



SIXTHLEVEL: SEVENTHLEVEL: EIGHTH NINTH:

<ul style="list-style-type: none"> <li><input type="checkbox"/> ANTI-MAGIC SHELL !(C 1s; R 0; D 1r/L; A 1'dia/L; S Nil)</li> <li><input type="checkbox"/> BIGBY'S FORCEFUL HAND !(C 6s; R 1"/L; D 1r/L; a Spl; S Nil)</li> <li><input type="checkbox"/> CHAIN LIGHTNING @(C 6s; R 4" + 1/2L; D Ist; A Spl; S 1/2 or Neg)</li> <li><input type="checkbox"/> CONTINGENCY @(C 1r; R 0; D 1 day/L; A MU; S Nil)</li> <li><input type="checkbox"/> CONTROL WEATHER !(C 1r; R 0; d 4-24hr; A 4-16mi; S Nil)</li> <li><input type="checkbox"/> DEATH SPELL !(C 6s; R 1"/L; D Ist; A 1/2"sq/L; s Nil)</li> <li><input type="checkbox"/> DISINTEGRATE !(C 6s; R 1"/2L; D Pmt; A Spl; S Neg)</li> <li><input type="checkbox"/> ENCHANT ITEM !(C 1d8+2 days; R Tch; D Spl; A 1Obj; S Neg)</li> <li><input type="checkbox"/> ENSNAREMENT @(C 1r; R 1"; D Spl; A Spl; S Neg)</li> <li><input type="checkbox"/> EXTENSION III !(C 5s; R 0; D + 100% or +50%; A 1Spell; S Nil)</li> <li><input type="checkbox"/> EYEBITE @(C 1s; R 20"; D Spl; A 1Crt; S Spl)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> GEAS !(C 4s; R Tch; D Spl; A 1Crt; S Nil)</li> <li><input type="checkbox"/> GLASSEE !(C 1r; R Tch; D 1r/L; A Spl; S Nil)</li> <li><input type="checkbox"/> GLOBE OF INVULN. !(C 1r; R 0; D 1r/L; A 1'sphere; S Nil)</li> <li><input type="checkbox"/> GUARDS &amp; WARDS !(C 3r; R 0; D 6r/L; A 2'rad + 1/L; S Nil)</li> <li><input type="checkbox"/> INVISIBLE STALKER !(C 1r; R 1"; D Spl; A Spl; S Nil)</li> <li><input type="checkbox"/> LEGEND LORE !(C 1d4r-2d6 wks; R 0; D Spl; A Spl; S Nil)</li> <li><input type="checkbox"/> LOWER WATER !(C 1r; R 8"; D 5r/L; A 1/2"x1/2"/L; S Nil)</li> <li><input type="checkbox"/> Raise Water !(C 1r; R 8"; D 5r/L; A 1/2"x1/2"/L; S Nil)</li> <li><input type="checkbox"/> MONSTER SUMMON IV !(C 6s; R 6"; D 5r + 1/L; A Spl; S Nil)</li> <li><input type="checkbox"/> MORDENKAINEN'S LUCUBRATION @(C 1s; R 0; D Ist; A MU; S Nil)</li> <li><input type="checkbox"/> MOVE EARTH !(C 1r/4"sq; R 1"/L; D Pmt; A Spl; S Nil)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> OTILUKES FRZN. SPHERE !(C 6s; R Spl; D Spl; A 100sqft/L; S Spl)</li> <li><input type="checkbox"/> PART WATER !(C 1r; R 1"/L; D 5r/L; A Spl; S Nil)</li> <li><input type="checkbox"/> PROJECT IMAGE !(C 6s; R 1"/L; D 1r/L; A Spl; S Nil)</li> <li><input type="checkbox"/> REINCARNATION !(C 1r; R Tch; D Pmt; A 1Man; S Nil)</li> <li><input type="checkbox"/> REPULSION !(C 6s; R 1"/L; D 1r/2L; A 1'path; S Nil)</li> <li><input type="checkbox"/> SPIRITWRACK !(C 3r + 8-32hr prep; R 1" + 1/L; D Spl; A Spl; S Spl)</li> <li><input type="checkbox"/> STONE TO FLESH !(C 6s; R 1"/L; D Pmt; A 9cuft/L; S Spl)</li> <li><input type="checkbox"/> Flesh to Stone !(C 6s; R 1"/L; D Pmt; A 1Crt; S Neg)</li> <li><input type="checkbox"/> TENSER'S TRANSFORMATION !(C 6s; R 0; D 1r/L; A MU; S Nil)</li> <li><input type="checkbox"/> TRANSMUTE WATER TO DUST @(C 6s; R 6"; D Pmt; A 1cu"/L; S Spl)</li> <li><input type="checkbox"/> Transmute Dust to Water @(C 6s; R 6"; D Pmt; A 1cu"/L; S Spl)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> BANISHMENT @(C 7s; R 2"; D Pmt; A 2HD/L=MU; S Spl)</li> <li><input type="checkbox"/> BIGBYS GRASPING HAND !(C 7s; R 1"/L; D 1r/L; A Spl; S Nil)</li> <li><input type="checkbox"/> CACODEMON !(C 1hr/type; R 1"; D Spl; A 1Crt; S Spl)</li> <li><input type="checkbox"/> CHARM PLANTS !(C 1r; R 3"; D Pmt; A 3"x1"; S Neg)</li> <li><input type="checkbox"/> DELAYED BLAST FIREBALL !(C 7s; R 10" + 1/L; D Spl; A 2'rad; S 1/2)</li> <li><input type="checkbox"/> DRAWMIJ'S SUMMONS !(C 1s; R Spl; D Ist; A 1Obj; S Nil)</li> <li><input type="checkbox"/> DUO-DIMENSION !(C 7s; R 0; D 3r + 1/L; A MU; S Nil)</li> <li><input type="checkbox"/> FORCECAGE @(C 3-4s; R 1"/2L; D 6t + 1/L; A 2'cube; S Nil)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> LIMITED WISH (see page 88 Player's Handbook for guide)</li> <li><input type="checkbox"/> MASS INVISIBILITY !(C 7s; R 1"/L; D Spl; A Spl; S Nil)</li> <li><input type="checkbox"/> MONSTER SUMMON V !(C 6s; R 7"; D 6r + 1/L; A Spl; S Nil)</li> <li><input type="checkbox"/> MORDENKAINEN'S MANSION @(C 7r; R 1"; D 1hr/L; A 300sqft/L; S Nil)</li> <li><input type="checkbox"/> MORDENKAINEN'S SWORD !(C 7s; R 3"; D 1r/L; A Spl; S Nil)</li> <li><input type="checkbox"/> PHASE DOOR !(C 7s; R Tch; D 1use/2L; A Spl; S Nil)</li> <li><input type="checkbox"/> POWER WORD, STUN !(C 1s; R 1"/2L; D Spl; A 1Crt; S Nil)</li> <li><input type="checkbox"/> REVERSE GRAVITY !(C 7s; R 1"/2L; A 3"x3"; S Nil)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> SEQUESTER @(C 1r; R Tch; D 1wk + 1day/L; A 2'cube/L; S Spl)</li> <li><input type="checkbox"/> SIMILACRUM !(C 1s; R Tch; D Pmt; A 1Crt; S Nil)</li> <li><input type="checkbox"/> STATUE !(C 7s; R Tch; D 6r/L; A 1Crt; S Spl)</li> <li><input type="checkbox"/> TELEPORT W/OUT ERROR @(C 1s; R Tch; D Ist; A Spl; S Nil)</li> <li><input type="checkbox"/> TORMENT @(C 1r; R 1"; D Spl; A 1Crt; S Spl)</li> <li><input type="checkbox"/> TRUENAME @(C 3s +; R 3"; Spl; A 1itm; S Neg)</li> <li><input type="checkbox"/> VANISH !(C 2s; R Tch; D Spl; A 500gpw/L or 3cuft/L; S Nil)</li> <li><input type="checkbox"/> VOLLEY @(C 1s; R Snl; D Spl; A 1Spell; S Spl)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> ANTIPATHY !(C 6r; R 3"; D 12r/L; A Spl; S Spl)</li> <li><input type="checkbox"/> Sympathy !(C 6r; R 3"; D 12r/L; A Spl; S Spl)</li> <li><input type="checkbox"/> BIGBY'S CLENCHED FIST !(C 8s; R 1"/2L; D 1r/L; A Spl; S Nil)</li> <li><input type="checkbox"/> BINDING @(C Spl; R 1"; D Spl; A 1Crt; S Spl)</li> <li><input type="checkbox"/> CLONE !(C 1t + 2-8months prep; R Tch; D Pmt; A Spl; S Nil)</li> <li><input type="checkbox"/> DEMAND @(C 1r; R Spl; D Spl; A 1Crt; S Spl)</li> <li><input type="checkbox"/> GLASSTEEL !(C 8s; R Tch; D Pmt; A 1Obj; S Nil)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> INCENDIARY CLOUD !(C 2s; R 3"; D 1-6r + 4; A Spl; S 1/2)</li> <li><input type="checkbox"/> MASS CHARM !(C 8s; R 1"/2L; D Spl; A Spl; S Neg)</li> <li><input type="checkbox"/> MAZE !(C 3s; R 1"/2L; D 1d4r-1d4r; A 1Crt; S Nil)</li> <li><input type="checkbox"/> MIND BLANK !(C 1s; R 3"; D 1day; A 1Crt; S Nil)</li> <li><input type="checkbox"/> MONSTER SUMMON VI !(C 8s; R 8"; D 7r + 1/L; A Spl; S Nil)</li> <li><input type="checkbox"/> OTILUKE'S TELE.SPHERE @(C 4s; R 2"; D 1r/L; A 1'dia/L; S Neg)</li> <li><input type="checkbox"/> OTTO'S IRRESISTABLE DANCE !(C 5s; R Tch; D 2-5r; A 1Crt; S Nil)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> PERMANENCY !(C 2r; R Spl; D Pmt; A 1Spell; S Nil)</li> <li><input type="checkbox"/> POLYMORPH ANY OBJECT !(C 1r; R 1"/2L; D Spl; A 1itm; S Spl)</li> <li><input type="checkbox"/> POWER WORD, BLIND !(C 1s; R 1"/2L; D Spl; A 3'dia; S Nil)</li> <li><input type="checkbox"/> SERTEN'S SPELL IMMUNITY !(C 1r/crt; R Tch; D 1r/L; A Crts; S Nil)</li> <li><input type="checkbox"/> SINK @(C 8s; R 1"/L; D Spl; A 1Crt or 1Obj(1cu"/L); S Spl)</li> <li><input type="checkbox"/> SYMBOL !(C 8s; R Tch; D Triggered; A Spl; S Spl)</li> <li><input type="checkbox"/> TRAP THE SOUL !(C 1s + prep; R 1"; D Pmt; A 1Crt; S Neg)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> ASTRAL SPELL !(C 9s; R Tch; D Spl; A Spl; S Nil)</li> <li><input type="checkbox"/> BIGBY'S CRUSHING HAND !(C 9s; R 1"/2L; D 1r/L; A Spl; S Nil)</li> <li><input type="checkbox"/> CRYSTALBRITLE @(C 9s; R Tch; D Pmt; A 2cuft/L; S Spl)</li> <li><input type="checkbox"/> ENERGY DRAIN @(C 3s; R Tch; D Pmt; A 1Crt; S Nil)</li> <li><input type="checkbox"/> GATE !(C 9s; R 3"; D Spl; A Spl; S Nil)</li> <li><input type="checkbox"/> IMPRISONMENT !(C 9s; R Tch; D Pmt; A 1Crt; S Nil)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Freedom !(C 9s; It Spl; D Pmt; A 1Crt; S Nil)</li> <li><input type="checkbox"/> METEOR SWARM !(C 9s; R 4" + 1/L; D Ist; A Spl; S 1/2)</li> <li><input type="checkbox"/> MONSTER SUMMON VII !(C 9s; R 9"; D 8r + 1/L; A Spl; S Nil)</li> <li><input type="checkbox"/> MORDENKAINEN'S DISJUNCTION @(C 9s; R 0; D Pmt; A 3'rad; S Spl)</li> <li><input type="checkbox"/> POWER WORD, KILL !(C 1s; R 1"/4L; D Pmt; A 2'dia; S Nil)</li> <li><input type="checkbox"/> PRISMATIC SPHERE !(C 7s; R 0; D 1r/L; A 2'sphere; S Spl)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> SHAPE CHANGE !(C 9s; R 0; D 1r/L; A MU; S Nil)</li> <li><input type="checkbox"/> SUCCOR @(C 1-4days; R Tch; D Spl; A 1Man; S Nil)</li> <li><input type="checkbox"/> TEMPORAL STASIS !(C 9s; R 1"; D Pmt; A 1Crt; S Nil)</li> <li><input type="checkbox"/> Temporal Reinstatement !(C 9s; R 1"; D Pmt; A 1Crt; S Nil)</li> <li><input type="checkbox"/> TIME STOP !(C 9s; R 0; D 1-8s + 1/2L; A 3'sphere; S Nil)</li> <li><input type="checkbox"/> WISH (see page 94 Players Handbook for guide)</li> </ul>

<b>CANTRIPS:</b>		
<b>USEFUL CANTRIPS:</b>		
<ul style="list-style-type: none"> <li><input type="checkbox"/> CHILL @(C 1/2s; R 1"; D Ist; A 1cuft; S Spl)</li> <li><input type="checkbox"/> CLEAN @(C 1/2s; R 1"; D Pmt; A 4sqyd; S Spl)</li> <li><input type="checkbox"/> COLOR @(C 1/2s; R 1"; D 30 days; A 1cuyd; S Spl)</li> <li><input type="checkbox"/> DAMPEN @(C 1/2s; R 1"; D Pmt; A 1cuyd; S Spl)</li> <li><input type="checkbox"/> DRY @(C 1/2s; R 1"; D Pmt; A 1cuyd; S Spl)</li> <li><input type="checkbox"/> DUST @(C 1/2s; R 1"; D Pmt; A 10'rad; S Spl)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> EXTERMINATE @(C 1/10s; R 1"; D Pmt; A 1/2cuft or 1Crt; S Neg)</li> <li><input type="checkbox"/> FLAVOR @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> FRESHEN @(C 1/2s; R 1"; D 1hr; A 1Obj; S Spl)</li> <li><input type="checkbox"/> GATHER @(C 1/6s; R 1"; D Pmt; A 1sqyd; S Spl)</li> <li><input type="checkbox"/> POLISH @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> SALT @(C 1/6s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> SHINE @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> SPICE @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> SPROUT @(C 1/2s; R 1"; D Pmt; A 1cuyd; S Spl)</li> <li><input type="checkbox"/> STITCH @(C 1/2s; R 1"; D Pmt; A Spl; S Spl)</li> <li><input type="checkbox"/> SWEETEN @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> TIE @(C 1/2s; R 1"; D0 Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> WARM @(C 1/2s; R 1"; D Ist; A 1'cu; S Spl)</li> <li><input type="checkbox"/> WRAP @(C 1/2s; R 1"; D Pmt; A 1cuyd; S Spl)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> REVERSED CANTRIPS:</li> <li><input type="checkbox"/> CURDLE @(C 1/6s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> DIRTY @(C 1/6s; R 1"; D Pmt; A 4sqyd; S Nil)</li> <li><input type="checkbox"/> DUSTY @(C 1/6s; R 1"; D Pmt; A 10'rad; S Nil)</li> <li><input type="checkbox"/> HAIRY @(C 1/10s; R 1"; D Pmt; A 1Obj; S Nil)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> KNOT @(C 1/2s; R 1"; D Pmt; A 1Obj; S Nil)</li> <li><input type="checkbox"/> RAVEL @(C 1/10s; R 1"; D Pmt; A Spl; S Spl)</li> <li><input type="checkbox"/> SOUR @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> SPILL @(C 1/6s; R 1"; D Pmt; A 1Container; S Spl)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> TANGLE @(C 1/6s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> TARNISH @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> UNTIE @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)</li> <li><input type="checkbox"/> WILT @(C 1/2s; R 1"; D Pmt; A 1Obj; S Spl)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> LEGERDEMAIN CANTRIPS:</li> <li><input type="checkbox"/> CHANGE @(C 1/10s; R 1"; D Spl; A 1itm; S Spl)</li> <li><input type="checkbox"/> DISTRACT @(C 1/3s; R 1"; D 1s; A Spl; S Spl)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> HIDE @(C 1/10s; R 1"; D Spl; A 1itm; S Spl)</li> <li><input type="checkbox"/> MUTE @(C 1/10s; R 1"; D 1t; A 1Obj; S Neg)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> PALM @(C 1/10s; R 1"; D 1s; A 1itm; S Nil)</li> <li><input type="checkbox"/> PRESENT @(C 1/6s; R 1"; D Pmt; A 1Obj; S Spl)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> PERSON-EFFECT CANTRIPS:</li> <li><input type="checkbox"/> BELCH @(C 1/10s; R 1"; D Ist; A 1Man; S Spl)</li> <li><input type="checkbox"/> BLINK @(C 1/10s; R 1"; D Ist; A 1Man; S Spl)</li> <li><input type="checkbox"/> COUGH @(C 1/3s; R 1"; D Spl; A 1Man; S Spl)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> GIGGLE @(C 1/3s; R 1"; D Spl; A 1Mars; S Spl)</li> <li><input type="checkbox"/> NOD @(C 1/10s; R 1"; D Ist; A 1Man; S Neg)</li> <li><input type="checkbox"/> SCRATCH @(C 1/6s; R 1"; D Ist; A 1Crt; S Neg)</li> <li><input type="checkbox"/> SNEEZE @(C 1/2s; R 1"; D Ist; A 1Crt; S Neg)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> TWITCH @(C 1/3s; R 1"; D Ist; A 1Crt; S Neg)</li> <li><input type="checkbox"/> WINK @(C 1/10s; R 1"; D Spl; A 1Man; S Spl)</li> <li><input type="checkbox"/> YAWN @(C 1/6s; R 1"; D 1r; A 1Crt; S Neg)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> PERSONAL CANTRIPS:</li> <li><input type="checkbox"/> BEE @(C 1/2s; R 1"; D Pmt; A 1Bee; S Nil)</li> <li><input type="checkbox"/> BLUELIGHT @(C 1/2s; R 1"; D Spl; A 1/4'sphere; S Spl)</li> <li><input type="checkbox"/> BUG @(C 1/2s; R 1"; D Pmt; A 1Bug; S Nil)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> FIREFINGER @(C 1/3s; R 1"; D 1s; A 1/3'line; S Nil)</li> <li><input type="checkbox"/> GNATS @(C 1/2s; R 1"; D 1-4r; A 1cuft; S Spl)</li> <li><input type="checkbox"/> MOUSE @(C 1/2s; R 1"; D Pmt; A 1Mous; S Nil)</li> <li><input type="checkbox"/> SMOKEPUFF @(C 1/3s; R 1"; D Pmt; A 1'dia; S Nil)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> SPIDER @(C 1/2s; R 1"; D Pmt; A 1Spider; S Spl)</li> <li><input type="checkbox"/> TWEAK @(C 1/3s; R 1"; D Ist; A 1Crt; S Spl)</li> <li><input type="checkbox"/> UNLOCK @(C 1/2s; R 1"; D 1s; A 1Lock; S Nil)</li> </ul>
<ul style="list-style-type: none"> <li><input type="checkbox"/> HAUNTING SOUND CANTRIPS:</li> <li><input type="checkbox"/> CREAK @(C 1/6s; R 1"; D 1/3-1/2s; A Spl; S Neg)</li> <li><input type="checkbox"/> FOOTFALL @(C 1/6s; R 1"; D 1r; A Spl; S Neg)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> GROAN @(C 1/6s; R 1"; D 1s; A Spl; S Neg)</li> <li><input type="checkbox"/> MOAN @(C 1/10s; R 1"; D 1r; A Spl; S Neg)</li> <li><input type="checkbox"/> RATTLE @(C 1/10s; R 1"; D Ist; A Spl; S Neg)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> TAP @(C 1/6s; R 1"; D Spl; A 1sqft; S Neg)</li> <li><input type="checkbox"/> THUMP @(C 1/10s; R 1"; D Ist; A Spl; S Neg)</li> <li><input type="checkbox"/> WHISTLE @(C 1/6s; R 1"; D Ist; A Spl; S Neg)</li> </ul>