

Wizard Level 0

							Spells/Day _____	Spells known _____		DC _____
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Acid Splash	Co	VS	1 act	close	one missile of acid	instantaneous	none	no	Orb deals 1d3 acid damage.	
_____ □ Arcane Mark	Un	VS	1 act	touch	one personal rune or mark, all of which must fit within 1 sq. ft.	permanent	none	no	Inscribes a personal rune on an object or creature (visible or invisible).	
_____ □ Bleed	Ne	VS	1 act	close	one living creature	instantaneous	Will neg	yes	Cause a stabilized creature to resume dying.	
_____ □ Dancing Lights	Ev	VS	1 act	medium	Up to four lights, all within a 10-ft.-radius area	1 min(D)	none	no	Creates torches or other lights.	
_____ □ Daze	En	VSM	1 act	close	one humanoid creature of 4 HD or less	1 rnd	Will neg	yes	Humanoid creature of 4 HD or less loses next action.	
_____ □ Detect Magic	Di	VS	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D) ¹	none	no	Detects spells and magic items within 60 ft.	
_____ □ Detect Poison	Di	VS	1 act	close	one creature, one object, or a 5-ft. cube one creature, one object, or a 5-ft. cube	instantaneous	none	no	Detects poison in one creature or object.	
_____ □ Disrupt Undead	Ne	VS	1 act	close	ray	instantaneous	none	yes	Deals 1d6 damage to one undead.	
_____ □ Flare	Ev	V	1 act	close	burst of light	instantaneous	Fort neg	yes	Dazzles one creature (-1 on attack rolls).	
_____ □ Ghost Sound	Il	VSM	1 act	close	illusory sounds	1 rnd/lvl(D)	Will disbelief	no	Figment sounds.	
_____ □ Light	Ev	VM/DF	1 act	touch	object touched	10 min./lvl	none	no	Object shines like a torch.	
_____ □ Mage Hand	Tr	VS	1 act	close	one nonmagical, unattended object weighing up to 5 lbs.	concentration	none	no	5-pound telekinesis.	
_____ □ Mending	Tr	VS	10 mins	10 ft.	one object of up to 1 lb./level	instantaneous	Will neg	yes	Makes minor repairs on an object.	
_____ □ Message	Tr	VSF	1 act	medium	one creature/level	10 min./lvl	none	no	Whisper conversation at distance.	
_____ □ Open/Close	Tr	VSF	1 act	close	object weighing up to 30 lbs. or portal that can be opened or closed	instantaneous	Will neg	yes	Opens or closes small or light things.	
_____ □ Prestidigitation	Un	VS	1 act	10 ft.	see textsee textsee text	1 h	see text	no	Performs minor tricks.	
_____ □ Ray of Frost	Ev	VS	1 act	close	ray	instantaneous	none	yes	Ray deals 1d3 cold damage.	
_____ □ Read Magic	Di	VSF	1 act	personal	you	10 min./lvl	none	no	Read scrolls and spellbooks.	
_____ □ Resistance	Ab	VSM/DF	1 act	touch	creature touched	1 min	Will neg	yes	Subject gains +1 on saving throws.	
_____ □ Touch of Fatigue	Ne	VSM	1 act	touch	creature touched	1 rnd/lvl	Fort neg	yes	Touch attack fatigues target.	

Wizard Level 1

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Alarm	Ab	VSF/DF	1 act	close	20-ft.-radius emanation centered on a point in space	2 hs./lvl(D)	none	no	Wards an area for 2 hours/level.	
_____ □ Animate Rope	Tr	VS	1 act	medium	one rope-like object, length up to 50 ft. + 5 ft./level; see text	1 rnd./lvl	none	no	Makes a rope move at your command.	
_____ □ Burning Hands	Ev	VS	1 act	15 ft.	cone-shaped burst	instantaneous	Ref half	yes	1d4/level fire damage (max 5d4).	
_____ □ Cause Fear	Ne	VS	1 act	close	one living creature with 5 or fewer HD	1d4 rnds or 1 rnd; see text	Will partial	yes	One creature of 5 HD or less flees for 1d4 rounds.	
_____ □ Charm Person	En	VS	1 act	close	one humanoid creature	1 h./lvl	Will neg	yes	Makes one person your friend.	
_____ □ Chill Touch	Ne	VS	1 act	touch	creature or creatures touched (up to one/level)	instantaneous	Fort partial or Will neg; see text	yes	One touch/level deals 1d6 damage and possibly 1 Str damage.	
_____ □ Color Spray	Il	VSM	1 act	15 ft.	cone-shaped burst	instantaneous; see text	Will neg	yes	Knocks unconscious, blinds, and/or stuns weak creatures.	
_____ □ Comprehend Languages	Di	VSM/DF	1 act	personal	you	10 min./lvl			You understand all languages.	
_____ □ Detect Secret Doors	Di	VS	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D)	none	no	Reveals hidden doors within 60 ft.	
_____ □ Detect Undead	Di	VSM/DF	1 act	60 ft.	cone-shaped emanation	conc, 1 min./lvl(D)	none	no	Reveals undead within 60 ft.	
_____ □ Disguise Self	Il	VS	1 act	personal	you	10 min./lvl(D)			Changes your appearance.	
_____ □ Endure Elements	Ab	VS	1 act	touch	creature touched	24 hs	Will neg	yes	Exist comfortably in hot or cold regions.	
_____ □ Enlarge Person	Tr	VSM	1 rnd	close	one humanoid creature	1 min./lvl(D)	Fort neg	yes	Humanoid creature doubles in size.	
_____ □ Erase	Tr	VS	1 act	close	one scroll or two pages	instantaneous	see text	no	Mundane or magical writing vanishes.	
_____ □ Expeditious Retreat	Tr	VS	1 act	personal	you	1 min./lvl(D)			Your base land speed increases by 30 ft.	
_____ □ Feather Fall	Tr	V	1 immediate action	close	one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart	until landing or 1 rnd./lvl	Will neg	yes	Objects or creatures fall slowly.	
_____ □ Floating Disk	Ev	VSM	1 act	close	3-ft.-diameter disk of force	1 h./lvl	none	no	Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.	
_____ □ Grease	Co	VSM	1 act	close	one object or 10-ft. square	1 min./lvl(D)	see text	no	Makes 10-ft. square or one object slippery.	
_____ □ Hold Portal	Ab	V	1 act	medium	one portal, up to 20 sq. ft./level	1 min./lvl(D)	none	no	Holds door shut.	
_____ □ Hypnotism	En	VS	1 rnd	close	several living creatures, no two of which may be more than 30 ft. apart	2d4 rnds(D)	Will neg	yes	Fascinates 2d4 HD of creatures.	
_____ □ Identify	Di	VSM	1 act	60 ft.	cone-shaped emanation	3 rnds./lvl(D)	none	no	Gives +10 bonus to identify magic items.	
_____ □ Jump	Tr	VSM	1 act	touch	creature touched	1 min./lvl(D)	Will neg	yes	Subject gets bonus on Acrobatics checks.	
_____ □ Mage Armor	Co	VSF	1 act	touch	creature touched	1 h./lvl(D)	Will neg	no	Gives subject +4 armor bonus.	
_____ □ Magic Aura	Il	VSF	1 act	touch	one touched object weighing up to 5 lbs./level	1 day./lvl(D)	none; see text	no	Alters object's magic aura.	
_____ □ Magic Missile	Ev	VS	1 act	medium	up to five creatures, no two of which can be more than 15 ft. apart	instantaneous	none	yes	1d4+1 damage; +1 missile per two levels above 1st (max 5).	
_____ □ Magic Weapon	Tr	VSDF	1 act	touch	weapon touched	1 min./lvl	Will neg	yes	Weapon gains +1 bonus.	
_____ □ Mount	Co	VSM	1 rnd	close	one mount	2 hs./lvl(D)	none	no	Summons riding horse for 2 hours/level.	
_____ □ Obscuring Mist	Co	VS	1 act	20 ft.	cloud spreads in 20-ft. radius from you, 20 ft. high	1 min./lvl(D)	none	no	Fog surrounds you.	
_____ □ Protection from Chaos	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl(D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.	
_____ □ Protection from Evil	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl (D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.	
_____ □ Protection from Good	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl(D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.	
_____ □ Protection from Law	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl(D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.	
_____ □ Ray of Enfeeblement	Ne	VS	1 act	close	ray	1 rnd./lvl	Fort half	yes	Ray causes 1d6 Str penalty + 1 per 2 levels.	
_____ □ Reduce Person	Tr	VSM	1 rnd	close	one humanoid creature	1 min./lvl(D)	Fort neg	yes	Humanoid creature halves in size.	
_____ □ Shield	Ab	VS	1 act	personal	you	1 min./lvl(D)			Invisible disc gives +4 to AC, blocks magic missiles.	
_____ □ Shocking Grasp	Ev	VS	1 act	touch	creature or object touched	instantaneous	none	yes	Touch delivers 1d6/level electricity damage (max 5d6).	
_____ □ Silent Image	Il	VSF	1 act	long	visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)	concentration	Will disbelief	no	Creates minor illusion of your design.	
_____ □ Sleep	En	VSM	1 rnd	medium	one or more living creatures within a 10-ft.-radius burst	1 min./lvl	Will neg	yes	Puts 4 HD of creatures into magical slumber.	
_____ □ Summon Monster I	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ True Strike	Di	VF	1 act	personal	you	see text			+20 on your next attack roll.	
_____ □ Unseen Servant	Co	VSM	1 act	close	one invisible, mindless, shapeless servant	1 h./lvl	none	no	Invisible force obeys your commands.	
_____ □ Ventriloquism	Il	VF	1 act	close	intelligible sound, usually speech	1 min./lvl(D)	Will disbelief	no	Throws voice for 1 min./level.	

Wizard Level 2

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Acid Arrow	Co	VSM	1 act	long	one arrow of acid	1 rnd + 1 rnd per three lvls	none	no	Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.	
_____ □ Alter Self	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Assume form of a Small or Medium humanoid.	
_____ □ Arcane Lock	Ab	VSM*	1 act	touch	door, chest, or portal touched, up to 30 sq. ft./level in size	permanent	none	no	Magically locks a portal or chest.	
_____ □ Bear's Endurance	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Con for 1 min./level.	
_____ □ Blindness/Deafness	Ne	V	1 act	medium	one living creature	permanent (D)	Fort neg	yes	Makes subject blind or deaf.	
_____ □ Blur	Il	V	1 act	touch	creature touched	1 min./lvl(D)	Will neg	yes	Attacks miss subject 20% of the time.	
_____ □ Bull's Strength	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Str for 1 min./level.	
_____ □ Cat's Grace	Tr	VSM	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Dex for 1 min./level.	
_____ □ Command Undead	Ne	VSM	1 act	close	one undead creature	1 day/lvl	Will neg; see text	yes	Undead creature obeys your commands.	
_____ □ Continual Flame	Ev	VSM*	1 act	touch	object touched Effect magical, heatless flame	permanent	none	no	Makes a permanent, heatless light.	
_____ □ Darkness	Ev	VM/DF	1 act	touch	object touched	1 min./lvl(D)	none	no	20-ft. radius of supernatural shadow.	
_____ □ Darkvision	Tr	VSM	1 act	touch	creature touched	1 h/lvl	Will neg	yes	See 60 ft. in total darkness.	
_____ □ Daze Monster	En	VSM	1 act	medium	one living creature of 6 HD or less	1 rnd	Will neg	yes	Living creature of 6 HD or less loses next action.	
_____ □ Detect Thoughts	Di	VSF/DF	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D)	Will neg; see text	no	Allows "listening" to surface thoughts.	
_____ □ Eagle's Splendor	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Cha for 1 min./level.	
_____ □ False Life	Ne	VSM	1 act	personal	you	1 h/lvl or until discharged; see text			Gain 1d10 temporary hp + 1/level (max +10).	
_____ □ Flaming Sphere	Ev	VSM/DF	1 act	medium	5-ft.-diameter sphere	1 rnd/lvl	Ref neg	yes	Rolling ball of fire deals 3d6 fire damage.	
_____ □ Fog Cloud	Co	VS	1 act	medium	fog spreads in 20-ft. radius	10 min./lvl	none	no	Fog obscures vision.	
_____ □ Fox's Cunning	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Int for 1 min./level.	
_____ □ Ghoul touch	Ne	VSM	1 act	touch	living humanoid touched	1d6+2 rnds	Fort neg	yes	Paralyzes one subject, which exudes stench that makes those nearby sickened.	
_____ □ Glitterdust	Co	VSM	1 act	medium	creatures and objects within 10-ft.-radius spread	1 rnd/lvl	Will neg	no	Blinds creatures, outlines invisible creatures.	
_____ □ Gust of Wind	Ev	VS	1 act	60 ft.	line-shaped gust of severe wind emanating out from you to the extreme of the range	1 rnd	Fort neg	yes	Blows away or knocks down smaller creatures.	
_____ □ Hideous Laughter	En	VSM	1 act	close	one creature; see text	1 rnd/lvl	Will neg	yes	Subject loses actions for 1 round/level.	
_____ □ Hypnotic Pattern	Il	V*	1 act	medium	colorful lights in a 10-ft.-radius spread	Concentration + 2 rnds	Will neg	yes	Fascinates (2d4 + level) HD of creatures.	
_____ □ Invisibility	Il	VSM/DF	1 act	personal or touch	you or a creature or object weighing no more than 100 lbs./level	1 min./lvl(D)	Will neg	yes	Subject is invisible for 1 min./level or until it attacks.	
_____ □ Knock	Tr	V	1 act	medium	one door, box, or chest with an area of up to 10 sq. ft./level	instantaneous; see text	none	no	Opens locked or magically sealed door.	
_____ □ Levitate	Tr	VSF	1 act	personal or close	you or one willing creature or one object (total weight up to 100 lbs./level)	1 min./lvl(D)	none	no	Subject moves up and down at your direction.	
_____ □ Locate Object	Di	VSF/DF	1 act	long	circle, centered on you, with a radius of 400 ft. + 40 ft./level	1 min./lvl	none	no	Senses direction toward object (specific or type).	
_____ □ Magic Mouth	Il	VSM*	1 act	close	one creature or object	permanent until discharged	Will neg	yes	Objects speaks once when triggered.	
_____ □ Make Whole	Tr	VS	10 mins	close	one object of up to 10 cu. ft./level or one construct creature of any size	instantaneous	Will neg	yes	Repairs an object.	
_____ □ Minor Image	Il	VSF	1 act	long	visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)	concentration + 2 rnds	Will disbelief	no	As silent image, plus some sound.	
_____ □ Mirror Image	Il	VS	1 act	personal	you	1 min./lvl			Creates decoy duplicates of you (1d4 + 1 per three levels, max 8).	
_____ □ Misdirection	Il	VS	1 act	close	one creature or object, up to a 10-ft. cube in size	1 h/lvl	none or Will neg; see text	no	Misleads divinations for one creature or object.	
_____ □ Obscure Object	Ab	VSM/DF	1 act	touch	one object touched of up to 100 lbs./level	8 hs(D)	Will neg	yes	Masks object against scrying.	
_____ □ Owl's Wisdom	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Wis for 1 min./level.	
_____ □ Phantom Trap	Il	VSM*	1 act	touch	object touched	permanent(D)	none	no	Makes item seem trapped.	
_____ □ Protection from Arrows	Ab	VSF	1 act	touch	creature touched	1 h/lvl or until discharged	Will neg	yes	Subject gains DR 10/magic against ranged attacks.	
_____ □ Pyrotechnics	Tr	VSM	1 act	long	one fire source, up to a 20-ft. cube	1d4+1 rnds, or 1d4+1 rnds after creatures leave the smoke cloud; see text	Will neg or Fort neg; see text	yes or no; see text	Turns fire into blinding light or choking smoke.	
_____ □ Resist Energy	Ab	VSDF	1 act	touch	creature touched	10 min./lvl	Fort neg	yes	Ignores 10 (or more) points of damage/attack from specified energy type.	
_____ □ Rope Trick	Tr	VSM	1 act	touch	one touched piece of rope from 5 ft. to 30 ft. long	1 h/lvl(D)	none	no	As many as eight creatures hide in extradimensional space.	
_____ □ Scare	Ne	VSM	1 act	medium	one living creature per three levels, no two of which can be more than 30 ft. apart	1 rnd/lvl or 1 rnd; see text for cause fear	Will partial	yes	Panics creatures of less than 6 HD.	
_____ □ Scorching Ray	Ev	VS	1 act	close	one or more rays	instantaneous	none	yes	Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).	
_____ □ See Invisibility	Di	VSM	1 act	personal	you	10 min./lvl(D)			Reveals invisible creatures or objects.	
_____ □ Shatter	Ev	VSM/DF	1 act	close	5-ft.-radius spread; or one solid object or one crystalline creature 5-ft.-radius spread; or one solid object or one crystalline creature	instantaneous	Will neg or Fort half; see text	yes	Sonic vibration damages objects or crystalline creatures.	
_____ □ Spectral Hand	Ne	VS	1 act	medium	one spectral hand	1 min./lvl(D)	none	no	Creates disembodied glowing hand to deliver touch attacks.	
_____ □ Spider Climb	Tr	VSM	1 act	touch	creature touched	10 min./lvl	Will neg	yes	Grants ability to walk on walls and ceilings.	
_____ □ Summon Monster II	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Summon Swarm	Co	VSM/DF	1 rnd	close	one swarm of bats, rats, or spiders	concentration + 2 rnds	none	no	Summons swarm of bats, rats, or spiders.	
_____ □ Touch of Idiocy	En	VS	1 act	touch	living creature touched	10 min./lvl	none	yes	Subject takes 1d6 penalty to Int, Wis, and Cha.	
_____ □ Web	Co	VSM	1 act	medium	webs in a 20-ft.-radius spread	10 min./lvl(D)	Ref neg; see text	no	Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.	
_____ □ Whispering Wind	Tr	VS	1 act	1 mile/lvl	10-ft.-radius spread	no more than 1 h/lvl or until discharged (destination is reached)	none	no	Sends a short message 1 mile/level.	

Wizard Level 3

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
<input type="checkbox"/> Arcane Sight	Di	VS	1 act	personal	you	1 min./lvl(D)			Magical auras become visible to you.	
<input type="checkbox"/> Beast Shape I	Tr	VSM	1 act	personal	you	1 min./lvl(D)			You take the form and some of the powers of a Small or Medium animal.	
<input type="checkbox"/> Blink	Tr	VS	1 act	personal	you	1 rnd/lvl(D)			You randomly vanish and reappear for 1 round/level.	
<input type="checkbox"/> Clairaudience/Clairvoya	Di	VSF/DF	10 mins	long	magical sensor	1 min./lvl(D)	none	no	Hear or see at a distance for 1 min./level.	
<input type="checkbox"/> Daylight	Ev	VS	1 act	touch	object touched	10 min./lvl(D)	none	no	60-ft. radius of bright light.	
<input type="checkbox"/> Deep Slumber	En	VSM	1 rnd	close	one or more living creatures within a 10-ft.-radius burst	1 min./lvl	Will neg	yes	Puts 10 HD of creatures to sleep.	
<input type="checkbox"/> Dispel Magic	Ab	VS	1 act	medium	one spellcaster, creature, or object	instantaneous	none	no	Cancels one magical spell or effect.	
<input type="checkbox"/> Displacement	Il	VM	1 act	touch	creature touched	1 rnd/lvl(D)	Will neg	yes	Attacks miss subject 50% of the time.	
<input type="checkbox"/> Explosive Runes	Ab	VS	1 act	touch	one touched object weighing no more than 10 lbs.	permanent until discharged(D)	see text	yes	Deals 6d6 damage when read.	
<input type="checkbox"/> Fireball	Ev	VSM	1 act	long	20-ft.-radius spread	instantaneous	Ref half	yes	1d6 damage per level, 20-ft. radius.	
<input type="checkbox"/> Flame Arrow	Tr	VSM	1 act	close	fifty projectiles, all of which must be together at the time of casting	10 min./lvl	none	no	Arrows deal +1d6 fire damage.	
<input type="checkbox"/> Fly	Tr	VSF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject flies at speed of 60 ft.	
<input type="checkbox"/> Gaseous Form	Tr	SM/DF	1 act	touch	willing corporeal creature touched	2 min./lvl(D)	none	no	Subject becomes insubstantial and can fly slowly.	
<input type="checkbox"/> Gentle Repose	Ne	VSM/DF	1 act	touch	corpse touched	1 day/lvl	Will neg	yes	Preserves one corpse.	
<input type="checkbox"/> Halt Undead	Ne	VSM	1 act	medium	up to three undead creatures, no two of which can be more than 30 ft. apart	1 rnd/lvl	Will neg	yes	Immobilizes undead for 1 round/level.	
<input type="checkbox"/> Haste	Tr	VSM	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 rnd/lvl	Fort neg	yes	One creature/level moves faster, receives +1 on attack rolls, AC, and Reflex saves.	
<input type="checkbox"/> Heroism	En	VS	1 act	touch	creature touched	10 min./lvl	Will neg	yes	Gives +2 on attack rolls, saves, skill checks.	
<input type="checkbox"/> Hold Person	En	VSF/DF	1 act	medium	one humanoid creature	1 rnd/lvl*(D)	Will neg; see text	yes	Paralyzes one humanoid for 1 round/level.	
<input type="checkbox"/> Illusory Script	Il	VSM*	1 min per page	touch	one touched object weighing no more than 10 lbs.	one day/lvl(D)	Will neg; see text	yes	Only select creatures can read text.	
<input type="checkbox"/> Invisibility Sphere	Il	VSM	1 act	touch	10-ft.-radius emanation around the creature	1 min./lvl (D)	Will neg	yes	Makes everyone within 10 feet invisible.	
<input type="checkbox"/> Keen Edge	Tr	VS	1 act	close	one weapon or 50 projectiles, all of which must be together at the time of casting	10 min./lvl	Will neg	yes	Doubles normal weapon's threat range.	
<input type="checkbox"/> Lightning Bolt	Ev	VSM	1 act	120 ft.	120-ft. line	instantaneous	Ref half	yes	Electricity deals 1d6/level damage.	
<input type="checkbox"/> Magic Circle against Chaos	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.	
<input type="checkbox"/> Magic Circle against Evil	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.	
<input type="checkbox"/> Magic Circle against Good	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.	
<input type="checkbox"/> Magic Circle against Law	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.	
<input type="checkbox"/> Magic Greater Weapon	Tr	VSM/DF	1 act	close	one weapon or 50 projectiles (all of which must be together at the time of casting)	1 h/lvl	Will neg	yes	Weapon gains +1 bonus/four levels (max +5).	
<input type="checkbox"/> Major Image	Il	VSF	1 act	long	visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)	Concentration + 3 rnds	Will disbelief	no	As silent image, plus sound, smell, and thermal effects.	
<input type="checkbox"/> Nondetection	Ab	VSM*	1 act	touch	creature or object touched	1 h/lvl	Will neg	yes	Hides subject from divination, scrying.	
<input type="checkbox"/> Phantom Steed	Co	VS	10 mins	0 ft.	one quasi-real, horselike creature	1 h/lvl(D)	none	no	Magic horse appears for 1 hour/level.	
<input type="checkbox"/> Protection from Energy	Ab	VSDf	1 act	touch	creature touched	10 min./lvl or until discharged	Fort neg	yes	Absorb 12 points/level of damage from one kind of energy.	
<input type="checkbox"/> Rage	En	VS	1 act	medium	one willing living creature per three levels, no two of which may be more than 30 ft. apart	concentration + 1 rnd/lvl(D)	none	yes	Gives +2 to Str and Con, +1 on Will saves, -2 to AC.	
<input type="checkbox"/> Ray of Exhaustion	Ne	VSM	1 act	close	ray	1 min./lvl	Fort partial; see text	yes	Ray makes subject exhausted.	
<input type="checkbox"/> Secret Page	Tr	VSM	10 mins	touch	page touched, up to 3 sq. ft. in size	permanent or until discharged; until released or 1d4 days + 1 day/lvl; see text	none	no	Changes one page to hide its real content.	
<input type="checkbox"/> Sepia Snake Sigil	Co	VSM*	10 mins	touch	one touched book or written work	permanent or until discharged; until released or 1d4 days + 1 day/lvl; see text	Ref neg	no	Creates a snake-shaped text symbol that immobilizes reader.	
<input type="checkbox"/> Shrink Item	Tr	VS	1 act	touch	one touched object of up to 2 cu. ft./level	1 day/lvl; see text	Will neg	yes	Object shrinks to one-sixteenth size.	
<input type="checkbox"/> Sleet Storm	Co	VSM/DF	1 act	long	cylinder (40-ft. radius, 20 ft. high)	1 rnd/lvl	none	no	Hampers vision and movement.	
<input type="checkbox"/> Slow	Tr	VSM	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 rnd/lvl	Will neg	yes	One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.	
<input type="checkbox"/> Stinking Cloud	Co	VSM	1 act	medium	cloud spreads in 20-ft. radius, 20 ft. high	1 rnd/lvl	Fort neg; see text	no	Nauseating vapors, 1 round/level.	
<input type="checkbox"/> Suggestion	En	VM	1 act	close	one living creature	1 h/lvl or until completed	Will neg	yes	Compels subject to follow stated course of action.	
<input type="checkbox"/> Summon Monster III	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	
<input type="checkbox"/> Tiny Hut	Ev	VSM	1 act	20 ft.	20-ft.-radius sphere centered on your location	2 hs/lvl(D)	none	no	Creates shelter for 10 creatures.	
<input type="checkbox"/> Tongues	Di	VM/DF	1 act	touch	creature touched	10 min./lvl	Will neg	no	Speak and understand any language.	
<input type="checkbox"/> Vampiric Touch	Ne	VS	1 act	touch	living creature touched	instantaneous/1 h; see text	none	yes	Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	
<input type="checkbox"/> Water Breathing	Tr	VSM/DF	1 act	touch	living creatures touched	2 hs/lvl; see text	Will neg	yes	Subjects can breathe underwater.	
<input type="checkbox"/> Wind Wall	Ev	VSM/DF	1 act	medium	wall up to 10 ft./level long and 5 ft./level high (S)	1 rnd/lvl	none; see text	yes	Deflects arrows, smaller creatures, and gases.	

Wizard Level 4

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
<input type="checkbox"/> Animate Dead	Ne	VSM*	1 act	touch	one or more corpses touched	instantaneous	none	no	Creates undead skeletons and zombies.	
<input type="checkbox"/> Arcane Eye	Di	VSM	10 mins	unlimited	magical sensor	1 min./lvl(D)	none	no	Invisible floating eye moves 30 ft./round. You take the form and some of the powers of a Tiny or Large animal.	
<input type="checkbox"/> Beast Shape II	Tr	VSM	1 act	personal	you	1 min./lvl(D)			-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	
<input type="checkbox"/> Bestow Curse	Ne	VS	1 act	touch	creature touched	permanent	Will neg	yes	Tentacles grapple all creatures within a 20-ft. spread.	
<input type="checkbox"/> Black Tentacles	Co	VSM	1 act	medium	20-ft.-radius spread	1 rnd/lvl(D)	none	no	Makes monster believe it is your ally.	
<input type="checkbox"/> Charm Monster	En	VS	1 act	close	one living creature	1 day/lvl	Will neg	yes	Subjects behave oddly for 1 round./level.	
<input type="checkbox"/> Confusion	En	VSM/DF	1 act	medium	all creatures in a 15-ft.-radius burst	1 rnd/lvl	Will neg	yes	Infects subject with chosen disease.	
<input type="checkbox"/> Contagion	Ne	VS	1 act	touch	living creature touched	instantaneous	Fort neg	yes	Subjects take -2 on attack rolls, damage rolls, saves, and checks.	
<input type="checkbox"/> Crushing Despair	En	VSM	1 act	30 ft.	cone-shaped burst	1 min./lvl	Will neg	yes	Alerts you to magical eavesdropping.	
<input type="checkbox"/> Detect Scrying	Di	VSM	1 act	40 ft.	40-ft.-radius emanation centered on you	24 hs	none	no	Teleports you a short distance.	
<input type="checkbox"/> Dimension Door	Co	V	1 act	long	you and touched objects or other touched willing creatures	instantaneous	none and Will neg	no and yes	Bars extradimensional movement.	
<input type="checkbox"/> Dimensional Anchor	Ab	VS	1 act	medium	ray	1 min./lvl	none	yes	Turns you into a Small elemental.	
<input type="checkbox"/> Elemental Body I	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Subject gains 1d4 negative levels.	
<input type="checkbox"/> Enebration	Ne	VS	1 act	close	ray of negative energy	instantaneous	none	yes	1 humanoid creature/level doubles in size.	
<input type="checkbox"/> Enlarge Person, Mass	Tr	VSM	1 rnd	close	One humanoid creature/level, no two of which can be more than 30 ft. apart	1 min./lvl(D)	Fort neg	yes	Subjects within cone flee for 1 round./level.	
<input type="checkbox"/> Fear	Ne	VSM	1 act	30 ft.	cone-shaped burst	1 rnd/lvl or 1 rnd; see text	Will partial	yes	Creatures attacking you take fire damage; you're protected from heat or cold.	
<input type="checkbox"/> Fire Shield	Ev	VSM	1 act	personal	you	1 rnd/lvl(D)			Opened object deals 1d4 + 1/level damage.	
<input type="checkbox"/> Fire Trap	Ab	VSM*	10 mins	touch	object touched	permanent until discharged (D)	Ref half; see text	yes	Commands subject of 7 HD or less.	
<input type="checkbox"/> Geas, Lesser	En	V	1 rnd	close	one living creature with 7 HD or less	1 day/lvl or until discharged(D)	Will neg	yes	Stops 1st- through 3rd-level spell effects.	
<input type="checkbox"/> Globe of Invulnerability, Lesser	Ab	VSM	1 act	10 ft.	10-ft.-radius spherical emanation, centered on you	1 rnd/lvl(D)	none	no	Makes one type of terrain appear like another (field as forest, or the like).	
<input type="checkbox"/> Hallucinatory Terrain	Il	VSM	10 mins	long	one 30-ft. cube/level	2 hs/lvl(D)	Will disbelief	no	Hail deals 5d6 damage in cylinder 40 ft. across.	
<input type="checkbox"/> Ice Storm	Ev	VSM/DF	1 act	long	cylinder (20-ft. radius, 40 ft. high)	1 rnd/lvl(D)	none	yes	Wall, floor, or ceiling looks real, but anything can pass through.	
<input type="checkbox"/> Illusory Wall	Il	VS	1 act	close	image 1 ft. by 10 ft. by 10 ft.	permanent	Will disbelief	no	As invisibility, but subject can attack and stay invisible.	
<input type="checkbox"/> Invisibility, Greater	Il	VS	1 act	personal or touch	you or creature touched	1 rnd/lvl(D)	Will neg	yes	Indicates direction to known creature.	
<input type="checkbox"/> Locate Creature	Di	VSM	1 act	long	circle, centered on you, with a radius of 400 ft. + 40 ft./level	10 min./lvl	none	no	Creates one cloth or wood object.	
<input type="checkbox"/> Minor Creation	Co	VSM	1 min	0 ft.	unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level	1 h/lvl(D)	none	no	Wizard only. Prepare extra spells or retain one just cast.	
<input type="checkbox"/> Mnemonic Enhancer	Tr	VSM*	10 mins	personal	you	instantaneous			Fearsome illusion kills subject or deals 3d6 damage.	
<input type="checkbox"/> Phantasmal Killer	Il	VS	1 act	medium	one living creature	instantaneous	Will disbelief, then Fort partial; see text	yes	Lights fascinate 24 HD of creatures.	
<input type="checkbox"/> Rainbow Pattern	Il	V*	1 act	medium	colorful lights with a 20-ft.-radius spread	Concentration +1 rnd/lvl(D)	Will neg	yes	As reduce person, but affects 1 humanoid creature/level.	
<input type="checkbox"/> Reduce Person, Mass	Tr	VSM	1 rnd	close	one humanoid creature/level, no two of which can be more than 30 ft. apart	1 min./lvl(D)	Fort neg	yes	Frees object or person from curse.	
<input type="checkbox"/> Remove Curse	Ab	VS	1 act	touch	creature or object touched	instantaneous	Will neg	yes	Force globe protects but traps one subject.	
<input type="checkbox"/> Resilient Sphere	Ev	VSF	1 act	close	1-ft.-diameter/level sphere, centered around a creature	1 min./lvl(D)	Ref neg	yes	Spies on subject from a distance.	
<input type="checkbox"/> Scrying	Di	VSM*/DF*	1 h	see text	magical sensor	1 min./lvl	Will neg	yes	Creates sturdy cottage.	
<input type="checkbox"/> Secure Shelter	Co	VSM	10 mins	close	20-ft.-square structure	2 hs/lvl(D)	none	no	Mimics conjuration below 4th level, but only 20% real.	
<input type="checkbox"/> Shadow Conjunction	Il	VS	1 act	see text	see text	see text	Will disbelief ; varies; see text	yes; see text	Deafens all within cone and deals 5d6 sonic damage.	
<input type="checkbox"/> Shout	Ev	V	1 act	30 ft.	cone-shaped burst	instantaneous	Fort partial or Ref neg*	yes	Blocks vision and slows movement.	
<input type="checkbox"/> Solid Fog	Co	VSM	1 act	medium	fog spreads in 20-ft. radius, 20 ft. high	1 min./lvl	none	no	Sculpts stone into any shape.	
<input type="checkbox"/> Stone Shape	Tr	VSM/DF	1 act	touch	stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level	instantaneous	none	no	Grants DR 10/adamantine.	
<input type="checkbox"/> Stoneskin	Ab	VSM*	1 act	touch	creature touched	10 min./lvl or until discharged	Will neg	yes	Summons extraplanar creature to fight for you.	
<input type="checkbox"/> Summon Monster IV	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.	
<input type="checkbox"/> Wall of Fire	Ev	VSM/DF	1 act	medium	opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high	concentration + 1 rnd/lvl	none	yes	Ice plane creates wall or hemisphere creates dome.	
<input type="checkbox"/> Wall of Ice	Ev	VSM	1 act	medium	anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level	1 min./lvl	Ref neg; see text	yes		

Wizard Level 5

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Animal Growth	Tr	VS	1 act	medium	one animal (Gargantuan or smaller)	1 min./lvl	Fort neg	yes	One animal doubles in size.	
_____ □ Baleful Polymorph	Tr	VS	1 act	close	one creature	permanent	Fort neg; Will partial; see text	yes	Transforms subject into harmless animal.	
_____ □ Beast Shape III	Tr	VSM	1 act	personal	you	1 min./lvl(D)			You take the form of a Diminutive or Huge animal, or Small or Medium magical beast.	
_____ □ Blight	Ne	VSDF	1 act	touch		instantaneous	Fort half; see text	yes	Withers one plant or deals 1d6/level damage to plant creature.	
_____ □ Break Enchantment	Ab	VS	1 min	close	up to one creature per level, all within 30 ft. of each other	instantaneous	see text	no	Frees subjects from enchantments, transmutations, and curses.	
_____ □ Cloudkill	Co	VS	1 act	medium	cloud spreads in 20-ft. radius, 20 ft. high	1 min./lvl	Fort partial; see text	no	Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	
_____ □ Cone of Cold	Ev	VSM	1 act	60 ft.	cone-shaped burst	instantaneous	Ref half	yes	1d6/level cold damage.	
_____ □ Contact Other Plane	Di	V	10 mins	personal	you	concentration			Lets you ask question of extraplanar entity.	
_____ □ Dismissal	Ab	VSDF	1 act	close	one extraplanar creature	instantaneous	Will neg; see text	yes	Forces a creature to return to native plane.	
_____ □ Dominate Person	En	VS	1 rnd	close	one humanoid	1 day/lvl	Will neg	yes	Controls humanoid telepathically.	
_____ □ Dream	Il	VS	1 min	unlimited	one living creature touched	see text	Will none	yes	Sends message to anyone sleeping.	
_____ □ Elemental Body II	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Turns you into a Medium elemental.	
_____ □ Fabricate	Tr	VSM	see text	close	up to 10 cu. ft./level; see text	instantaneous	none	no	Transforms raw materials into finished items.	
_____ □ False Vision	Il	VSM*	1 act	touch	40-ft.-radius emanation	1 h/lvl(D)	none	no	Fools scrying with an illusion.	
_____ □ Feeblemind	En	VSM	1 act	medium	one creature	instantaneous	Will neg; see text	yes	Subject's Int and Cha drop to 1.	
_____ □ Hold Monster	En	VSM/DF	1 act	medium	one living creature	1 rnd/lvl*(D)	Will neg; see text	yes	As hold person, but any creature.	
_____ □ Interposing Hand	Ev	VSF	1 act	medium	10-ft. hand	1 rnd/lvl(D) 1 h/caster lvl or until discharged, then 1 rnd/caster lvl; see text	Will none	yes	Hand provides cover against 1 opponent.	
_____ □ Mage's Hound	Faithful Co	VSM	1 act	close	phantom watchdog	none	none	no	Phantom dog can guard a location and attack intruders.	
_____ □ Mage's Private Sanctum	Ab	VSM	10 mins	close	30-ft. cube/level	24 hs(D)	none	no	Prevents anyone from viewing or scrying an area for 24 hours.	
_____ □ Magic Jar	Ne	VSF*	1 act	medium	one creature	1 h/lvl or until you return to your body	Will neg; see text	yes	Enables possession of another creature.	
_____ □ Major Creation	Co	VSM	10 mins	close	unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level	see text	none	no	As minor creation, plus stone and metal.	
_____ □ Mind Fog	En	VS	1 act	medium	fog spreads in 20-ft. radius, 20 ft. high	30 mins and 2d6 rnds; see text	Will neg	yes	Subjects in fog get -10 to Wis and Will checks.	
_____ □ Mirage Arcana	Il	VS	1 act	long	one 20-ft. cube/level	concentration +1 h/ lvl(D)	Will disbelief	no	As hallucinatory terrain, plus structures.	
_____ □ Nightmare	Il	VS	10 mins	unlimited	one living creature	instantaneous	Will neg; see text	yes	Sends vision dealing 1d10 damage, fatigue.	
_____ □ Overland Flight	Tr	VS	1 act	personal	you	1 h/lvl			You fly at a speed of 40 ft. and can hustle over long distances.	
_____ □ Passwall	Tr	VSM	1 act	touch	5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels	1 h/lvl(D)	none	no	Creates passage through wood or stone wall.	
_____ □ Permanency	Un	VSM*	2 rnds	see text	see text	permanent; see text	none	no	Makes certain spells permanent.	
_____ □ Persistent Image	Il	VSF	1 act	long	visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)	1 min./lvl(D)	Will disbelief	no	As major image, but no concentration required.	
_____ □ Planar Binding, Lesser	Co	VS	10 mins	close*	one elemental or outsider with 6 HD or less	instantaneous	Will neg	no and yes; see text	Traps extraplanar creature of 6 HD or less until it performs a task.	
_____ □ Plant Shape I	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Turns you into a Small or Medium plant.	
_____ □ Polymorph	Tr	VSM	1 act	touch	living creature touched	1 min./lvl(D)	Will neg	yes	Gives one willing subject a new form.	
_____ □ Prying Eyes	Di	VSM	1 min	1 mile	10 or more levitating eyes	1 h/lvl; see text(D)	none	no	1d4 + 1/level floating eyes scout for you.	
_____ □ Secret Chest	Co	VSF	10 mins	see text	one chest and up to 1 cu. ft. of goods/caster level	60 days or until discharged	none	no	Hides expensive chest on Ethereal Plane; you retrieve it at will.	
_____ □ Seeming	Il	VS	1 act	close	one creature per two levels, no two of which can be more than 30 ft. apart	12 hs(D)	Will neg or Will disbelief	yes or no; see text	Changes appearance of one person per two levels.	
_____ □ Sending	Ev	VSM/DF	10 mins	see text	one creature	1 rnd; see text	none	no	Delivers short message anywhere, instantly. Mimics evocation of lower than 5th level, but only 20% real.	
_____ □ Shadow Evocation	Il	VS	1 act	see text	see text	see text	Will disbelief	yes	Summons extraplanar creature to fight for you.	
_____ □ Summon Monster V	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Triggered rune wracks nearby creatures with pain.	
_____ □ Symbol of Pain	Ne	VSM*	10 mins	0 ft.; see text	one symbol	see text	Fort neg	yes	Triggered rune puts nearby creatures into catatonic slumber.	
_____ □ Symbol of Sleep	En	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes		
_____ □ Telekinesis	Tr	VS	1 act	long	or see text	concentration (up to 1 rnd/lvl) or instantaneous; see text	Will neg or none; see text	yes*	Moves object, attacks creature, or hurls object or creature.	
_____ □ Telepathic Bond	Di	VSM	1 act	close	you plus one willing creature per three levels, no two of which can be more than 30 ft. apart	10 min./lvl(D)	none	no	Link lets allies communicate.	
_____ □ Teleport	Co	V	1 act	personal and touch	you and touched objects or other touched willing creatures	instantaneous	none and Will neg	no and yes	Instantly transports you as far as 100 miles per level.	
_____ □ Transmute Mud to Rock	Tr	VSM/DF	1 act	medium	up to two 10-ft. cubes/level	permanent	see text	no	Transforms two 10-ft. cubes per level.	
_____ □ Transmute Rock to Mud	Tr	VSM/DF	1 act	medium	up to two 10-ft. cubes/level	permanent; see text	see text	no	Transforms two 10-ft. cubes per level.	
_____ □ Wall of Force	Ev	VSM	1 act	close	wall whose area is up to one 10-ft. square/level	1 rnd /lvl(D)	none	no	Wall is immune to damage.	
_____ □ Wall of Stone	Co	VSM/DF	1 act	medium	stone wall whose area is up to one 5-ft. square/level (S)	instantaneous	see text	no	Creates a stone wall that can be shaped.	
_____ □ Waves of Fatigue	Ne	VS	1 act	30 ft.	cone-shaped burst	instantaneous	none	yes	Several targets become fatigued.	

Wizard Level 6

Wizard Level 6							Spells/Day	Spells known	DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □ Acid Fog	Co	VSM	1 act	medium	fog spreads in 20-ft. radius, 20 ft. high	1 rnd./lvl	none	no	Fog deals acid damage.
_____ □ Analyze Dweomer	Di	VSF*	1 act	close	one object or creature per caster level	1 rnd./lvl(D)	none or Will neg; see text	no	Reveals magical aspects of subject.
_____ □ Antimagic Field	Ab	VSM/DF	1 act	10 ft.	10-ft.-radius emanation, centered on you	10 min./lvl (D)	none	see text	Negates magic within 10 ft.
_____ □ Bear's Endurance, Mass	Tr	VSM/DF	1 act	close	creature one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As bear's endurance, affects 1 subject/level.
_____ □ Beast Shape IV	Tr	VSM	1 act	personal	you	1 min./lvl(D)			You take the form of a Diminutive to Huge animal or a Tiny to Large magical beast.
_____ □ Bull's Strength, Mass	Tr	VSM/DF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As bull's strength, affects 1 subject/level.
_____ □ Cat's Grace, Mass	Tr	VSM	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As cat's grace, affects 1 subject/level.
_____ □ Chain Lightning	Ev	VSF	1 act	long	one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)	instantaneous	Ref half	yes	1d6/level damage and 1 secondary bolt/level.
_____ □ Circle of Death	Ne	VSM*	1 act	medium	several living creatures within a 40-ft.-radius burst	instantaneous	Fort neg	yes	Kills 1d4/level HD of creatures.
_____ □ Contingency	Ev	VSM*	at least 10 mins; see text	personal	you	1 day/lvl or until discharged(D)			Sets trigger condition for another spell.
_____ □ Control Water	Tr	VSM/DF	1 act	long	water in a volume of 10 ft./level by 10 ft./level by 2 ft./level	10 min./lvl(D)	none; see text	no	Raises or lowers bodies of water.
_____ □ Create Undead	Ne	VSM*	1 h	close	one corpse	instantaneous	none	no	Create ghaunts, ghouls, mohrgs, or mummies.
_____ □ Disintegrate	Tr	VSM/DF	1 act	medium	ray	instantaneous	Fort partial	yes	Reduces one creature or object to dust.
_____ □ Dispel Magic, Greater	Ab	VS	1 act	medium	one spellcaster, creature, or object/20-ft.-radius burst	instantaneous	none	no	Works as dispel magic, but can affect multiple targets.
_____ □ Eagle's Splendor, Mass	Tr	VSM/DF	1 act	close	One creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As eagle's splendor, affects 1 subject/level.
_____ □ Elemental Body III	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Turns you into a Large elemental. Target becomes panicked, sickened, and/or comatose.
_____ □ Eyebite	Ne	VS	1 act	close	one living creature	1 rnd./lvl	Fort neg	yes	
_____ □ Flesh to Stone	Tr	VSM	1 act	medium	one creature	instantaneous	Fort neg	yes	Turns subject creature into statue.
_____ □ Forceful Hand	Ev	VSF	1 act	medium	10-ft. hand	1 rnd./lvl(D)	none	yes	Hand pushes creatures away.
_____ □ Form of the Dragon I	Tr	VSM	1 act	personal	you	1 min./lvl(D)	see below	no	Turns you into a Medium dragon.
_____ □ Fox's Cunning, Mass	Tr	VSM/DF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As fox's cunning, affects 1 subject/level.
_____ □ Freezing Sphere	Ev	VSF	1 act	long	see Text	instantaneous or 1 rnd./lvl; see text	Ref half; see text	yes	Freezes water or deals cold damage.
_____ □ Geas/Quest	En	V	10 mins	close	one living creature	1 day/lvl or until discharged(D)	none	yes	As lesser geas, but affects any creature.
_____ □ Globe of Invulnerability	Ab	VSM	1 act	10 ft.	10-ft.-radius spherical emanation, centered on you	1 rnd./lvl(D)	none	no	As lesser globe of invulnerability, plus 4th-level spell effects.
_____ □ Guards and Wards	Ab	VSM	30 mins	anywhere within the area to be warded	up to 200 sq. ft./level	2 hs./lvl(D)	see text	see text	Array of magic effects protect area.
_____ □ Heroism, Greater	En	VS	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
_____ □ Legend Lore	Di	VSM*	see text	personal	you	see text			Lets you learn tales about a person, place, or thing.
_____ □ Mage's Lucubration	Tr	VS	1 act	personal	you	instantaneous			Wizard only. Recalls spell of 5th level or lower.
_____ □ Mislead	Il	S	1 act	close	you/one illusory double	1 rnd./lvl and concentration + 3 rnds; see text(D)	none or Will disbelief*	no	Turns you invisible and creates illusory double.
_____ □ Move Earth	Tr	VSM	see text	long	dirt in an area up to 750 ft. square and up to 10 ft. deep	instantaneous	none	no	Digs trenches and builds hills.
_____ □ Owl's Wisdom, Mass	Tr	VSM/DF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	As owl's wisdom, affects 1 subject/level.
_____ □ Permanent Image	Il	VSF	1 act	long	figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)	permanent(D)	Will disbelief	no	Permanent illusion, includes sight, sound, smell, and thermal effects.
_____ □ Planar Binding	Co	VS	10 mins	close*	up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear	instantaneous	Will neg	no and yes; see text	As lesser planar binding, but up to 12 HD.
_____ □ Plant Shape II	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Turns you into a Large plant creature.
_____ □ Programmed Image	Il	VSM*	1 act	long	visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)	permanent until triggered, then 1 rnd./lvl	Will disbelief	no	As major image, plus triggered by event.
_____ □ Repulsion	Ab	VSF*/DF*	1 act	up to 10 ft./lvl	up to 10-ft.-radius/level emanation centered on you	1 rnd./lvl(D)	Will neg	yes	Creatures can't approach you.
_____ □ Shadow Walk	Il	VS	1 act	touch	up to one touched creature/level	1 h./lvl(D)	Will neg	yes	Step into shadow to travel rapidly.
_____ □ Stone to Flesh	Tr	VSM	1 act	medium	one petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long	instantaneous	Fort neg*	yes	Restores petrified creature.
_____ □ Suggestion, Mass	En	VM	1 act	medium	one creature/level, no two of which can be more than 30 ft. apart	1 h./lvl or until completed	Will neg	yes	As suggestion, affects subject/level.
_____ □ Summon Monster VI	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons extraplanar creature to fight for you.
_____ □ Symbol of Fear	Ne	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes	Triggered rune panics nearby creatures.
_____ □ Symbol of Persuasion	En	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes	Triggered rune charms nearby creatures.
_____ □ Transformation	Tr	VSM	1 act	personal	you	1 rnd./lvl			You gain combat bonuses.
_____ □ True Seeing	Di	VSM*	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Lets you see all things as they really are.
_____ □ Undeath to Death	Ne	VSM*/DF*	1 act	medium	several undead creatures within a 40-ft.-radius burst	instantaneous	Will neg	yes	Destroys 1d4 HD/level undead (max. 20d4).
_____ □ Veil	Il	VS	1 act	long	one or more creatures, no two of which can be more than 30 ft. apart	concentration + 1 h./lvl(D)	Will neg; see text	yes; see text	Changes appearance of group of creatures.
_____ □ Wall of Iron	Co	VSM*	1 act	medium	iron wall whose area is up to one 5-ft. square/level; see text	instantaneous	see text	no	30 hp/four levels; can topple onto foes.

Wizard Level 7

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Arcane Sight, Greater	Di	VS	1 act	personal	you	1 min./lvl(D)			As arcane sight, but also reveals magic effects on creatures and objects.	
_____ □ Banishment	Ab	VSF	1 act	close	one or more extraplanar creatures, no two of which can be more than 30 ft. apart	instantaneous	Will neg	yes	Banishes 2 HD/level of extraplanar creatures.	
_____ □ Control Undead	Ne	VSM	1 act	close	up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart	1 min./lvl	Will neg	yes	Undead don't attack you while under your command.	
_____ □ Control Weather	Tr	VS	10 mins; see text	2 miles	2-mile-radius circle, centered on you; see text	4d12 hs; see text	none	no	Changes weather in local area.	
_____ □ Delayed Blast Fireball	Ev	VSM	1 act	long	20-ft.-radius spread	5 rnds or less; see text	Ref half	yes	1d6/level fire damage; you can postpone blast for up to 5 rounds.	
_____ □ Elemental Body IV	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Turns you into a Huge elemental.	
_____ □ Ethereal Jaunt	Tr	VS	1 act	personal	you	1 rd./lvl(D)			You become ethereal for 1 round/level.	
_____ □ Finger of Death	Ne	VS	1 act	close	one creature	instantaneous	Fort partial	yes	Deals 10 damage/level to one subject.	
_____ □ Forcecage	Ev	VSM*	1 act	close	barred cage (20-ft. cube) or windowless cell (10-ft. cube)	1 rd./lvl(D)	Ref neg	no	Cube or cage of force imprisons all inside.	
_____ □ Form of the Dragon II	Tr	VSM	1 act	personal	you	1 min./lvl(D)	see below	no	Turns you into a Large dragon.	
_____ □ Giant Form I	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Turns you into a Large giant.	
_____ □ Grasping Hand	Ev	VSF	1 act	medium	10-ft. hand	1 rd./lvl(D)	none	yes	Hand provides cover, pushes, or grapples.	
_____ □ Hold Person, Mass	En	VSF/DF	1 act	medium	one or more humanoid creatures, no two of which can be more than 30 ft. apart	1 rd./lvl*(D)	Will neg; see text	yes	As hold person, but all within 30 ft.	
_____ □ Insanity	En	VS	1 act	medium	one living creature	instantaneous	Will neg	yes	Subject suffers continuous confusion.	
_____ □ Instant Summons	Co	VSM*	1 act	see text	one object weighing 10 lbs. or less whose longest dimension is 6 ft. or less	permanent until discharged	none	no	Prepared object appears in your hand.	
_____ □ Invisibility, Mass	Il	VS	1 act	long	any number of creatures, no two of which can be more than 180 ft. apart	1 rd./lvl(D)	Will neg	yes	As invisibility, but affects all in range.	
_____ □ Limited Wish	Un	VSM*	1 act	see text	see text	see text	none; see text	yes	Alters reality (within limits).	
_____ □ Mage's Magnificent Mansion	Co	VSF*	1 act	close	extradimensional mansion, up to three 10-ft. cubes/level (S)	2 hs./lvl(D)	none	no	Door leads to extradimensional mansion.	
_____ □ Mage's Sword	Ev	VSF*	1 act	close	one sword	1 rd./lvl(D)	none	yes	Floating magic blade strikes opponents.	
_____ □ Phase Door	Co	V	1 act	touch	ethereal 5-ft.-by-8-ft. opening, 10 ft. deep + 5 ft. deep per three levels creature touched, or up to eight willing creatures joining hands	one usage per two lvls	none	no	Creates an invisible passage through a barrier.	
_____ □ Plane Shift	Co	VSF	1 act	touch	living creature touched	instantaneous	Will neg	yes	As many as 8 subjects travel to another plane.	
_____ □ Plant Shape III	Tr	VSM	1 act	personal	you	1 min./lvl(D)			Turns you into a Huge plant.	
_____ □ Polymorph, Greater	Tr	VSM	1 act	touch	living creature touched	1 min./lvl(D)	Will neg	yes	Gives one willing subject a new, more powerful form.	
_____ □ Power Word Blind	En	V	1 act	close	one creature with 200 hp or less	see text	none	yes	Blinds creature with 200 hp or less.	
_____ □ Prismatic Spray	Ev	VS	1 act	60 ft.	cone-shaped burst	instantaneous	see text	yes	Rays hit subjects with variety of effects.	
_____ □ Project Image	Il	VSM*	1 act	medium	one shadow duplicate	1 rd./lvl(D)	Will disbelief	no	Illusory double can talk and cast spells.	
_____ □ Reverse Gravity	Tr	VSM/DF	1 act	medium	up to one 10-ft. cube/level	1 rd./lvl(D)	none; see text	no	Objects and creatures fall upward.	
_____ □ Scrying, Greater	Di	VS	1 act	see text	magical sensor	1 h./lvl	Will neg	yes	As scrying, but faster and longer.	
_____ □ Sequester	Ab	VSM	1 act	touch	one willing creature or object (up to a 2-ft. cube/level) touched	1 day/lvl(D)	none or Will neg	no or yes	Subject is invisible to sight and scrying; renders creature comatose.	
_____ □ Shadow Conjuration, Greater	Il	VS	1 act	see text	see text	see text	Will disbelief ; varies; see text	yes; see text	As shadow conjuration, but up to 6th level and 60% real.	
_____ □ Simulacrum	Il	VSM*	12 hs	0 ft.	one duplicate creature	instantaneous	none	no	Creates partially real double of a creature.	
_____ □ Spell Turning	Ab	VSM/DF	1 act	personal	you	instantaneous until expended or 10 min./lvl			Reflect 1d4+6 spell levels back at caster.	
_____ □ Statue	Tr	VSM	1 rnd	touch	creature touched	1 h./lvl(D)	Will neg	yes	Subject can become a statue at will.	
_____ □ Summon Monster VII	Co	VSF/DF	1 rnd	close	one summoned creature	1 rd./lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Symbol of Stunning	En	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes	Triggered rune stuns nearby creatures.	
_____ □ Symbol of Weakness	Ne	VSM*	10 mins	0 ft.; see text	one symbol	see text	Fort neg	yes	Triggered rune weakens nearby creatures.	
_____ □ Teleport Object	Co	V	1 act	touch	one touched object of up to 50 lbs./level and 3 cu. ft./level	instantaneous	Will neg	yes	As teleport, but affects a touched object.	
_____ □ Teleport, Greater	Co	V	1 act	personal and touch	you and touched objects or other touched willing creatures	instantaneous	none and Will neg	no and yes	As teleport, but no range limit and no off-target arrival.	
_____ □ Vision	Di	VSM*	1 act	personal	you	see text			As legend lore, but quicker.	
_____ □ Waves of Exhaustion	Ne	VS	1 act	60 ft.	cone-shaped burst	instantaneous	none	yes	Several targets become exhausted.	

Wizard Level 8

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □	Antipathy	En	VSM/DF	1 h	close	one location (up to a 10-ft. cube/level) or one object	2 hs./lvl(D)	Will partial	yes	Object or location affected by spell repels certain creatures.
_____ □	Binding	En	VSM*	1 min	close	one living creature	see text(D)	Will neg; see text	yes	Utilizes an array of techniques to imprison a creature.
_____ □	Charm Monster, Mass	En	V	1 act	close	One or more creatures, no two of which can be more than 30 ft. apart	1 day./lvl	Will neg	yes	As charm monster, but all within 30 ft.
_____ □	Clenched Fist	Ev	VSF/DF	1 act	medium	10-ft. hand	1 rnd./lvl(D)	none	yes	Large hand provides cover, pushes, or attacks your foes.
_____ □	Clone	Ne	VSM*	10 mins	0 ft.	one clone	instantaneous	none	no	Duplicate awakens when original dies.
_____ □	Create Greater Undead	Ne	VSM*	1 h	close	one corpse	instantaneous	none	no	Create shadows, wraiths, spectres, or devourers.
_____ □	Demand	En	VSM/DF	10 mins	see text	one creature	1 rnd; see text	Will partial	yes	As sending, plus you can send suggestion.
_____ □	Dimensional Lock	Ab	VS	1 act	medium	20-ft.-radius emanation centered on a point in space	1 day./lvl	none	yes	Teleportation and interplanar travel blocked for 1 day/level.
_____ □	Discern Location	Di	VSDF	10 mins	unlimited	one creature or object	instantaneous	none	no	Reveals exact location of creature or object.
_____ □	Form of the Dragon III	Tr	VSM	1 act	personal	you	1 min./lvl(D)	see below	no	Turns you into a Huge dragon.
_____ □	Giant Form II	Tr	VSM	1 act	personal	you	1 min./lvl(D)	see below	no	Turns you into a Huge giant.
_____ □	Horrid Wilting	Ne	VSM/DF	1 act	long	living creatures, no two of which can be more than 60 ft. apart	instantaneous	Fort half	yes	Deals 1d6/level damage within 30 ft.
_____ □	Incendiary Cloud	Co	VS	1 act	medium	cloud spreads in 20-ft. radius; 20 ft. high	1 rnd./lvl(D)	Ref half; see text	no	Cloud deals 6d6 fire damage/round.
_____ □	Iron Body	Tr	VSM/DF	1 act	personal	you	1 min./lvl(D)	24 hs	yes	Your body becomes living iron.
_____ □	Irresistible Dance	En	V	1 act	touch	living creature touched	1d4+1 rnds	Will partial	yes	Forces subject to dance.
_____ □	Maze	Co	VS	1 act	close	one creature	see text	none	yes	Traps subject in extradimensional maze.
_____ □	Mind Blank	Ab	VS	1 act	close	one creature	24 hs	Will neg	yes	Subject is protected from mental/emotional magic and scrying.
_____ □	Moment of Prescience	Di	VS	1 act	personal	you	1 h./lvl or until discharged			You gain +1/level insight bonus on single attack roll, check, or save.
_____ □	Planar Greater Binding	Co	VS	10 mins	close*	up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.	instantaneous	Will neg	no and yes; see text	As lesser planar binding, but up to 18 HD.
_____ □	Polar Ray	Ev	VSF	1 act	medium	ray	instantaneous	none	yes	Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.
_____ □	Polymorph Any Object	Tr	VSM/DF	1 act	close	one creature, or one nonmagical object of up to 100 cu. ft./level	see text	Fort neg*	yes	Changes a subject into anything else.
_____ □	Power Word Stun	En	V	1 act	close	one creature with 150 hp or less	See text	none	yes	Stuns creature with 150 hp or less.
_____ □	Prismatic Wall	Ab	VS	1 act	close	wall 4 ft./level wide, 2 ft./level high	10 min./lvl(D)	see text	see text	Wall's colors have array of effects.
_____ □	Protection from Spells	Ab	VSM*	1 act	touch	up to one creature touched per four levels	10 min./lvl	Will neg	yes	Confers +8 resistance bonus.
_____ □	Prying Eyes, Greater	Di	VSM	1 min	1 mile	10 or more levitating eyes	1 h./lvl; see text(D)	none	no	As prying eyes, but eyes have true seeing.
_____ □	Scintillating Pattern	Il	VSM	1 act	close	colorful lights in a 20-ft.-radius spread	concentration + 2 rnds	none	yes	Twisting colors confuse, stun, or render unconscious.
_____ □	Screen	Il	VS	10 mins	close	30-ft. cube/level	24 hs	none or Will disbelief*	no	Illusion hides area from vision and scrying.
_____ □	Shadow Evocation, Greater	Il	VS	1 act	see text	see text	see text	Will disbelief	yes	As shadow evocation, but up to 7th level and 60% real.
_____ □	Shout, Greater	Ev	VSF	1 act	60 ft.	cone-shaped burst	instantaneous	Fort partial or Ref neg*	yes	Devastating yell deals 10d6 sonic damage; stuns creatures.
_____ □	Summon Monster VIII	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons extraplanar creature to fight for you.
_____ □	Sunburst	Ev	VSM/DF	1 act	long	80-ft.-radius burst	instantaneous	Ref partial; see text	yes	Blinds all within 10 ft., deals 6d6 damage.
_____ □	Symbol of Death	Ne	VSM*	10 mins	0 ft.; see text	one symbol	see text	Fort neg	yes	Triggered rune kills nearby creatures.
_____ □	Symbol of Insanity	En	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes	Triggered rune renders nearby creatures insane.
_____ □	Sympathy	En	VSM*	1 h	close	one location (up to a 10-ft. cube/level) or one object	2 hs./lvl(D)	Will neg; see text	yes	Object or location attracts certain creatures.
_____ □	Telekinetic Sphere	Ev	VSM	1 act	close	1-ft.-diameter/level sphere, centered around creatures or objects	1 min./lvl(D)	Ref neg	yes	As resilient sphere, but you move the sphere telekinetically.
_____ □	Temporal Stasis	Tr	VSM*	1 act	touch	creature touched	permanent	Fort neg	yes; see text	Puts subject into suspended animation.
_____ □	Trap the Soul	Co	VSM*	1 act or see text	close	one creature	permanent; see text	see text	see text	Imprisons subject within gem.

Wizard Level 9

							Spells/Day _____	Spells known _____		DC _____
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Astral Projection	Ne	VSM*	30 mins	touch	you plus one additional willing creature touched per two caster levels	see text	none	yes	Projects you and others onto Astral Plane.	
_____ □ Crushing Hand	Ev	VSF	1 act	medium	10-ft. hand	1 rnd./lvl(D)	none	yes	Large hand provides cover, pushes, or crushes your foes.	
_____ □ Dominate Monster	En	VS	1 rnd	close	one creature	1 day./lvl	Will neg	yes	As dominate person, but any creature.	
_____ □ Energy Drain	Ne	VS	1 act	close	ray of negative energy	instantaneous	Fort partial; see text for enervation	yes	Subject gains 2d4 negative levels.	
_____ □ Etherealness	Tr	VS	1 act	touch; see text	you and one other touched creature per three levels	1 min./lvl(D)		yes	Travel to Ethereal Plane with companions.	
_____ □ Foresight	Di	VSM/DF	1 act	personal or touch	see text	10 min./lvl	none or Will neg	no or yes	"Sixth sense" warns of impending danger.	
_____ □ Freedom	Ab	VS	1 act	close or see text	one creature	instantaneous	Will neg	yes	Releases creature from imprisonment.	
_____ □ Gate	Co	VSM	1 act	medium	see text	instantaneous or concentration (up to 1 rnd./lvl); see text	none	no	Connects two planes for travel or summoning.	
_____ □ Hold Monster, Mass	En	VSM/DF	1 act	medium	one or more creatures, no two of which can be more than 30 ft. apart	1 rnd./lvl*(D)	Will neg; see text	yes	As hold monster, but all within 30 ft.	
_____ □ Imprisonment	Ab	VS	1 act	touch	creature touched	instantaneous	Will neg; see text	yes	Entombs subject beneath the earth.	
_____ □ Mage's Disjunction	Ab	V	1 act	close	all magical effects and magic items within a 40-ft.-radius burst, or one magic item (see text)	1 min./lvl	Will neg	no	Dispels magic, disenchant magic items.	
_____ □ Meteor Swarm	Ev	VS	1 act	long	four 40-ft.-radius spreads, see text	instantaneous	none or Ref half; see text	yes	Four exploding spheres each deal 6d6 fire damage.	
_____ □ Power Word Kill	En	V	1 act	close	one living creature with 100 hp or less	instantaneous	none	yes	Kills one creature with 100 hp or less.	
_____ □ Prismatic Sphere	Ab	V	1 act	10 ft.	10-ft.-radius sphere centered on you	10 min./lvl(D)	see text	see text	As prismatic wall, but surrounds on all sides.	
_____ □ Refuge	Co	VSM*	1 act	touch	object touched	permanent until discharged	none	no	Alters item to transport its possessor to you.	
_____ □ Shades	Il	VS	1 act	see text	see text	see text	Will disbelief ; varies; see text	yes; see text	As shadow conjuration, but up to 8th level and 80% real.	
_____ □ Shapechange	Tr	VSF*	1 act	personal	you	10 min./lvl(D)			Transforms you into certain creatures, and you can change forms once per round.	
_____ □ Soul Bind	Ne	VSF*	1 act	close	corpse	permanent	Will neg	no	Traps newly dead soul to prevent resurrection.	
_____ □ Summon Monster IX	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Teleportation Circle	Co	VM*	10 mins	0 ft.	5-ft.-radius circle that teleports those who activate it	10 min./lvl(D)	none	yes	Teleports creatures inside circle.	
_____ □ Time Stop	Tr	V	1 act	personal	you	1d4+1 rnds (apparent time); see text			You act freely for 1d4+1 rounds.	
_____ □ Wail of the Banshee	Ne	V	1 act	close	one living creature/level within a 40-ft.-radius spread	instantaneous	Fort neg	yes	Deals 10 damage/level to 1 creature/level.	
_____ □ Weird	Il	VS	1 act	medium	any number of creatures, no two of which can be more than 30 ft. apart	instantaneous	Will disbelief, then Fort partial; see text	yes	As phantasmal killer, but affects all within 30 ft.	
_____ □ Wish	Un	VSM*	1 act	see text	see textsee textsee text	see text	none; see text	yes	As limited wish, but with fewer limits.	