

ADD Spell Punchlists

1ST LEVEL				
Affect Normal Fires				
Alarm				
Armor				
Audible Glamer				
Burning Hands				
Cantrip				
Change Self				
Charm Person				
Chill Touch				
Color Spray				
Comprehend Languages				
Dancing Lights				
Detect Magic				
Detect Undead				
Enlarge				
Erase				
Feather Fall				
Find Familiar				
Friends				
Gaze Reflection				
Grease				
Hold Portal				
Hypnotism				
Identify				
Jump				
Light				
Magic Missile				
Mending				
Message				
Mount				
Nystul's Magical Aura				
Phantasmal Force				
Protection From Evil				
Read Magic				
Shield				
Shocking Grasp				
Sleep				
Spider Climb				
Spook				
Taunt				
Tenser's Floating Disc				
Unseen Servant				
Ventriloquism				
Wall of Fog				
Wizard Mark				

2ND LEVEL				
Alter Self				
Bind				
Blindness				
Blur				
Continual Light				
Darkness, 15' Radius				
Deafness				
Deeppockets				
Detect Evil				
Detect Invisibility				
ESP				
Flaming Sphere				
Fog Cloud				
Fool's Gold				
Forget				
Glitterdust				
Hypnotic Pattern				
Imprvd Phantasmal Force				
Invisibility				
Irritation				
Knock				
Know Alignment				
Leomund's Trap				
Levitate				
Locate Object				
Magic Mouth				
Melf's Acid Arrow				
Mirror Image				
Misdirection				
Protection From Cantrips				
Pyrotechnics				
Ray of Enfeeblement				
Rope Trick				
Scare				
Shatter				
Spectral Hand				
Stinking Cloud				
Strength				
Summon Swarm				
Tasha's Unctrl Hid Laugh				
Web				
Whispering Wind				
Wizard Lock				

3RD LEVEL				
Blink				
Clairaudience				
Clairvoyance				
Delude				
Dispel Magic				
Explosive Runes				
Feign Death				
Fireball				
Flame Arrow				
Fly				
Gust of Wind				
Haste				
Hold Person				
Hold Undead				
Illusionary Script				
Infravision				
Invisibility, 10' Radius				
Item				
Leomund's Tiny Hut				
Lightning Bolt				
Melf's Minute Meteors				
Monster Summoning I				
Non-Detection				
Phantom Steed				
Prot From Evil, 10' Rad				
Prot Normal Missiles				
Secret Page				
Sepia Snake Sigil				
Slow				
Spectral Force				
Suggestion				
Tongues				
Vampiric Touch				
Water Breathing				
Wind Wall				
Wraithform				

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4TH LEVEL				
Charm Monster				
Confusion				
Contagion				
Detect Scrying				
Dig				
Dimension Door				
Emotion				
Enchanted Weapon				
Enervation				
Evard's Black Tentacles				
Extension I				
Fear				
Fire Charm				
Fire Shield				
Fire Trap				
Fumble				
Hallucinatory Terrain				
Ice Storm				
Illusionary Wall				
Improved Invisibility				
Leomund's Secure Shelter				
Magic Mirror				
Massmorph				
Minor Creation				
Minor Globe of Invulnerability				
Monster Summoning II				
Otiluke's Resilient Sphere				
Phantasmal Killer				
Plant Growth				
Polymorph Other				
Polymorph Self				
Rainbow Pattern				
Rary's Mnemonic Enhancer				
Remove Curse				
Shadow Monsters				
Shout				
Solid Fog				
Stoneskin				
Vacancy				
Wall of Fire				
Wall of Ice				
Wizard Eye				

5TH LEVEL				
Advanced Illusion				
Airy Water				
Animal Growth				
Animate Dead				
Avoidance				
Bigby's Interposing Hand				
Chaos				
Cloudkill				
Cone of Cold				
Conjure Elemental				
Contact Other Plane				
Demishadow Monsters				
Dismissal				
Distance Distortion				
Domination				
Dream				
Extension II				
Fabricate				
False Vision				
Feeblemind				
Hold Monster				
Leomund's Lament Belab				
Leomund's Secret Chest				
Magic Jar				
Major Creation				
Monster Summoning III				
MK's Faithful Hound				
Passwall				
Seeming				
Sending				
Shadow Door				
Shadow Magic				
Stone Shape				
Summon Shadow				
Telekinesis				
Teleport				
Transmute Rock to Mud				
Wall of Force				
Wall of Iron				
Wall of Stone				

6TH LEVEL				
Antimagic Shell				
Bigby's Forceful Hand				
Chain Lightning				
Conjure Animals				
Contingency				
Control Weather				
Death Fog				
Death Spell				
Demishadow Magic				
Disintegrate				
Enchant an Item				
Ensnarement				
Extension III				
Eyebite				
Geas				
Glassees				
Globe of Invulnerability				
Guards and Wards				
Invisible Stalker				
Legend Lore				
Lower Water				
Mass Suggestion				
Mirage Arcana				
Mislead				
Monster Summoning IV				
Mordenkainen's Lucubration				
Move Earth				
Otiluke's Freezing Sphere				
Part Water				
Permanent Illusion				
Programmed Illusion				
Project Image				
Reincarnation				
Repulsion				
Shades				
Stone to Flesh				
Tenser's Transformation				
Transmute Water to Dust				
True Seeing				
Veil				

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7TH LEVEL					
Banishment					
Bigby's Grasping Hand					
Charm Plants					
Control Undead					
Delayed Blast Fireball					
Drawmij's Instant Summons					
Duo-Dimension					
Finger of Death					
Forcecage					
Limited Wish					
Mass Invisibility					
Monster Summoning V					
MK's Magnificent Mansion					
Mordenkainen's Sword					
Phase Door					
Power Word, Stun					
Prismatic Spray					
Reverse Gravity					
Sequester					
Shadow Walk					
Simulacrum					
Spell Turning					
Statue					
Teleport Without Error					
Vanish					
Vision					
Vanish					
Vision					

8TH LEVEL					
Antipathy-Sympathy					
Bigby's Clenched Fist					
Binding					
Clone					
Demand					
Glassteel					
Incendiary Cloud					
Mass Charm					
Maze					
Mind Blank					
Monster Summoning VI					
Otiluke's Telekinetic Sphere					
Otto's Irresistible Dance					
Permanency					
Polymorph Any Object					
Power Word, Blind					
Prismatic Wall					
Screen					
Serten's Spell Immunity					
Sink					
Symbol					
Trap the Soul					

9TH LEVEL					
Astral Spell					
Bigby's Crushing Hand					
Crystalbrittle					
Energy Drain					
Foresight					
Gate					
Imprisonment					
Meteor Swarm					
Monster Summoning VII					
Mordenkainen's Disjunction					
Power Word, Kill					
Prismatic Sphere					
Shape Change					
Succor					
Temporal Stasis					
Time Stop					
Weird					
Wish					