

# ADD Spell Punchlists

1ST LEVEL	2ND LEVEL	3RD LEVEL
Affect Normal Fires	Alter Self	Blink
Armor	Bind	Clairaudience
Audible Glamer	Blindness	Clairvoyance
Burning Hands	Blur	Delude
<i>Cantrip</i>	Continual Light	<i>Dispel Magic</i>
Change Self	Darkness, 15' Radius	Explosive Runes
Charm Person	Deafness	Flame Arrow
Color Spray	Deeppockets	Fly
Comprehend Languages	Detect Evil	Gust of Wind
Dancing Lights	Detect Invisibility	Haste
Detect Magic	ESP	Hold Person
Enlarge	Fog Cloud	Illusionary Script
Erase	Fool's Gold	Infravision
Feather Fall	Forget	Invisibility, 10' Radius
Find Familiar	Glitterdust	Item
Friends	Hypnotic Pattern	Leomund's Tiny Hut
Gaze Reflection	Imprvd Phantasmal Force	Monster Summoning I
Grease	Invisibility	Phantom Steed
Hold Portal	Irritation	Secret Page
Hypnotism	Knock	Sepia Snake Sigil
Identify	Know Alignment	Slow
Jump	Leomund's Trap	Spectral Force
Light	Levitate	Suggestion
Mending	Locate Object	Tongues
Message	Magic Mouth	Water Breathing
Mount	Melf's Acid Arrow	Wind Wall
Nystul's Magical Aura	Mirror Image	Wraithform
Phantasmal Force	Misdirection	
Read Magic	Protection From Cantrips	
Shocking Grasp	Pyrotechnics	
Sleep	Ray of Enfeeblement	
Spider Climb	Rope Trick	
Spook	Scare	
Taunt	Shatter	
Unseen Servant	Strength	
Ventriloquism	Summon Swarm	
Wizard Mark	Tasha's Unctrl Hid Laugh	
	Whispering Wind	

**+1 on saves vs Illusion**  
**-1 to opponents' saves vs illusion**  
**1 additional illusion spell per spell level available**  
**Remove abjuration, invocation/evocation, and necromancy**

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4TH LEVEL				
Charm Monster				
Confusion				
Detect Scrying				
Dimension Door				
Emotion				
Enchanted Weapon				
Evard's Black Tentacles				
Extension I				
Fear				
Fire Charm				
Fumble				
Hallucinatory Terrain				
Illusionary Wall				
Improved Invisibility				
Leomund's Secure Shelter				
Magic Mirror				
Massmorph				
Minor Creation				
Monster Summoning II				
Phantasmal Killer				
Plant Growth				
Polymorph Other				
Polymorph Self				
Rainbow Pattern				
Rary's Mnemonic Enhancer				
Shadow Monsters				
Solid Fog				
Stoneskin				
Vacancy				
Wizard Eye				

5TH LEVEL				
Advanced Illusion				
Airy Water				
Animal Growth				
Chaos				
Contact Other Plane				
Demishadow Monsters				
Distance Distortion				
Domination				
Extension II				
Fabricate				
False Vision				
Feeblemind				
Hold Monster				
Leomund's Secret Chest				
Major Creation				
Monster Summoning III				
MK's Faithful Hound				
Passwall				
Seeming				
Sending				
Shadow Door				
Shadow Magic				
Stone Shape				
Telekinesis				
Teleport				
Transmute Rock to Mud				
Wall of Force				
Wall of Iron				
Wall of Stone				

6TH LEVEL				
Conjure Animals				
Control Weather				
Demishadow Magic				
Disintegrate				
<i>Enchant an Item</i>				
Ensnarement				
Extension III				
Eyebite				
Geas				
Glassee				
Invisible Stalker				
Legend Lore				
Lower Water				
Mass Suggestion				
Mirage Arcana				
Mislead				
Monster Summoning IV				
Mordenkainen's Lucubration				
Move Earth				
Part Water				
Permanent Illusion				
Programmed Illusion				
Project Image				
Shades				
Stone to Flesh				
Transmute Water to Dust				
True Seeing				
Veil				

7TH LEVEL				
Charm Plants				
Drawmij's Instant Summons				
Duo-Dimension				
Mass Invisibility				
Monster Summoning V				
MK's Magnificent Mansion				
Phase Door				
Power Word, Stun				
Prismatic Spray				
Reverse Gravity				
Shadow Walk				
Simulacrum				
Statue				
Teleport Without Error				
Vanish				
Vision				
Vanish				
Vision				

8TH LEVEL				
Antipathy-Sympathy				
Glassteel				
Mass Charm				
Maze				
Monster Summoning VI				
Otto's Irresistible Dance				
Permanency				
Polymorph Any Object				
Power Word, Blind				
Prismatic Wall				
Screen				
Sink				
Symbol				
Trap the Soul				

9TH LEVEL				
Crystalbrittle				
Foresight				
Gate				
Monster Summoning VII				
Mordenkainen's Disjunction				
Power Word, Kill				
Shape Change				
Succor				
Temporal Stasis				
Time Stop				
Weird				
Wish				