

Niveau 1

- Affect normal fires (C 1s; R 1"/2L; D 1r/L; A 3" dia; S Nil)
- Alarm (C 1r; R 1"; D 2-8 t+1t/L; A 20 sqft/L; S Nil)
- Armor (C 1r; R Tch; D Spl; A 1 Cr; S Nil)
- Blacksteel (C 1s; R 0; D 2t/L; A 1 weapon; S Nil)
- Burning hands (C 1s; R 0; D 1r; A Spl; S Nil)
- Cham person (C 1s; R 12"; D Spl; A 1 Man; S Neg)
- Comprehend languages # (C 1r; R Tch; D 5r/L; A 1 ltm; S Nil)
- Dancing Light (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/Reduce # (C 1s; R 1"/2L; D 1t/L; A Spl; S Neg)
- Erase (C 1s; R 3"; D Pmt; A 1 scroll or 2 pages; S Neg)
- Feather fall (C 1/10 s; R 1"/L; D 1sr/L; A Spl; S Nil)
- Find familiar (C 1-24 hr; R 1 mi/L; D Spl; A 1 mi/L; S Neg)
- Fire water (C 1s; R 3m; D 1r; A 0.5l water/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 1 sqft/L; S Spl)
- Hold portal (C 1s; R 2"/L; D 1r/L; A 80 sqft/L; S Nil)
- Identify (C 1t; R 0; D 1s/L; A 1 Obj; S Spl)
- Jump (C 1s; R Tch; D Spl; A 1 Cr; S Nil)
- Light (C 1s; R 6"; D 1t/L; A 2" sphere; S Nil)
- Magic missile (C 1s; R 6"+1/L; D Ist; A Cr in 10' sq; S Nil)

Niveau 2

- Apparition (C 1r; R Touch; D 1r/L; A crt touché; S Neg)
- 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' radius (C 2s; R 1"/L; D 1t+1r/L; A 1 1/2" sphere; S Spl)
- Deeppockets (C 1t; R Tch; D 24t+6/L; A 1000 gpw; S Nil)
- Detect evil / Detect good # (C 2s; R 6"; D 5r/L; A 1" path; S Nil)
- Detect invisibility (C 2s; R 1"/L; D 5r/L; A 1" path; S Nil)
- ESP (C 2s; R 1"/2L; D 1r/L; A 1 Cr; S Nil)
- Flaming sphere (C 2s; R 1"; D 1r/L; A 6' sphere; S Neg)
- Fool's gold (C 1r; R 1"; D 6t/L; A 1 cuft/L; S Nil)
- Forget (C 2s; R 3"; D Pmt; A 1r+1/3/L past in 2" sq; S Neg)
- Invisibility (C 2s; R Tch; D Spl; A 1 Cr; S Nil)
- Irritation (C 2s; R 1"/L; D Spl; A 1 Cr; 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 1 Cr; S Nil)
- Leomund trap (C 3r; R Tch; D Pmt; A 1 Obj; S Nil)
- Levitate (C 2s; R 2"/L; D 1t/L; A Spl; S Neg)
- Locate object # (C 2s; R 2"/L; D 1r/L; A Spl; S Nil)
- Magic Mouth (C 2s; R 1"/2L; D Spl; A 1 Obj; S Nil)
- Melf's acid arrow (C 4s; R 3"; D Spl; A 1 ltm; S Spl)
- Mirror image (C 2s; R 0; D 2r/L; A 6' rad; S Nil)

Niveau 3

- 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)
- Dark Wings (C 1s; R 0; D 1r/L; A MU; 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 Cr; S Nil)
- Fireball (C 3s; R 10"+1/L; D Ist; A 2" sphere; S 1/2)
- Flame arrow (C 3s; R Tch; D 1s/L; A 1 Arrow/s; S Nil)
- Fly (C 3s; R Tch; D 1-6t+1/L; A 1 Cr; S Nil)
- Gust of wind (C 3s; R 0; D 1s; A 1"/L; S Nil)
- Haste (C 3s; R 6"; D 3r+1/L; A 1 Cr/L in 4" sq; S Nil)
- Hold person (C 3s; R 12"; D 2r/L; A 1-4 Men; S Neg)
- Infravision (C 1r; R Tch; D 12t+6/L; A 1 Cr; S Nil)
- Invisibility, 10' radius (C 3s; R Tch; D Spl; A 10' rad; S Nil)
- Item (C 3s; R Tch; D 6t/L or 24t/L; A 2 cuft/L; S Spl)

Niveau 4

- Acid bolt (C 8s; R 3"; D 1r/L; A 30 sqft; S Nil)
- Back Slash (C 4s; R Touch; D Spe; A 1 crt; S Neg)
- Blacksphere (C 3s; R 10m+2m/L; D 2d4r+1r/L; A sphere 3m rad; S Spe)
- Bloodbriars (C 4s; R 1.6km+10m/L; D 1t+1r/L; A 1 crt; S 1/2)
- 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)
- Enchanted weapon (C 1t; R Tch; D 5r/L; A Spl; S Nil)
- Evard's black tentacles (C 8s; R 3"; D 1r/L; A 30 sqft; S Nil)
- Extension I (C 2s; R 0; D +50%; A 1 spell(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)
- Fire trap (C 3r; R Tch; D Spl; A 1 Obj; S 1/2)
- Fumble (C 4s; R 1"/L; D 1r/L; A 1 Cr; S 1/2)
- Gloom (C 4s; R 60m+10m/L; D 1t/L; A 40m rad; S Nil)
- Hallucinatory terrain (C 1t; R 2"/L; D Spl; A 1"x1"/L; S Nil)
- Ice Storm (C 4s; R 1"/L; D 1r; A Spl; S Nil)
- Improved Mirror Image (C 4s; R 0; D 2r/L; A 1.8m/L; S Nil)

Niveau 5

- Airy water (C 5s; R 0; D 1t/L; A 2" sphere; S Nil)
- Animal growth # (C 5s; R 6"; D 1r/L; A 1-8 Ani in 2" sq; S Nil)
- Animate dead (C 5r; R 1"; D Pmt; A 1 Dead/L; S Nil)
- Attraction / Avoidance # (C 3s; R 1"; D Dispel; A 1 Obj up to 3' cube; S Spl)
- Bigby's Fantastic Swordsman (C 5s; R 60m; D 1r/L; A 1r/L; S Nil)
- Bigby interposing hand (C 5s; R 1"/L; D 1r/L; A Spl; S Nil)
- Cloudkill (C 5s; R 1"/L; D 1r/L; A 4"x2"x2"; S Nil)
- Cone of Cold (C 5s; R 1"; D 1r/L; A 4"x2"x2"; S Nil)
- Conjure elemental (C 1t; R 6"; D 1t/L; A Control 3"/L; S Nil)
- Contact with another plane (C 1t; R 0; D Spl; A Spl 1 Q/L; S Nil)
- Dismissal # (C 1r; R 1"; D Pmt; A 1 Cr; S Neg)
- Distance Distortion (C 6s; R 1"/L; D 1t/L; A 100 sq"/L; S Nil)
- Dolor (C 5s; R 10m; D 2r; A 1 crt; S Spe)
- Extension II (C 4s; R 0; D +50%; A 1 spell (1st-4th); S Nil)
- Fabricate (C Spl; R 1"/2L; D Pmt; A 1 cuyd/L; S Nil)
- Far reaching Ill (C 5s; R 1"/L; D Pmt; A 1 Cr; S Neg)
- Feeblemind (C 5s; R 1"/L; D Pmt; A 1 Cr; S Neg)
- Hold Monster (C 5s; R 1"/2L; D 1t/L; A 1-4 Cr; S Neg)

- Melt (C 1s; R 3"; D 1rd/L; A Spe; S Spe)
- Mending (C 1s; R 3"; D Pmt; A 1 Obj; 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 1 Cr; S Nil)
- Nystul's magical aura (C 1r; R Tch; D 1 day/L; A Spl; S Spl)
- Precipitation (C 1s; R 1"/L; D 1s/L; A 3" dia cyl; S None)
- Protection from evil # (C 1s; R Tch; D 2r/L; A 1 Cr; S Nil)
- Push (C 1r; R 1"+1/L; D Inst; A Spl; S Spl)
- Read magic (C 1r; R 0; D 2r/L; A Spl; S Nil)
- Run (C 1r; R Tch; D 2r/L; A Spl; S Nil)
- Shield (C 1s; R 0; D 5r/L; A Spl; S Nil)
- Shocking grasp (C 1s; R Tch; D 1 Touch; A 1 Cr; 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 1 Cr; S Nil)
- Spideyeyes (C 1s; R 3"+1/L; D 5r/L; A 3" dia; S Nil)
- Taunt (C 1r; R 3"; D Ist; A 2 HD/L; S Nil)
- Tenser's Floating Disk (C 1s; R 2"; D 3t+1/L; A Spl; S Nil)
- Unseen servant (C 1s; R 0; D 6t+1/L; A 3" rad; S Nil)
- Ventriloquism (C 1s; R 1"/L; D 2r+1/L; A 1 Obj; S Nil)
- Wizard mark (C 1s; R Touch; D Perm; A 1sq.ft; S None)
- Write (C 1r; R 0; D 1hr/L; A 1 Spell; S Spl)

- Nystul's blackmote (C 1r; R 30m+5m/L; D Spe; A Spe; S Nil)
- Preservation (C 2r; R Touch; D Perm; A 13.5dm cub/L; S Nil)
- Protection from cantrips (C 2s; R Tch; D 1 day/L; A 1 ltm; S Spl)
- Protection from paralysis (C 2s; R 1"/L; D 1t+1r/L; A 1 1/2" sphere; S Spl)
- Pyrotechnics (C 2s; R 12"; D Spl; A Spl; S Nil)
- Ray of enfeeblement (C 2s; R 1"+1/4/L; D 1r/L; A 1 Cr; S Neg)
- Rop trick (C 2s; R Tch; D 2t/L; A Spl; S Nil)
- Scare (C 2s; R 1"; D 3-12r; A 1 Cr up to 5 HD/L; S Neg)
- Shatter (C 2s; R 6"; D Pmt; A 1 Obj; S Neg)
- Skyhook (C 2s; R 1"/L; D 1t+1r/L; A 1 1/2" sphere; S Spl)
- Stinking cloud (C 2s; R 3"; D 1r/L; A 2"x2"x2"; S Spl)
- Strength (C 1t; R Tch; D 6t/L; A 1 Man; S Nil)
- Tasha uncontrollable hideous laughter (C 2s; R 5"; D 1r; A 1 Cr; S Spl)
- Vocalise (C 1r; R Tch; D 5r; A 1Caster; S Nil)
- Web (C 2s; R 1"/2L; D 2t/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 30 sqft/L; S Nil)
- Zephyr (C 2s; R 0; D 1s; A 1" path x 1/2" /L; S Nil)
- Withdraw * (C 5s; R 0; D 2s+1/L; A C; S Nil)
- Wizard lock (C 2s; R Tch; D Pmt; A 30 sqft/L; S Nil)
- Wyvern watch * (C 5s; R 3"; D 8hr; A 1'sphere; S Neg)

- Leomund's tiny hut (C 3s; R 12"; D 2r/L; A 1-4 Men; S Neg)
- Lightning bolt (C 3s; R 4"+1/L; D Ist; A Spl; S 1/2)
- Material (C 1r; R 3m; D Perm; A 27dm cube/L; S Nil)
- Melf's minute meteors (C 5s; R 1"/L; D Spl; A Spl; S Nil)
- Monster summoning I (C 3s; R 3"; D 1r+1/L; A Spl; S Nil)
- Protection from evil, 10 radius # (C 3s; R Tch; D 2r/L; A 10' rad; S Nil)
- Secret page (C 1t; R Tch; D Dispel; A 2 sqft; S Nil)
- Sepia snake sigil (C 3s; R 1/2"; D Spl; A 1 Glyph; S Nil)
- Slow (C 3s; R 9"+1/L; D 3r+1/L; A 1 Cr/L in 4" sq; S Nil)
- Spectral force (C 3s; R 60"+1"/L; D Spl; A Spl; S Spl)
- Suggestion (C 3s; R 3"; D 6t+6/L; A 1 Cr; S Neg)
- Target (C 3s; R 50m+10m/L; D 1r/L; A 1 crt; S Neg)
- Tongues # (C 3s; R 0; D 1r/L; A 6" dia; S Nil)
- Water breathing # (C 3s; R Tch; D 3t/L; A 1 Cr; S Nil)
- Wind wall (C 3s; R 1"/L; D 1r/L; A 1"widex1"/2L; S Nil)

- Leomund secure shelter (C 4t; R 2"; D 6t/L; A 30 sqft/L; S Nil)
- Magic mirror (C 1 hr; R Tch; D 1r/L; A Spl; S Nil)
- Mask of Death (C 4s; R 0; D 1r/L; A 1" dia; S Nil)
- Massmorph (C 1t; R 1"/L; D Spl; A 1"x1"/L; S Nil)
- Minor globe of invulnerability (C 4s; R 0; D 1r/L; A 1" dia; S Nil)
- Monster summoning II (C 4s; R 4"; D 3r+1/L; A Spl; S Nil)
- Mordenkainen's Celerity (C 4s; R 0; D 1t; A Spe; S Nil)
- Murlynd's Ogre (C 4s; R 3"; D until dest.; A Spe; S Spe)
- Otiluke resilient 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)
- Polymorph other (C 4s; R 1"/2L; D Pmt; A 1 Cr; S Neg)
- Polymorph self (C 3s; R 0; D 2t/L; A MU; S Nil)
- Rary's mnemonic enhancer (C 1t; R 0; D 1day; A MU; S Nil)
- Remove curse # (C 4s; R Tch; D Pmt; A 1 Curse; S Spl)
- Shout (C 1s; R 0; D Ist; A Cone 3"x1"; S Neg)
- Stoneskin (C 1s; R Tch; D Spl; A 1 Cr; S Nil)
- Ultravision (C 4s; R Tch; D 6t+6/L; A 1 Cr; S Nil)
- Wall of fire (C 4s; R 6"; D Spl; A Spl; S Spl)
- Wall of ice (C 4s; R 1"/L; D 1t/L; A Spl; S Spl)
- Wizard eye (C 1t; R 0; D 1r/L; A 1-3"/L; S Nil)

- Leomund secret chest (C 1t; R Spl; D 60 days; A 2'x2'x3'; S Nil)
- Leomund's Lamen. Belaborment (C 5s; R 1"; D Spl; A Crs in 1" rad; S Spl)
- Magic jar (C 1r; R 1"/L; D Spl; A 1 Cr; S Spl)
- Monster summoning III (C 5r; R 5"; D 4r+1/L; A Spl; S Nil)
- Mordenkainen's faithful hound (C 5s; R 1"; D 2r/L; A 1 Hou; S Neg)
- Passwall (C 5s; R 3"; D 6t+1/L; A 5'x8'x10' hole; S Nil)
- Passweb (C 5s; R 1"/L; D 2r+1/L; A 250 gpw/L; S Nil)
- Search monster (C 5s; R 0; D 1rd; A diam 1km/L; S Spe)
- Sending (C 1t; R Spl; D Spl; A 1 Cr; S Nil)
- Shadow head (C 5s; R 27m; D 1r/L; A Spe; S Nil)
- Stone Shape (C 1r; R Tch; D Pmt; A 1 cuft/L; S Nil)
- Target Focus (C 3s; R 0; D Spe; A magician; S Nil)
- Telekinesis (C 5s; R 1"/L; D 2r+1/L; A 250 gpw/L; S Nil)
- Teleportation (C 2s; R Tch; D Ist; A Spl; S Nil)
- Transmute rock to mud # (C 5s; R 1"/L; D Spl; A 2 cu"/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 15 sqft/L; S Nil)
- Wall of stone (C 5s; R 1"/2L; D Pmt; A 3in/L+20sqft/L; S Nil)

Niveau 6

- Anti-magic shell (C 1s; R 0; D 1t/L; A 1' dia/L; S Nil)
- Bigby's forceful hand (C 6s; R 1''/L; D 1r/L; A Spl; S Nil)
- Chain lightning (C 6s; R 4'+1/2/L; D 1st; A Spl; S 1/2 or Neg)
- Contingency (C 1t; R 0; D 1 day/L; A MU; S Nil)
- Control weather (C 1t; R 0; D 2-4 hr; A 4-16 mi; S Nil)
- Death spell (C 6s; R 1''/L; D 1st; A 1/2'' sq/L; S Nil)
- Disintegrate (C 6s; R 1''/2L; D Pmt; A Spl; S Neg)
- Enchant an item (C 1d8+2 days; R Tch; D Spl; A 1 Obj; S Neg)
- Ensnarement (C 1t; R 1''; D Spl; A Spl; S Neg)
- Eyebite (C 1s; R 20'; D Spl; A 1 Cr; S Spl)
- Forest's fiery constrictor (C 5s R 0 D + 100 %; or + 50 %; A 1 spell; S Nil)
- Geas (C 4s; R Tch; D Spl; A 1 Cr; S Nil)
- Glassee (C 1r; R Tch; D 1r/L; A Spl; S Nil)
- Globe of invulnerability (C 1r; R 0; D 1r/L; A 1'' sphere; S Nil)
- Guards and wards (C 3t; R 0; D 6t/L; A 2'' rad+1/L; S Nil)
- Invisible stalker (C 1r; R 1''; D Spl; A Spl; S Nil)

Niveau 7

- Acid storm (C 7s; R 10m/L; D 1r/L; A cercle 12m dia; S 1/2)
- Banishment (C 7s; R 2''; D Pmt; A 2 HD/L=MU; S Spl)
- Bigby's grasping hand (C 7s; R 1''/L; D 1r/L; A Spl; S Nil)
- Cacodemon (C 5pe; R 10m; D Spe; A crt touchée; S Spe)
- Charm plants (C 1t; R 3'; D Pmt; A 3'x1'; S Neg)
- Delayed blast fireball (C 7s; R 10''+1/L; D Spl; A 2''rad; S 1/2)
- Drawmij's instant summons (C 1s; R Spl; D 1st; A 1 Obj; S Nil)
- Duo-Dimension (C 7s; R 0; D 3r+1/L; A MU; S Nil)
- Forcecage (C 3-4s; R 1''/2L; D 6t+1/L; A 2'' cube; S Nil)
- Limited wish (see page 87 of Player's Handbook for guide)
- Mass invisibility (C 7s; R 1''/L; D Spl; A Spl; S Nil)
- Monster Scan (C 1rd ; R 0; D 1 t/L; A diam 5m/L; S Spe)
- Monster summoning V (C 6s; R 7''; D 6r+1/L; A Spl; S Nil)

Niveau 8

- Antipathy - sympathy (C 6t; R 3''; D 12t/L; A Spl; S Spl)
- Bigby's clenched fist (C 8s; R 1''/2L; D 1r/L; A Spl; S Nil)
- Binding (C Spl; R 1''; D Spl; A 1Crt; S Spl)
- Bombard (C 8s; R 10m/L; D Spe; A 1crt; S 1/2)
- Clone (C 1t+2-8 mounths prep; R Tch; D Pmt; A Spl; S Nil)
- Glassteel (C 8s; R Tch; D Pmt; A 1 Obj; S Nil)
- Incendiary cloud (C 2s; R 3''; D 1-6r+4; A Spl; S 1/2)
- Mass charm (C 8s; R 1''/2L; D Spl; A Spl; S Neg)
- Maze (C 3s; R 1''/2L; D 1d4r-1d4t; A 1 Cr; S Nil)

Niveau 9

- Bigby's crushing hand (C 9s; R 1''/2L; D 1r/L; A Spl; S Nil)
- Black blade of disaster (C 6s; R 3m/L; D 1r/L; A Spe; S Nil)
- Chain contingency (C 9s; R 3''; D Spl; A Spl; S Nil)
- Crystalbrittle (C 9s; R Tch; D Pmt; A 2 cuft/L; S Spl)
- Elminster's evasion (C 1t+cast of spells; R 0; D 1st; A lanceur; S Nil)
- Energy drain (C 3s; R Tch; D Pmt; A 1 Cr; S Nil)
- Gate (C 9s; R 3''; D Spl; A Spl; S Nil)
- Glorious transmutation (C 9s; R 3''; D Spl; A Spl; S Nil)
- Imprisonment # (C 9s; R Tch; D Pmt; A 1 Cr; S Nil)
- Improved Project Image (C 9s; R 1''/L; D 1r/L; A Spl; S Nil)
- Meteor swarm (C 9s; R 4'+1/L; D 1st; A Spl; S 1/2)

- Legend lore (C 1d4t-2d6 wks; R 0; D Spl; A Spl; S Nil)
- Lower water # (C 1t; R 8''; D 5r/L; A 1/2''x1/2''/L; S Nil)
- Monster summoning IV (C 6s; R 6''; D 5r+1/L; A Spl; S Nil)
- Mordenkainen's lucubration (C 1s; R 0; D 1st; A MU; S Nil)
- Move earth (C 1t/4'' sq; R 1''/L; D Pmt; A Spl; S Nil)
- Murlynd's Void (C 6s ; R 3''; D 1 rd/lvl; A 1'diam/L; S Spe)
- Otiluke freezing sphere (C 6s; R Spl; D Spl; A 100sqft/L; S Spl)
- Part water (C 1t; R 1''/L; D 5r/L; A Spl; S Nil)
- Project image (C 6s; R 1''/L; D 1r/L; A Spl; S Nil)
- Reincarnation (C 1t; R Tch; D Pmt; A 1 Man; S Nil)
- Repulsion (C 6s; R 1''/L; D 1t/2L; A 1'' path; S Nil)
- Spiritwrack (C Spe; R 3m+0.3m/L; D Spe; A Spe; S Spe)
- Stone to flesh # (C 6s; R 1''/L; D Pmt; A 9 cuft; S Spl)
- Summon spider (C 6s; R 60m; D 6r+1r/L; A Spe; S Nil)
- Transmute water to dust # (C 6s; R 6''; D Pmt; A 1cu''/L; S Spl)
- True seeing (C 1r; R Tch; D 1r/L; A Spl; S Nil)

- Mordenkainen's magn. mansion (C 7r; R 1''; D 1 hr/L; A 300 sqft/L; S Nil)
- Phase door (C 7s; R Tch; D 1 use/2L; A Spl; S Nil)
- Power word, stun (C 1s; R 1''/2L; D Spl; A 1 Cr; S Nil)
- Reverse gravity (C 7s; R 1''/2L; D 1s; A 3'x3''; S Nil)
- Sequester (C 1r; R Touch; D 1wk+1d/L; A 2'cub/L; S Spe)
- Simulacrum (C Spl; R Tch; D Pmt; A 1 Cr; S Nil)
- Statue (C 7s; R Tch; D 6t/L; A 1 Cr; S Spl)
- Steal enchantment (C 7s; R 1''/2L; D 1s; A 3'x3''; S Nil)
- Teleport without error (C 1s; R Tch; D 1st; A Spl; S Nil)
- Torment (C 1rd; R 1''; D Spe; A 1crt; S Spe)
- Tourment (C 1r; R 10m; D Spe; A 1crt; S Spe)
- Vanish (C 2s; R Tch; D Spl; A 500 gpw/L or 3 cuft/L; S Nil)
- Volley (C 1s; R Spe; D Spe; A Spe; S Spe)

- Mind blank (C 1s; R 3''; D 1 day; A 1 Cr; S Nil)
- Otto's irresistible dance (C 5s; R Tch; D 2-5r; A 1 Cr; S Nil)
- Permanency (C 2r; R Spl; D Pmt; A 1 Spell; S Nil)
- Polymorph any object (C 1r; R 1''/2L; D Spl; A 1ltm; S Spl)
- Power word, blind (C 1s; R 1''/2L; D Spl; A 3' dia; S Nil)
- Serten's spell immunity (C 1t/Crt; R Tch; D 1t/L; A Crts; S Spl)
- Sink (C 8s; R 1''/L; D Spl; A 1 Cr or 1 Obj(1cu''/L; S Spl)
- Symbol (C 8s; R Tch; D Triggered; A Spl; S Spl)
- Trap the soul (C 1s+prep; R 1''; D Pmt; A 1 Cr; S Neg)

- Monster summoning VII (C 9s; R 9''; D 8r+1/L; A Spl; S Nil)
- Mordenkainen's disjunction (C 9s; R 0; D Pmt; A 3''rad; S Nil)
- Power word, kill (C 1s; R 1''/4L; D Pmt; A 2'' dia; S Nil)
- Prismatic sphere (C 7s; R 0; D 1t/L; A 2'' sphere; S Spl)
- Shape change (C 9s; R 0; D 1t/L; A MU; S Nil)
- Succor (C 1-4 days; R Tch; D Spl; A 1 Man; S Nil)
- Tempestcone (C 9s; R Touch; D 1r/L; A 1crt; S Nil)
- Temporal stasis # (C 9s; R 1''; D Pmt; A 1 Cr; S Nil)
- Time stop (C 9s; R 0; D 1-8s+1/2s/L; A 3'' sphere; S Nil)
- Wish (see page 94 Players Handbook for guide)