; R 1"/L; D Pmt; A 9 cuft/L; S Spl) <input type="checkbox"/> <input type="checkbox"/> Flesh to Stone *(C 6s; R 1"/L; D Pmt; A 1 Crt; S Neg) <input type="checkbox"/> <input type="checkbox"/> SWORD OF DARKNESS *(C 5s; R 6"; D 1r/L A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> TRUE SIGHT *(C 1r; R Tch; D 1r/L; A 6" sight; S Nil) <input type="checkbox"/> <input type="checkbox"/> VEIL *(C 3s; R 1"/L; D 1t/L; A 2" x 2"/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> VESSEL *(C 1t; R 2"; D 1-3t+2/L; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> WARP STONE *(C 1r; R 12"; D Pmt; A 1/2 cuft/L; S Nil)
SEVENTH	<input type="checkbox"/> <input type="checkbox"/> BODY OUTSIDE BODY *(C 1s; R 1"; D 1r/2L; A 1 dupe/5L; S Nil) <input type="checkbox"/> <input type="checkbox"/> COMMUNE WITH GREATER SPIRIT *(C 1t; R 0; D Spl; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> DUO-DIMENSION *(C 7s; R 0; D 3r+1/L; A WU; S Nil) <input type="checkbox"/> <input type="checkbox"/> ELEMENTAL SERVANT *(C 1t; R 0; D Spl; A 1 Crt; S Neg) <input type="checkbox"/> <input type="checkbox"/> ICE BLIGHT *(C 1t; R 0; D 1day/L; A 1/2 mi dia/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> Drought *(C 1t; R 0; D 1day/L; A 1/2 mi dia/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> LIMITED WISH *(C Spl; R UnLtd; D Spl; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> OBEDIENCE *(C 1r; R Tch; D Spl; A 1 Crt; S Neg) <input type="checkbox"/> <input type="checkbox"/> POWER WORD: STUN *(C 1s; R 1 1/2"/L; D Spl; A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> REANIMATION *(C 1r; R Tch; D 1day/L; A 1 Crt; S Spl) <input type="checkbox"/> <input type="checkbox"/> TOOL *(C 1s; R 0; D Pmt; A 3 cuft/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> VANISH *(C 2s; R Tch; D Spl; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> WITHERING PALM *(C 4s; R Tch; D Ist; A 1 Crt; S 1/2)
EIGHTH	<input type="checkbox"/> <input type="checkbox"/> ANTIPATHY *(C 6t; R 3"; D 12t/L; A Spl; S Spl) <input type="checkbox"/> <input type="checkbox"/> Sympathy *(C 6t; R 3"; D 12t/L; A Spl; S Spl) <input type="checkbox"/> <input type="checkbox"/> CALL *(C 1t; R 0; D Ist; A 1 Crt; S Neg) <input type="checkbox"/> <input type="checkbox"/> CLOUD TRAPEZE *(C 5s; R 0; D 1t; A WU+1 Crt/L; S Nil) <input type="checkbox"/> <input type="checkbox"/> FINDING THE CENTER *(C 1s; R 0; D 1t; A WU; S Nil) <input type="checkbox"/> <input type="checkbox"/> GIANT SIZE *(C 1t; R 0; D 2-8r; A WU; S Nil) <input type="checkbox"/> <input type="checkbox"/> Minute Form *(C 1t; R 0; D 2-8r; A WU; S Nil) <input type="checkbox"/> <input type="checkbox"/> INCENDIARY CLOUD *(C 2s; R 3"; D 1d6+4t; A Spl; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> MIND BLANK *(C 1s; R 3"; D 1 day; A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> PERMANENCY *(C 2r; R Spl; D Pmt; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> POLYMORPH ANY OBJECT *(C 1r; R 1 1/2"/L; D Spl; A 1 Itm; S Spl) <input type="checkbox"/> <input type="checkbox"/> POWER WORD: BLIND *(C 1s; R 1 1/2"/L; D Spl; A 3" dia; S Nil) <input type="checkbox"/> <input type="checkbox"/> SUMMONING WIND *(C 1t; R 0; D Ist; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> SURE LIFE *(C 1r; R 0; D 2-8r; A WU; S Nil) <input type="checkbox"/> <input type="checkbox"/> SYMBOL *(C 8s; R Tch; D Spl; A Spl; S Spl) <input type="checkbox"/> <input type="checkbox"/> WHIRLWIND *(C 1t; R 48"; D 2-7r; A Cone 36" x 12"; S 1/2)
NINTH	<input type="checkbox"/> <input type="checkbox"/> ASTRAL SPELL *(C 9s; R Tch; D Spl; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> CRYSTAL BRITTLE *(C 9s; R Tch; D Pmt; A 2 cuft/L; S Spl) <input type="checkbox"/> <input type="checkbox"/> GATE *(C 9s; R 3"; D Spl; A Spl; S Nil) <input type="checkbox"/> <input type="checkbox"/> IMPRISONMENT *(C 9s; R Tch; D Pmt; A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> Freedom *(C 9s; R Spl; D Pmt; A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> INSTANT REGENERATION *(C 1r; R Tch; D Ist; A 1 Crt; S Nil) <input type="checkbox"/> <input type="checkbox"/> INTERNAL FIRE *(C 1r; R 6"; D Ist; A HD/L=WU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> PLANAR CALL *(C 1t; R 0; D Ist; A 1 Crt; S Spl) <input type="checkbox"/> <input type="checkbox"/> POWER WORD: KILL *(C 1s; R 1/4"/L; D Pmt; A 2" dia; S Nil) <input type="checkbox"/> <input type="checkbox"/> SHAPE CHANGE *(C 9s; R 0; D 1t/L; A WU; S Nil) <input type="checkbox"/> <input type="checkbox"/> SUMMON SPIRIT *(C 1t; R 0; D 1t; A 1 Spirit; S Neg) <input type="checkbox"/> <input type="checkbox"/> TIME STOP *(C 9s; R 0; D 1d8s+1/2s/L; A 3" sphere; S Nil) <input type="checkbox"/> <input type="checkbox"/> TSUNAMI *(C 1t; R 1rni; D 2t; A Wave 5" x 10"/L; S 1/2) <input type="checkbox"/> <input type="checkbox"/> WISH *(C Spl; R UnLtd; D Spl; A Spl; S Spl)