

FIFTHLEVEL:

- AIRY WATER !(C 5s; R 0; D 1r/L; A 2'sphere; S Nil)
- ANIMAL GROWTH !(C 5s; R 6'; D 1r/L; A 1-8Ani in 2"sq; S Nil)
- Shrink Animal !(C 5s; R 6'; D 1r/L; A i-8Ani in 2"sq; S Neg)
- ANIMATE DEAD !(C 5r; R 1'; D Pmt; A 1Dead/L; S Nil)
- AVOIDANCE @(C 3s; R 1'; D Dispel; A 1Obj up to 3'cube; S Spl)
- Attraction !(C 3s; R 1'; D Dispel; A 1Obj up to 3'cube; S Spl)
- BIGBY'S INTERPOSING HAND !(C 5s; R 1'/2L; D 1r/L; A 1Spl; S Nil)
- CLOUDKILL !(C 1s; R 1"; D 1r/L; A 4"x2"x2"; S Nil)
- CONE OF COLD !(C 5s; R 0; D 1st; A Cone 1"/2L; S 1/2)
- CONJURE ELEMENTAL !(C 1r; R 6'; D 1r/L; A Control 3"/L; S Nil)
- CONTACT OTHER PLANE !(C 1r; R 0; D Spl; A 1?/2L; S Nil)
- DISMISSAL @(C 1r; R 1"; D Pmt; A 1Crt; S Neg)

FOURTHLEVEL:

- CHARM MONSTER !(C 4s; R 6'; D Spl; A Spl; S Neg)
- CONFUSION !(C 4s; R 12'; D 2r+1/L; A 6"x6"; S Spl)
- DIG !(C 4s; R 3'; D 1r/L; A 5'cube/L; S Spl)
- DIMENSION DOOR !(C 1s; R 0; D Spl; A MU; S Nil)
- DISPEL ILLUSION @(C 4s; R 1'/2L; D Pmt; A Spl; S Nil)
- ENCHANTED WEAPON !(C 1r; E Tch; D 5r/L; A Spl; S Nil)
- Cursed Weapon !(C 1r; R Tch; D 5r/L; A Spl; S Nil)
- EVARD'S TENTACLES @(C 8s; R 3'; D 1r/L; A 30sqft/L; S Nil)
- EXTENSION I !(C 2s; R 0; D +50%; A 1Spell(1st-3rd); S Nil)
- FEAR !(C 4s; R 0; D Spl 1r/L; A Cone 6"x3"; S Neg)
- FIRE CHARM !(C 4s; R 1"; D 2r/L; A 30'dia; S Neg)
- FIRE SHIELD !(C 4s; R 0; D 2r+1/L; A MU; S Nil)

THIRDLEVEL:

- BLINK !(C 1s; R 0; D 1r/L; A MU; S Nil)
- CLAIRAUDIENCE !(C 3s; R Spl; D 1r/L; A 6"rad; S Nil)
- CLAIRVOYANCE !(C 3s; R Spl; D 1r/L; A Sight; S Nil)
- CLOUDBURST @(C 3s; R 1'/L; D 1r; A Cyl 6"x3"dia; S Spl)
- DETECT ILLUSION @(C 3s; R Tch; D 2r+1/L; A 1"/L; S Nil)
- DISPEL MAGIC !(C 3s; R 12'; D Pmt; A 3'cube; S Nil)
- EXPLOSIVE RUNES !(C 3s; R Tch; D Spl; A 1"rad; S 1/2)
- FEIGN DEATH !(C 1s; R Tch; D 6r+1/L; A 1Crt; S Nil)
- FIREBALL !(C 3s; R 10"+1/L; D 1st; A 2'sphere; S 1/2)
- FLAME ARROW !(C 3s; R Tch; D 1s/L; A 1Arrow/s; S Nil)
- FLY !(C 3s; R Tch; D 1-6t+1/L; A 1Crt; S Nil)
- GUST OF WIND !(C 3s; R 0; D 1s; A 1"/L; S Nil)

SECONDLEVEL:

- AUDIBLE GLAMER !(C 2s; R 6'+1/L; D 2r/L; A Hearing; S Spl)
- BIND @(C 2s; R 3'; D 1r/L; A Spl; S Nil)
- CONTINUAL LIGHT !(C 2s; R 6'; D Pmt; A 6'sphere; S Spl)
- DARKNESS, 15'rad !(C 2s; R 1'/L; D 1t+1r/L; A 1 1/2'sphere; S Spl)
- DEEPOCKETS @(C 1r; R Tch; D 24r+6/L; A 1000gpw; S Nil)
- DETECT EVIL !(C 2s; R 6'; D 5r/L; A 1"path; S Nil)
- Detect Good !(C 2s; R 6'; D 5r/L; A 1"path; S Nil)
- DETECT INVISIBLE !(C 2s; R 1'/L; D 5r/L; A 1"path; S Nil)
- ESP !(C 2s; R 1'/2L; D 1r/L; A 1Crt/t; S Nil)
- FLAMING SPHERE @(C 2s; R 1'; D 1r/L; A 6'sphere; S Neg)
- FOOLS GOLD !(C 1r; R 1"; D 6t/L; A 1cuft/L; S Nil)
- FORGET !(C 2s; R 3'; D Pmt; A 1r+1/2L past in 2"sq; S Neg)
- INVISIBILITY !(C 2s; R Tch; D Sol; A 1Crt; S Nil)

FIRSTLEVEL:

- AFFECT NORMAL FIRES !(C 1s; R 1"/2L; D 1r/L; A 3"dia; S Nil)
- ALARM @(C 1r; R 1"; D 2-8t+1/L; A 20sqft/L; S Nil)
- ARMOR @(C 1r; R Tch; D Spl; A 1Crt; S Nil)
- BURNING HANDS !(C 1s; R 0; D 1r; A Spl; S Nil)
- CHARM PERSON !(C 1s; R 12'; D Spl; A 1Man; S Neg)
- COMP. LANGUAGES !(C 1r; R Tch; D 5r/L; A 11tm; S Nil)
- Confuse Language !(C 1r; R Tch; D 5r/L; A 1km; S Nil)
- DANCING LIGHTS !(C 1s; R 4'+1/L; D 2r/L; A Spl; S Nil)
- DETECT MAGIC !(C 1s; R 0; D 1r/L; A 1"x6"; S Nil)
- ENLARGE !(C 1s; R 1"/2L; D 1r/L; A Spl; S Neg)
- Diminish !(C 1s; R 1"/2L; D 1r/L; A Spl; S Neg)
- ERASE !(C 1s; R 3'; D Pmt; A 1 scroll or 2 pages; S Neg)
- FEATHER FALL !(C 1/10s; R 1'/L; D 1s/L; A Spl; S Nil)
- FIND FAMILIAR !(C 1-24hr; R 1 mi/L; D Spl; A 1mi/L; S Neg)
- FIREWATER @(C 1s; R 1"; D 1r; A 1pint/L; S Nil)

- FRIENDS !(C 1s; R 0; D 1r/L; A 1"+1/L; S Spl)
- GREASE @(C 1s; R 1"; D Pmt; A 1sqft/L; S Spl)
- HOLD PORTAL !(C 1s; R 2"/L; D 1r/L; A 80sqft/L; S Nil)
- IDENTIFY !(C 1r; R 0; D 1s/L; A 1Obj; S Spl)
- JUMP !(C 1s; R Tch; D Spl; A 1Crt; S Nil)
- LIGHT !(C 1s; R 6'; D 1r/L; A 2'sphere; S Nil)
- MAGIC MISSILE !(C 1s; R 6'+1/L; D 1st; A Crt in 10'sq; S Nil)
- MELT @(C 1s; R 3"; D 1r/L; A 1cuyd ice or 2cuyd snow; S Spl)
- MENDING !(C 1s; R 3'; D Pmt; A 1Obj; S Nil)
- MESSAGE !(C 1s; R 6'+1/L; D 5s+1/L; A 1/4"path; S Nil)
- MOUNT @(C 1r; R 1"; D 12t+6/L; A 1Crt; S Nil)
- NYSTUL'S MAGIC AURA !(C 1r; R Tch; D 1day/L; A Spl; S Spl)
- PRECIPITATION @(C 1s; R 1'/L; D 1r/L; A Cyl 12"x3"dia; S Spl)
- PROT/EVIL !(C 1s; R Tch; D 2r/L; A 1Crt; S Nil)
- Prot/Good !(C 1s; R Tch; D 2r/L; A 1Crt; S Nil)

- IRRITATION @(C 2s; R 1"/L; D Spl; A 1Crt; S Neg)
- KNOCK !(C 1s; R 6'; D Spl; A 10 sqft/L; S Nil)
- KNOW ALIGNMENT @(C 1r; R 1"; D 1r/L; A 1Crt/2r; S Nil)
- Obscure Alignment @(C 1r; R 1"; D 1r/L; A 1Crt/2r; S Nil)
- LEOMUND'S TRAP !(C 3r; R Tch; D Pmt; A 1Obj; S Nil)
- LEVITATE !(C 2s; R 2"/L; D 1r/L; A Spl; S Neg)
- LOCATE OBJECT !(C 2s; R 2"/L; D 1r/L; A Spl; S Nil)
- Obscure Object !(C 2s; R 2"/L; D 1r/L; A Spl; S Nil)
- MAGIC MOUTH !(C 2s; R 1'/2L; D Spl; A 1Obj; S Nil)
- MELF'S ACID ARROW @(C 4s; R 3'; D Spl; A 1tm; S Spl)
- MIRROR IMAGE !(C 2s; R 0; D 2r/L; A 6'rad; S Nil)
- PRESERVE @(C 2r; R Tch; D Pmt; A 1/2cuft/L; S Nil)
- PROT/CANTRIPS @(C 2s; R Tch; D 1day/L; A 1km; S Spl)

- HASTE !(C 3s; R 6'; D 3r+1/L; A 1Ca/L in 4"sq; S Nil)
- HOLD PERSON !(C 3s; R 12'; D 2r/L; A 1-4Men; S Neg)
- INFRAVISION !(C 1r; R Tch; D 12t+6/L; A 1Crt; S Nil)
- INVISIBILITY, 10'rad !(C 3s; R Tch; D Spl; A 10'rad; S Nil)
- ITEM @(C 3s; R Tch; D 6t/L or 24t/L; A 2cuft/L; S Spl)
- LEOMUND'S TINY HUT !(C 3s; R 0; D 6t/L; A 10'sphere; S Nil)
- LIGHTNING BOLT !(C 3s; R 4'+1/L; D 1st; A Spl; S 1/2)
- MATERIAL @(C 1r; R 1"; D Pmt; A 1cuft/L; S Nil)
- MELF'S MINUTE METEORS @(C 5s; R 1'/L; D Spl; A Spl; S Nil)
- MONSTER SUMMON I !(C 3s; R 3'; D 2r+1/LA Spl; S Nil)
- PHANT.FORCE !(C 3s; R 8"+1/L; D Spl; A 8sq"+i/L; Spl)
- PROT/EVIL, 10'rad !(C 3s; R Tch; D 2r/L; A 10'rad; S Nil)

- FIRE TRAP !(C 3r; R Tch; D Spl; A 1Obj; S 1/2)
- FUMBLE !(C 4s; R 1'/L; D 0; A 1Crt; S 1/2)
- HALLUC.TERRAIN !(C 1r; R 2"/L; D Spl; A 1"x1"/L; S Nil)
- ICE STORM !(C 4s; R 1'/L; D 1r; A Spl; S Nil)
- LEOMUND'S SHELTER @(C 4t; R 2'; D 6t/L; A 30sqft/L; S Nil)
- MAGIC MIRROR @(C 1hr; R Tch; D 1r/L; A Spl; S Nil)
- MASSMORPH !(C 1r; R 1'/L; D Spl; A 1"x1"/L; S Nil)
- MINOR GLOBE OF INVULN.. !(C 4s; R 0; D 1r/L; A 1"dia; S Nil)
- MONSTER SUMMON II !(C 4s; R 4"; D 3r+1/L; A Spl; S Nil)
- OTILUKE'S RES. SPHERE @(C 4s; R 2'; D 1r/L; A 1'dia/L; S Neg)
- PLANT GROWTH !(C 4s; R 1'/L; D Pmt; A 1"x1"/L; S Nil)

- Beekon @(C 1r; R Spl; D Pmt; A 1Crt; S Neg)
- DISTANCE DISTORTION !(C 6s; R 1'/L; d 1r/L; A 100sq"/L; S Nil)
- DOLOR @(C 5s; R 1"; D 2r; A 1Crt; S Spl)
- EXTENSION II !(C 4s; R 0; D +50%; A 1Spell(1st-4th); S Nil)
- FABRICATE @(C Spl; R 1'/2L; 0 Pmt; A 1cuyd/L; S Nil)
- FEEBLEMIND !(C 5s; R 1'/L; D Pmt; A 1Crt; S Neg)
- HOLD MONSTER !(C 5s; R 1'/2L; D 1r/L; A 1-4Crt; S Neg)
- LEOMUND'S BELABORMENT @(C 5s; R 1"; D Spl; A Crts in 1"rad; S Spl)
- LEOMUND'S CHEST !(C 1r; R Spl; D 60days; A 2"x2"x3"; S Nil)
- MAGIC JAR !(C 1r; R 1'/L; D Spl; A 1Crt; S Spl)
- MONSTER SUMMON III !(C 5s; R 5'; D 4t+1/L; A Spl; S Nil)

- PUSH !(C 1s; R 1"+1/L; D 1st; A Spl; S Neg)
- READ MAGIC !(C 1r; R 0; D 2r/L; A Spl; S Nil)
- Unreadable Magic !(C 1s; R 0; D 2r/L; A Spl; S Nil)
- RUN @(C 1r; R Tch; D 5-8hr; A Spl; S Nil)
- SHIELD !(C 1s; R 0; D 5r/L; A Spl; S Nil)
- SHOCKING GRASP !(C 1s; R Tch; D 1Touch; A 1Crt; S Nil)
- SLEEP !(C 1s; R 3"+1/L; D 5r/L; A 3"dia; S Nil)
- SPIDER CLIMB !(C 1s; R Tch; D 1r+1/L; A 1Crt; S Nil)
- TAUNT @(C 1r; R 3'; D 1st; A 2HD/L=IL; S Neg)
- TENSER'S FLOATING DISC !(C 1s; R 2'; D 3r+1/L; A Spl; S Nil)
- UNSEEN SERVANT !(C 1s; R 0; D 6r+1/L; A 3"rad; S Nil)
- VENTRILOQUISM !(C 1s; R 1'/L; D 2r+1/L; A 1Obj; S Nil)
- WIZARD MARK @(C 1s; R Tch; D Pmt; A 1sqft; S Nil)
- WRITE !(C 1r; R 0; D 1hr/L; A 1Spell; S Spl)

- PYROTECHNICS !(C 2s; R 12'; D Spl; A Spl; S Nil)
- RAY OF ENFEEBLEMENT !(C 2s; R 1"+1/4L; D 1r/L; A 1Crt; S Neg)
- ROPE TRICK !(C 2s; R Tch; D 2r/L; A Spl; S Nil)
- SCARE !(C 2s; R 1'; D 3-12r; A 1Crt up to 5HD/L; S Neg)
- SHATTER !(C 2s; R 6'; D Pmt; A 1Obj; S Neg)
- STINKING CLOUD !(C 2s; R 3'; D 1r/L; A 2"x2"x2"; S Spl)
- STRENGTH !(C 1r; R Tch; D 6t/L; A 1Man; S Nil)
- TASHA'S LAUGHTER @(C 2s; R 5'; D 1r; A 1Crt; S Spl)
- VOCALIZE @(C 1r; R Tch; D 5r; A 1Caster; S Nil)
- WEB !(C 2s; R 1'/2L; D 2r/L; A Spl; S Neg or 1/2)
- WHIP @(C 2s; R 1"; D 1r/L; A Spl; S Spl)
- WIZARD LOCK !(C 2s; R Tch; D Pmt; A 30sqft/L; S Nil)
- ZEPHYR @(C 2s; R 0; D 1s; A 1"pathx1/2"/L; S Nil)

- Prot/Good, 10'rad !(C 3s; R Tch; D 2r/L; A 10'rad; S Nil)
- PROT/NORMAL MISSILES !(C 3s; R Tch; D 1r/L; A 1Crt; S Nil)
- SECRET PAGE @(C 1r; R Tch; D Dispel; A 2sqft; S Nil)
- SEPIA SNAKE SIGIL @(C 3s; R 1/2"; D Spl; A 1Glyph; S Nil)
- SLOW !(C 3s; R 2'+1/L; D 3r+1/L; A 1Crt/L in 4"sq; S Nil)
- SUGGESTION !(C 3s; R 3'; D 6t+6/L; A 1Crt; S Neg)
- TONGUES !(C 3s; R 0; D 1r/L; A 6"dia; S Nil)
- Babble !(C 3s; R 0; D 1r/L; A 6"dia; S Nil)
- WATER BREATHING !(C 3s; R Tch; D 3r/L; A 1Crt; S Nil)
- Air Breathing !(C 3s; R Tch; D 3r/L; A 1Crt; S Nil)
- WIND WALL @(C 3s; R 1'/L; D 1r/L; A 1"wide x 1"/2L; S Spl)

- POLYMORPH OTHER !(C 4s; R 1'/2L; 0 Pmt; A 1Crt; S Neg)
- POLYMORPH SELF !(C 3s; R 0; D 2r/L; A MU; S Nil)
- RARY'S MNEMONIC ENHANCER !(C 1r; R 0; D 1day; A MU; S Nil)
- REMOVE CURSE !(C 4s; R Tch; D Pmt; A 1Curse; S Spl)
- Bestow Curse !(C 4s; R Tch; D 1r/L; A 1Crt; S Neg)
- SHOUT @(C 1s; R 0; D 1st; A Cone 3"x1"; S Neg)
- STONESKIN @(C 1s; R Tch; D Spl; A 1Crt; S Nil)
- ULTRAVISION @(C 4s; R Tch; D 6t+6/L; A 1Crt; S Nil)
- WALL OF FIRE !(C 4s; R 6'; D Spl; A Spl; S Spl)
- WALL OF ICE !(C 4s; R 1'/L; D 1r/L; A Spl; S Spl)
- WIZARD EYE !(C 1r; R 0; D 1r/L; A 1-3"/r; S Nil)

- MORDENKAINEN'S HOUND !(C 5s; R 1'; D 2r/L; A 1Hound; S Nil)
- PASS WALL !(C 1s; R 3'; D 6t+1/L; A 5"x8"x10"hole; S Nil)
- SENDING @(C 1r; R Spl; D Spl; A 1Crt; S Nil)
- STONE SHAPE !(C 1r; E Tch; D Pmt; A 1cuft/L; S Nil)
- TELEKINESIS !(C 5s; R 1'/L; D 2r+1/L; A 250gpw/L; S Nil)
- TELEPORT !(C 2s; R Tch; D 1st; A Spl; S Nil)
- TRANSMUTE ROCK TO MUD !(C 5s; R 1'/L; D Spl; A 2cu" IL; S Nil)
- Transmute Mud to Rock !(C 5s; R 1'/L; D Pmt; A 2cu"/L; S Nil)
- WALL OF FORCE !(C 5s; R 3'; D 1t+1r/L; A 20'sq/L; S Nil)
- WALL OF IRON !(C 5s; R 1'/2L; D Pmt; A 15sqft/L; S Nil)
- WALL OF STONE !(C 5s; R 1'/2L; D Pmt; A 3in/L+20sqft/L; S Nil)

NINTH:

EIGHTH:

SEVENTHLEVEL:

SIXTHLEVEL:

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANTI-MAGIC SHELL !(C 1s; R 0; D 1r/L; A 1'dia/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GEAS !(C 4s; R Tch; D Spl; A 1Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> OTILUKES FRZN. SPHERE !(C 6s; R Spl; D Spl; A 100sqft/L; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BIGBY'S FORCEFUL HAND !(C 6s; R 1"/L; D 1r/L; a Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GLASSEE !(C 1r; R Tch; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PART WATER !(C 1r; R 1"/L; D 5r/L; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CHAIN LIGHTNING @(C 6s; R 4" + 1/2L; D Ist; A Spl; S 1/2 or Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GLOBE OF INVULN. !(C 1r; R 0; D 1r/L; A 1'sphere; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PROJECT IMAGE !(C 6s; R 1"/L; D 1r/L; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONTINGENCY @(C 1r; R 0; D 1 day/L; A MU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GUARDS & WARDS !(C 3r; R 0; D 6r/L; A 2'rad + 1/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> REINCARNATION !(C 1r; R Tch; D Pmt; A 1Man; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CONTROL WEATHER !(C 1r; R 0; d 4-24hr; A 4-16mi; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> INVISIBLE STALKER !(C 1r; R 1"; D Spl; A Spl; S Nil)	<input type="checkbox"/> <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"/> <input type="checkbox"/> DEATH SPELL !(C 6s; R 1"/L; D Ist; A 1/2'sq/L; s Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> LEGEND LORE !(C 1d4t-2d6 wks; R 0; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPIRITWRACK !(C 3r + 8-32hr prep; R 1" + 1/L; D Spl; A Spl; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DISINTEGRATE !(C 6s; R 1"/2L; D Pmt; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> LOWER WATER !(C 1r; R 8"; D 5r/L; A 1/2'x1/2'/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STONE TO FLESH !(C 6s; R 1"/L; D Pmt; A 9cuft/L; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ENCHANT ITEM !(C 1d8+2 days; R Tch; D Spl; A 1Obj; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Raise Water !(C 1r; R 8"; D 5r/L; A 1/2'x1/2'/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh to Stone !(C 6s; R 1"/L; D Pmt; A 1Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ENSNAREMENT @(C 1r; R 1"; D Spl; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MONSTER SUMMON IV !(C 6s; R 6"; D 5r + 1/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TENSER'S TRANSFORMATION !(C 6s; R 0; D 1r/L; A MU; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> EXTENSION III !(C 5s; R 0; D + 100% or +50%; A 1Spell; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MORDENKAINEN'S LUCUBRATION @(C 1s; R 0; D Ist; A MU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRANSMUTE WATER TO DUST @(C 6s; R 6"; D Pmt; A 1cu"/L; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> EYEBITE @(C 1s; R 20"; D Spl; A 1Crt; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MOVE EARTH !(C 1r/4'sq; R 1"/L; D Pmt; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Transmute Dust to Water @(C 6s; R 6"; D Pmt; A 1cu"/L; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BANISHMENT @(C 7s; R 2"; D Pmt; A 2HD/L=MU; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> LIMITED WISH (see page 88 Player's Handbook for guide)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SEQUESTER @(C 1r; R Tch; D 1wk + 1day/L; A 2'cube/L; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BIGBYS GRASPING HAND !(C 7s; R 1"/L; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MASS INVISIBILITY !(C 7s; R 1"/L; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SIMILACRUM !(C 1s; R Tch; D Pmt; A 1Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CACODEMON !(C 1hr/type; R 1"; D Spl; A 1Crt; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MONSTER SUMMON V !(C 6s; R 7"; D 6r + 1/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STATUE !(C 7s; R Tch; D 6r/L; A 1Crt; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CHARM PLANTS !(C 1r; R 3"; D Pmt; A 3"x1" ; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MORDEN'S MANSION @(C 7r; R 1"; D 1hr/L; A 300sqft/L; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TELEPORT W/OUT ERROR @(C 1s; R Tch; D Ist; A Spl; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DELAYED BLAST FIREBALL !(C 7s; R 10" + 1/L; D Spl; A 2'rad; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MORDENKAINEN'S SWORD !(C 7s; R 3"; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TORMENT @(C 1r; R 1"; D Spl; A 1Crt; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DRAWMIJ'S SUMMONS !(C 1s; R Spl; D Ist; A 1Obj; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PHASE DOOR !(C 7s; R Tch; D 1use/2L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRUENAME @(C 3s +; R 3"; Spl; A 1itm; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DUO-DIMENSION !(C 7s; R 0; D 3r + 1/L; A MU; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> POWER WORD, STUN !(C 1s; R 1"/2L; D Spl; A 1Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> VANISH !(C 2s; R Tch; D Spl; A 500gpw/L or 3cuft/L; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FORCECAGE @(C 3-4s; R 1"/2L; D 6t + 1/L; A 2'cube; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> REVERSE GRAVITY !(C 7s; R 1"/2L; D Spl; A 3'x3"; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> VOLLEY @(C 1s; R Snl; D Spl; A 1Spell; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ANTIPATHY !(C 6r; R 3"; D 12t/L; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> INCENDIARY CLOUD !(C 2s; R 3"; D 1-6r + 4; A Spl; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PERMANENCY !(C 2r; R Spl; D Pmt; A 1Spell; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sympathy !(C 6r; R 3"; D 12t/L; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MASS CHARM !(C 8s; R 1"/2L; D Spl; A Spl; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> POLYMORPH ANY OBJECT !(C 1r; R 1"/2L; D Spl; A 1itm; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BIGBY'S CLENCHED FIST !(C 8s; R 1"/2L; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MAZE !(C 3s; R 1"/2L; D 1d4r-1d4r; A 1Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> POWER WORD, BLIND !(C 1s; R 1"/2L; D Spl; A 3'dia; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BINDING @(C Spl; R 1"; D Spl; A 1Crt; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MIND BLANK !(C 1s; R 3"; D 1day; A 1Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SERTEN'S SPELL IMMUNITY !(C 1r/crt; R Tch; D 1t/L; A Crts; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CLONE !(C 1t + 2-8months prep; R Tch; D Pmt; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MONSTER SUMMON VI !(C 8s; R 8"; D 7r + 1/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SINK @(C 8s; R 1"/L; D Spl; A 1Crt or 1Obj(1cu"/L); S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DEMAND @(C 1r; R Spl; D Spl; A 1Crt; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> OTILUKE'S TELE.SPHERE @(C 4s; R 2"; D 1r/L; A 1'dia/L; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SYMBOL !(C 8s; R Tch; D Triggered; A Spl; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GLASSTEEL !(C 8s; R Tch; D Pmt; A 1Obj; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> OTTO'S IRRESISTABLE DANCE !(C 5s; R Tch; D 2-5r; A 1Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRAP THE SOUL !(C 1s + prep; R 1"; D Pmt; A 1Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ASTRAL SPELL !(C 9s; R Tch; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Freedom !(C 9s; It Spl; D Pmt; A 1Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SHAPE CHANGE !(C 9s; R 0; D 1t/L; A MU; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BIGBY'S CRUSHING HAND !(C 9s; R 1"/2L; D 1r/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> METEOR SWARM !(C 9s; R 4" + 1/L; D Ist; A Spl; S 1/2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SUCCOR @(C 1-4days; R Tch; D Spl; A 1Man; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CRYSTALBRITTLE @(C 9s; R Tch; D Pmt; A 2cuft/L; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MONSTER SUMMON VII !(C 9s; R 9"; D 8r + 1/L; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TEMPORAL STASIS !(C 9s; R 1"; D Pmt; A 1Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ENERGY DRAIN @(C 3s; R Tch; D Pmt; A 1Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MORDEN'S DISJUNCTION @(C 9s; R 0; D Pmt; A 3'rad; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Temporal Reinstatement !(C 9s; R 1"; D Pmt; A 1Crt; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GATE !(C 9s; R 3"; D Spl; A Spl; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> POWER WORD, KILL !(C 1s; R 1"/4L; D Pmt; A 2'dia; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TIME STOP !(C 9s; R 0; D 1-8s + 1/2L; A 3'sphere; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> IMPRISONMENT !(C 9s; R Tch; D Pmt; A 1Crt; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PRISMATIC SPHERE !(C 7s; R 0; D 1t/L; A 2'sphere; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WISH (see page 94 Players Handbook for guide)

CANTRIPS:

USEFUL CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CHILL @(C 1/2s; R 1"; D Ist; A 1cuft; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> EXTERMINATE @(C 1/10s; R 1"; D Pmt; A 1/2cuft or 1Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPICE @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CLEAN @(C 1/2s; R 1"; D Pmt; A 4sqyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FLAVOR @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPROUT @(C 1/2s; R 1"; D Pmt; A 1cuyd; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> COLOR @(C 1/2s; R 1"; D 30 days; A 1cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FRESHEN @(C 1/2s; R 1"; D 1hr; A 1Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STITCH @(C 1/2s; R 1"; D Pmt; A Spl; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DAMPEN @(C 1/2s; R 1"; D Pmt; A 1cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GATHER @(C 1/6s; R 1"; D Pmt; A 1sqyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SWEETEN @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DRY @(C 1/2s; R 1"; D Pmt; A 1cuyd; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> POLISH @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TIE @(C 1/2s; R 1"; D0 Pmt; A 1Obj; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DUST @(C 1/2s; R 1"; D Pmt; A 10'rad; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SALT @(C 1/6s; R 1"; D Pmt; A 1Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WARM @(C 1/2s; R 1"; D Ist; A 1'cu; S Spl)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SHINE @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WRAP @(C 1/2s; R 1"; D Pmt; A 1cuyd; S Spl)

REVERSED CANTRIPS:

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

LEGERDEMAIN CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CHANGE @(C 1/10s; R 1"; D Spl; A 1itm; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HIDE @(C 1/10s; R 1"; D Spl; A 1itm; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PALM @(C 1/10s; R 1"; D Is; A 1itm; S Nil)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DISTRACT @(C 1/3s; R 1"; D Is; A Spl; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MUTE @(C 1/10s; R 1"; D 1t; A 1Obj; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PRESENT @(C 1/6s; R 1"; D Pmt; A 1Obj; S Spl)

PERSON-EFFECT CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BELCH @(C 1/10s; R 1"; D Ist; A 1Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GIGGLE @(C 1/3s; R 1"; D Spl; A 1Mars; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TWITCH @(C 1/3s; R 1"; D Ist; A 1Crt; S Neg)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BLINK @(C 1/10s; R 1"; D Ist; A 1Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> NOD @(C 1/10s; R 1"; D Ist; A 1Man; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WINK @(C 1/10s; R 1"; D Spl; A 1Man; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> COUGH @(C 1/3s; R 1"; D Spl; A 1Man; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SCRATCH @(C 1/6s; R 1"; D Ist; A 1Crt; S Neg)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> YAWN @(C 1/6s; R 1"; D 1r; A 1Crt; S Neg)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SNEEZE @(C 1/2s; R 1"; D Ist; A 1Crt; S Neg)	

PERSONAL CANTRIPS:

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BEE @(C 1/2s; R 1"; D Pmt; A 1Bee; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FIREFINGER @(C 1/3s; R 1"; D 1s; A 1/3'line; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SPIDER @(C 1/2s; R 1"; D Pmt; A 1Spider; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BLUELIGHT @(C 1/2s; R 1"; D Spl; A 1/4'sphere; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> GNATS @(C 1/2s; R 1"; D 1-4r; A 1cuft; S Spl)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TWEAK @(C 1/3s; R 1"; D Ist; A 1Crt; S Spl)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BUG @(C 1/2s; R 1"; D Pmt; A 1Bug; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> MOUSE @(C 1/2s; R 1"; D Pmt; A 1Mouse; S Nil)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> UNLOCK @(C 1/2s; R 1"; D 1s; A 1Lock; S Nil)
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SMOKEPUFF @(C 1/3s; R 1"; D Pmt; A 1'dia; S Nil)	

HAUNTING SOUND CANTRIPS:

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