

All Dungeons and Dragons Spells

3.0

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Acid Fog	Fog deals 2d6/rnd acid damage	Conj	V,S,M	1 a	Medium	30-ft radius, 20-ft up	1 rnd/lvl	-	Yes	172
<input type="checkbox"/> Aid	+1 att, +1 fear saves, 1d8 temp hps	Ench	V,S,DF	1 a	Touch	One living creature	1 min/lvl	-	Yes	172
<input type="checkbox"/> Air Walk	Target treads on air as if solid	Trans	V,S,DF	1 a	Touch	One creature	10 min/lvl	-	Yes	172
<input type="checkbox"/> Alarm	Wards an area	Abjur	V,S,DF	1 a	Close	25-ft radius	2 hr/lvl (D)	-	-	172
<input type="checkbox"/> Alter Self	Changes appearance	Trans	V,S	1 a	Self	Caster, +10 disguise	10 min/lvl (D)	-	-	172
<input type="checkbox"/> Analyze Dweomer	Reveals magical aspects of target	Div	V,S,F	8 hr	Close	One creature or item	1 rnd/lvl (D)	Special	-	172
<input type="checkbox"/> Animal Friendship	Permanent animal companions	Ench	V,S,M	1 a	Close	One animal	Instantaneous	Will negs	Yes	173
<input type="checkbox"/> Animal Growth	Animal/2 lvls doubles in size, HD	Trans	V,S	1 a	Medium	1 animal/2 lvls	1 min/lvl	-	Yes	173
<input type="checkbox"/> Animal Messenger	Send a tiny animal to specific place	Ench	V,S,M	1 a	Close	One tiny animal	1 day/lvl	-	Yes	173
<input type="checkbox"/> Animal Shapes	1 ally/lvl polymorphs into animal	Trans	V,S,DF	1 a	Close	1 creature/lvl	1 hr/lvl (D)	-	Yes	173
<input type="checkbox"/> Animal Trance	Fascinates 2d6 HD of animals	Ench	V,S	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Yes	173
<input type="checkbox"/> Animate Dead	Creates skeletons and zombies	Necro	V,S,M	1 a	Touch	HD/lvl	Instantaneous	-	-	174
<input type="checkbox"/> Animate Objects	Items attack your foes	Trans	V,S	1 a	Medium	1 cu ft/lvl	1 rnd/lvl	-	-	174
<input type="checkbox"/> Animate Rope	Rope moves at your command	Trans	V,S	1 a	Medium	1 ropelike item	1 rnd/lvl	-	-	174
<input type="checkbox"/> Antilife Shell	10-ft field excludes living creatures	Abjur	V,S,DF	Round	10-ft	10-ft radius	10 min/lvl (D)	-	Yes	175
<input type="checkbox"/> Antimagic Field	Negates magic within 10-ft	Abjur	V,S,M	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Spec	175
<input type="checkbox"/> Antipathy	Item or location repels creatures	Ench	V,S,M	1 hr	Close	Location or item	2 hr/lvl	Will part	Yes	175
<input type="checkbox"/> Arcane Eye	Floating eye, moves 30ft/rnd	Div	V,S,M	10 min	Unlimited	30-ft/rnd or 10-ft/rnd	1 hr/lvl	-	-	175
<input type="checkbox"/> Arcane Lock	Magically locks a portal or chest	Abjur	V,S,M	1 a	Touch	Size 30 sq ft/lvl	Permanent	-	-	176
<input type="checkbox"/> Arcane Mark	Inscribes a personal rune	Univ	V,S	1 a	Touch	Rune or mark	Permanent	-	-	176
<input type="checkbox"/> Astral Projection	Projects you & co into astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	176
<input type="checkbox"/> Atonement	Removes burden of past misdeeds	Abjur	Special	1 hr	Touch	One living creature	Instantaneous	-	Yes	176
<input type="checkbox"/> Augury	Learns if an action is good or bad	Div	V,S,F	1 a	Self	Caster	Instantaneous	-	-	177
<input type="checkbox"/> Awaken	Animal/tree gains human intellect	Trans	V,SF,XP	1 day	Touch	Animal or tree	Instantaneous	Will negs	Yes	177
<input type="checkbox"/> Bane	Enemies suffer -1 att, -1 vs fear	Ench	V,S,DF	1 a	50-ft	Enemies within 50-ft	1 min/lvl	Will negs	Yes	177
<input type="checkbox"/> Banishment	Banishes 2 HD/lvl creatures	Abjur	V,S,F	1 a	Close	Extraplanner creatures	Instantaneous	Will negs	Yes	177
<input type="checkbox"/> Barkskin	+3 Natural AC, +4@6th, +5@12th	Trans	V,S,DF	1 a	Touch	One living creature	10 min/lvl	-	Yes	177
<input type="checkbox"/> Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	One creature	Permanent	Will negs	Yes	178
<input type="checkbox"/> Bigby's Clenched Fist	Large hand attacks, 1d8+12 & stun	Evoc	V,S,F	1 a	Medium	Att lvl+abi mod+10	1 rnd/lvl	- / Fort	Yes	178
<input type="checkbox"/> Bigby's Crushing Hand	Grapple, push, crush 2d6+12 dmg	Evoc	V,S,M,F	1 a	Medium	Att lvl+abi mod+11	1 rnd/lvl (D)	-	Yes	178
<input type="checkbox"/> Bigby's Forceful Hand	Hand pushes creatures away	Evoc	V,S,F	1 a	Medium	Bull rush, Str chk +14	1 rnd/lvl (D)	-	Yes	178
<input type="checkbox"/> Bigby's Grasping Hand	Provides cover, pushes, grapples	Evoc	V,S,F	1 a	Medium	Attack lvl+abi mod+9	1 rnd/lvl (D)	-	Yes	178
<input type="checkbox"/> Bigby's Interposing Hand	90% cover against one opponent	Evoc	V,S,F	1 a	Medium	AC 20, HP as caster	1 rnd/lvl	-	Yes	178
<input type="checkbox"/> Binding	Techniques to imprison a creature	Ench	V,S,M	1 min	Close	One living creature	Special (D)	Will negs	Yes	179
<input type="checkbox"/> Blade Barrier	Blades deal 1d6 damage/lvl	Evoc	V,S	Round	Medium	Up to 30-ft radius	10 min/lvl	Ref negs	Yes	179
<input type="checkbox"/> Blasphemy	Kills, paralyzes, weakens nonevil	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	179
<input type="checkbox"/> Bless	Allies gains +1 att, +1 vs fear	Ench	V,S,DF	1 a	50-ft	Allies within 50-ft	1 min/lvl	-	Yes	180
<input type="checkbox"/> Bless Water	Make holy water	Trans	V,S,M	1 min	Touch	Water flask	Instantaneous	Will negs	Yes	180
<input type="checkbox"/> Bless Weapon	Blesses weapon against evil foes	Trans	V,S	1 a	Touch	Weapon	1 min/lvl	-	-	180
<input type="checkbox"/> Blindness / Deafness	Makes target blind or deaf	Trans	V	1 a	Medium	One living creature	Permanent (D)	Fort negs	Yes	180
<input type="checkbox"/> Blink	Randomly vanish and reappear	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	180
<input type="checkbox"/> Blur	Attacks miss target 20% of time	Illus	V	1 a	Touch	½ concealment	1 min/lvl	Will negs	Yes	181
<input type="checkbox"/> Break Enchantment	Frees target from enchantments	Abjur	V,S	1 min	Close	1 creat/lvl, within 30ft	Instantaneous	Special	-	181
<input type="checkbox"/> Bull's Strength	Target gains 1d4+1 Str	Trans	V,S,M	1 a	Touch	One creature	1 hr/lvl	Will negs	Yes	181
<input type="checkbox"/> Burning Hands	1d4 fire dmg/lvl (5d4)	Trans	V,S	1 a	10-ft	Semicirc 10-ft long	Instantaneous	Ref half	Yes	181
<input type="checkbox"/> Call Lightning	Lightning (1d10/lvl) during storms	Evoc	V,S	10 min	Long	Special	10 min/lvl	Ref half	Yes	182
<input type="checkbox"/> Calm Animals	Calms 2d4+1/lvl HD of animals etc.	Ench	V,S	1 a	Close	Within 30-ft	1 min/lvl	Will negs	Yes	182
<input type="checkbox"/> Calm Emotions	Calms 1d6/lvl targets	Ench	V,S,DF	1 a	Medium	Max 30-ft apart	Conc, 1 rnd/lvl (D)	Will negs	Yes	182
<input type="checkbox"/> Cat's Grace	Target Gains 1d4+1 Dex	Trans	V,S,M	1 a	Touch	One creature	1 hr/lvl	-	Yes	182
<input type="checkbox"/> Cause Fear	One creature flees for 1d4 rnds	Necro	V,S	1 a	Close	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes	182
<input type="checkbox"/> Chain Lightning	1d6 damage/level, secondary bolts	Evoc	V,S,F	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Yes	182
<input type="checkbox"/> Change Self	Changes your appearance	Illus	V,S	1 a	Self	You, 1 ft size change	10 min/lvl (D)	-	-	183
<input type="checkbox"/> Changestaff	Your staff becomes a treant	Trans	V,S,F	Round	Touch	Staff	1 hr/lvl (D)	-	-	183
<input type="checkbox"/> Chaos Hammer	Hammer deals 1d8/2lvl to law/ntrl	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Will half	Yes	183
<input type="checkbox"/> Charm Monster	Monster believes you are allied	Ench	V,S	1 a	Close	One living creature	1 day/lvl	Will negs	Yes	183
<input type="checkbox"/> Charm Person	Makes one person your friend	Ench	V,S	1 a	Close	1 person	1 hr/lvl	Will negs	Yes	183
<input type="checkbox"/> Charm Person or Animal	Makes person/animal your friend	Ench	V,S	1 a	Close	Person or animal	1 hr/lvl	Will negs	Yes	183
<input type="checkbox"/> Chill Metal	Cold metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes	183
<input type="checkbox"/> Chill Touch	1 touch/lvl deals 1d6 dmg, -1 Str	Necro	V,S	1 a	Touch	One creature/lvl	Instantaneous	Fort part	Yes	184
<input type="checkbox"/> Circle of Death	Kills 1d4 HD/level	Necro	V,S,M	1 a	Medium	50-ft radius burst	Instantaneous	Fort negs	Yes	184
<input type="checkbox"/> Circle of Doom	Deals 1d8+1/lvl dmg to all dirs	Necro	V,S	1 a	20-ft	Within 20-ft rad	Instantaneous	Fort half	Yes	184
<input type="checkbox"/> Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	Div	V,S,F	1 a	Special	Magical sensor	1 min/lvl (D)	-	-	184
<input type="checkbox"/> Cloak of Chaos	+4 AC, +4 res, SR 25 vs lawful	Abjur	V,S,F	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	184
<input type="checkbox"/> Clone	Clone awakens when original dies	Necro	V,S,M,F	10 min	Touch	One clone	Instantaneous	-	-	184
<input type="checkbox"/> Cloudkill	Kills 1-3 HD, 4-6 HD Fort save / die	Conj	V,S	1 a	Medium	30-ft wide, dmg 1d10	1 min/lvl	Special	Yes	185
<input type="checkbox"/> Color Spray	Knocks unconscious etc. 1d6 creats	Illus	V,S,M	1 a	Close	Cone	Instantaneous	Will negs	Yes	185
<input type="checkbox"/> Command	One target obeys command 1 rnd	Ench	V	1 a	Close	One living creature	1 round	Will negs	Yes	186
<input type="checkbox"/> Command Plants	Plants animate and entangle	Ench	V	1 a	Close	Plants, plant creats	1 day/lvl or 1 hr/lvl	Special	Spec	186
<input type="checkbox"/> Commune	Deity answers 1 y/n-question/level	Div	V,SDFXP	10 min	Self	Caster	1 rnd/lvl	-	-	186
<input type="checkbox"/> Commune with Nature	Learn about terrain for 1 mile/level	Div	V,S	10 min	Self	Caster	Instantaneous	-	-	186
<input type="checkbox"/> Comprehend Languages	Understands all languages	Div	V,S,M	1 a	Self	250 words/min	10 min/lvl	-	-	186
<input type="checkbox"/> Cone of Cold	1d6 cold damage/lvl (15d6)	Evoc	V,S,M	1 a	Close	Cone, dmg 1d6/lvl	Instantaneous	Ref half	Yes	186
<input type="checkbox"/> Confusion	Targets become confused, 1 rnd/lvl	Ench	V,S,M	1 a	Medium	Creatures in 15-ft	1 rnd/lvl	Will negs	Yes	186
<input type="checkbox"/> Consecrate	Fill area with positive energy	Evoc	V,S,DF	1 a	Close	20-ft radius	2 hr/lvl	-	-	187
<input type="checkbox"/> Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Self	Caster	Concentrate	-	-	187
<input type="checkbox"/> Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	187
<input type="checkbox"/> Contingency	Sets trigger condition for spell	Evoc	V,S,M,F	10+min	Self	Caster	1 day/lvl / dischrgd	-	-	187
<input type="checkbox"/> Continual Flame	Permanent heatless torch	Illus	V,S,M	1 a	Touch	Illusory flame	Permanent	-	-	188
<input type="checkbox"/> Control Plants	Talk and control plants and fungi	Trans	V,S,DF	1 a	Close	Within 25+5-ft/2 lvls	1 min/lvl	Will negs	-	188

<input type="checkbox"/>	Control Undead	Undead don't attack	Necro	V,S,M	1 a	Close	2 HD of undead/lvl	1 min/lvl	Will negs	Yes	188
<input type="checkbox"/>	Control Water	Raises, lowers or parts water	Trans	V,S,DF	1 a	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	-	-	188
<input type="checkbox"/>	Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile radius	4d12 hours	-	-	188
<input type="checkbox"/>	Control Winds	Change wind direction and speed	Trans	V,S	1 a	40-ft/lvl	40-ft/lvl radius	10 min/lvl	Fort negs	-	189
<input type="checkbox"/>	Create Food and Water	Feeds 3 humans (or horse) / level	Conj	V,S	10 min	Close	For 1 day	24 hours	-	-	189
<input type="checkbox"/>	Create Greater Undead	Mummy, spectre, vampire, ghost	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	189
<input type="checkbox"/>	Create Undead	Ghoul, shadow, ghast, wight,wraith	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	189
<input type="checkbox"/>	Create Water	Creates 2 gallons/lvl of pure water	Conj	V,S	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	189
<input type="checkbox"/>	Creeping Doom	Carpet of insects at your command	Conj	V,S	Round	Close	Insect fill 10-ft radius	1 min/lvl	-	-	190
<input type="checkbox"/>	Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/>	Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/>	Cure Minor Wounds	Cures 1 point of damage	Conj	V,S	1 a	Touch	One creature	Instantaneous	-	-	190
<input type="checkbox"/>	Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/>	Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/>	Curse Water	Make unholy water	Trans	V,S,M	1 min	Touch	Water flask	Instantaneous	Will negs	Yes	190
<input type="checkbox"/>	Dancing Lights	Figment torches or other lights	Illus	V,S	1 a	Medium	10-ft radius	1 min	Will disblf	-	190
<input type="checkbox"/>	Darkness	Supernatural darkness	Evoc	V,M	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	190
<input type="checkbox"/>	Darkvision	See 60-ft in total darkness	Trans	V,S,M	1 a	Touch	See 60-ft in dark	1 hr/lvl	-	Yes	190
<input type="checkbox"/>	Daylight	60-ft radius of bright light	Evoc	V,S	1 a	Touch	Item 60-ft radius	10 min/lvl	-	-	191
<input type="checkbox"/>	Daze	Humanoid loses next action	Ench	V,S,M	1 a	Close	1 humanoid to 4 HD	1 rnd	Will negs	Yes	191
<input type="checkbox"/>	Death Knell	Gain 1d8 temp hp, +2 Str, +1 level	Necro	V,S	1 a	Touch	One living creature	10 min / creat HD	Will negs	Yes	191
<input type="checkbox"/>	Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	One living creature	10 min/lvl	-	Yes	191
<input type="checkbox"/>	Deathwatch	Sees how wounded targets are	Necro	V,S	1 a	Close	Quarter circle	10 min/lvl	-	-	191
<input type="checkbox"/>	Deeper Darkness	Supernatural darkness	Evoc	V,S	1 a	Touch	Item 60-ft radius	1 day/lvl	-	-	191
<input type="checkbox"/>	Delay Poison	Stops poison from harming target	Conj	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Fort negs	Yes	191
<input type="checkbox"/>	Delayed Blast Fireball	1d6 fire damage/level, delay 5 rnds	Evoc	V,S,M	1 a	Long	20-ft radius	Up 5 rounds	Ref half	Yes	191
<input type="checkbox"/>	Demand	Send a message with a suggestion	Ench	V,S,M	10 min	Special	One creature	1 round	Will part	Yes	191
<input type="checkbox"/>	Desecrate	Fill area with negative energy	Evoc	VSM,DF	1 a	Close	20-ft radius	2 hr/lvl	-	Yes	192
<input type="checkbox"/>	Destruction	Kills target destroy remains or 10d6	Necro	V,S,F	1 a	Close	One creature	Instantaneous	Fort part	Yes	192
<input type="checkbox"/>	Detect Animals or Plants	Detects special animals or plant	Div	V,S	1 a	Long	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/>	Detect Chaos	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/>	Detect Evil	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/>	Detect Good	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/>	Detect Law	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/>	Detect Magic	Detects spells and magic items	Univ	V,S	1 a	60-ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
<input type="checkbox"/>	Detect Poison	Detects poison in creature or item	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	193
<input type="checkbox"/>	Detect Scrying	Alerts of magical eavesdropping	Div	V,S,M	1 a	120-ft	120-ft radius	24 hours	-	-	193
<input type="checkbox"/>	Detect Secret Doors	Reveals hidden doors within 60-ft	Div	V,S	1 a	60-ft	Quarter circle	Conc, 1min/lvl (D)	-	-	193
<input type="checkbox"/>	Detect Snares and Pits	Reveals natural or primitive traps	Div	V,S	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	194
<input type="checkbox"/>	Detect Thoughts	Detect surface thoughts	Div	V,S,F	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	Will negs	-	194
<input type="checkbox"/>	Detect Undead	Reveals undead within 60-ft	Div	V,S,DF	1 a	60-ft	Quarter circle	Conc, 1min/lvl (D)	-	-	194
<input type="checkbox"/>	Dictum	Kills, paralyzes, weakens nonlawful	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	194
<input type="checkbox"/>	Dimension Door	Teleports you and up to 500 lb	Trans	V	1 a	Long	50 lb/lvl	Instantaneous	Special	Spec	195
<input type="checkbox"/>	Dimensional Anchor	Stops extradimensional movement	Abjur	V,S	1 a	Medium	Ray	1 min/lvl	-	Yes	195
<input type="checkbox"/>	Diminish Plants	Reduces size of plants	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	195
<input type="checkbox"/>	Discern Lies	Reveals deliberate falsehoods	Div	V,S,DF	1 a	Close	1/lvl,max30ft apart	Conc, 1 rnd/lvl	Will negs	-	195
<input type="checkbox"/>	Discern Location	Exact location of creature of item	Div	V,S	10 min	Unlimited	One creature	Instantaneous	-	-	195
<input type="checkbox"/>	Disintegrate	Disintegrates creat/obj or 5d6 dmg	Trans	V,S,M	1 a	Medium	Ray, 10-ft cube	Instantaneous	Fort part	Yes	195
<input type="checkbox"/>	Dismissal	Force creature back to native plane	Abjur	V,S,F	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	196
<input type="checkbox"/>	Dispel Chaos	+4 AC against chaotic attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrtd	Special	Spec	196
<input type="checkbox"/>	Dispel Evil	+4 AC against evil attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrtd	Special	Spec	196
<input type="checkbox"/>	Dispel Good	+4 AC against good attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrtd	Special	Spec	196
<input type="checkbox"/>	Dispel Law	+4 AC against lawful attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrtd	Special	Spec	196
<input type="checkbox"/>	Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
<input type="checkbox"/>	Displacement	Attacks miss target 50% of time	Illus	V,M	1 a	Touch	One creature	1 rnd/lvl	Will negs	Yes	197
<input type="checkbox"/>	Disrupt Undead	Deals 1d6 damage to one undead	Necro	V,S	1 a	Close	Ray	Instantaneous	-	Yes	197
<input type="checkbox"/>	Divination	Provides useful advice for actions	Div	V,S,M	10 min	Self	Caster	Instantaneous	-	-	197
<input type="checkbox"/>	Divine Favor	You gain att, dmg bonus +1/3 lvls	Evoc	V,S,DF	1 a	Self	Caster	1 min	-	-	197
<input type="checkbox"/>	Divine Power	Fighter's Att bonus, 18 Str, 1 hp/lvl	Evoc	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	197
<input type="checkbox"/>	Dominate Animal	Animal obeys mental commands	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl	Will negs	Yes	197
<input type="checkbox"/>	Dominate Monster	Control creatures telepathically	Ench	V,S	1 a	Medium	One creature	1 day/lvl	Will negs	Yes	197
<input type="checkbox"/>	Dominate Person	Controls humanoids telepathically	Ench	V,S	1 a	Medium	Medium or smaller	1 day/lvl	Will negs	Yes	197
<input type="checkbox"/>	Doom	-2 on attacks, dmg, saves, skills	Ench	V,S,DF	1 a	Medium	One living creature	1 min/lvl	Will negs	Yes	198
<input type="checkbox"/>	Drawmij's Instant Summons	Prepared items appears in hand	Conj	V,S,M	1 a	Special	Weight up to 10 lb	Perm until dischrtd	-	-	198
<input type="checkbox"/>	Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	One living creature	Special	-	Yes	198
<input type="checkbox"/>	Earthquake	Intense tremor shakes 5-ft/lvl rad	Evoc	V,S,DF	1 a	Long	5-ft/lvl radius	1 rnd	Special	-	198
<input type="checkbox"/>	Elemental Swarm	Summons 2d4 Large, 1d4 Huge	Conj	V,S	10 min	Medium	2+ summoned creats	10 min/lvl (D)	-	-	198
<input type="checkbox"/>	Emotion	Arouses strong emotion in target	Ench	V,S	1 a	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes	199
<input type="checkbox"/>	Endurance	Gain 1d4+1 Con	Trans	V,S,DF	1 a	Touch	One creature	1 hr/lvl	-	Yes	199
<input type="checkbox"/>	Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	One creature	24 hours	-	Yes	199
<input type="checkbox"/>	Energy Drain	Target gains 2d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	Fort negs	Yes	199
<input type="checkbox"/>	Enervation	Target gains 1d4 negative levels	Necro	V,S	1 a	Medium	Negative energy ray	Instantaneous	-	Yes	199
<input type="checkbox"/>	Enlarge	Item or creature grows +10%/lvl	Trans	V,S,M	1 a	Close	One creature or item	1 min/lvl	Fort negs	Yes	200
<input type="checkbox"/>	Entangle	Plants entangle in 40-ft radius	Trans	V,S,DF	1 a	Long	40-ft radius	1 min/lvl	Ref	-	200
<input type="checkbox"/>	Enthrall	Captivates all within medium range	Ench	V,S	Round	Medium	Creatures in range	Up to 1 hour	Will negs	Yes	200
<input type="checkbox"/>	Entropic Shield	Ranged attacks miss 20% of time	Abjur	V,S	1 a	Self	Caster	1 min/lvl	-	-	200
<input type="checkbox"/>	Erase	Mundane or magical writing vanish	Trans	V,S	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	200
<input type="checkbox"/>	Ethereal Jaunt	Become ethereal for 1 round/level	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	201
<input type="checkbox"/>	Etherealness	Become ethereal with companions	Trans	V,S	1 a	Touch	You + 1 creat/3 lvls	1 min/lvl (D)	-	Yes	201
<input type="checkbox"/>	Evard's Black Tentacles	1d4+1/lvl tentacles, AC 16, 1 HP/lvl	Conj	V,S,M	1 a	Medium	Str 19, att +1/lvl	1 hr/lvl	-	-	201
<input type="checkbox"/>	Expeditious Retreat	Doubles your speed	Trans	V,S	1 a	Self	You, speed/jump x2	1 min/lvl (D)	-	-	202
<input type="checkbox"/>	Explosive Runes	Deals 6d6 damage when read	Abjur	V,M	1 a	Touch	Max 10lb item	Until dischrtd (D)	Special	Yes	202
<input type="checkbox"/>	Eyebite	Charm, fear, sicken or sleep target	Trans	V,S	1 a	Close	Caster	1 rnd/3 lvls	Special	Yes	202
<input type="checkbox"/>	Fabricate	Transform raw material into items	Trans	V,S,M	Special	Close	Up to 10 cu ft/lvl	Instantaneous	-	-	202

<input type="checkbox"/>	Faerie Fire	Outlines with light, blur etc.	Evoc	V,S,DF	1 a	Long	Creatures in 5-ft	1 min/lvl	-	Yes	202
<input type="checkbox"/>	False Vision	Fools scrying with an illusion	Illus	V,S,M	1 a	Close	25-ft + 5-ft/2 lvls	1 min/lvl	-	-	202
<input type="checkbox"/>	Fear	Targets panic for 1 rnd/lvl	Necro	V,S,M	1 a	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes	203
<input type="checkbox"/>	Feather Fall	Items or creatures fall slowly	Trans	V	Freeact	Close	10-ft rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes	203
<input type="checkbox"/>	Feeblemind	Target's Int drops to 1	Ench	V,S,M	1 a	Medium	One creat's Int to 1	Instantaneous	Will, spec	Yes	203
<input type="checkbox"/>	Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Prsl,touch	One creature	10 min/lvl	-	-	203
<input type="checkbox"/>	Find Traps	Notice traps as rogue does	Div	V,S	1 a	Medium	Caster	1 min/lvl	-	-	203
<input type="checkbox"/>	Finger of Death	Kills one target or dmg 3d6+1/lvl	Necro	V,S	1 a	Close	One living creature	Instantaneous	Fort part	Yes	203
<input type="checkbox"/>	Fire Seeds	Acorn and berries become bombs	Conj	V,S,M	1 a	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	Yes	204
<input type="checkbox"/>	Fire Shield	Creatures attacking take 1d6+1/lvl	Evoc	V,S,M	1 a	Self	Caster	1 rnd/lvl (D)	-	-	205
<input type="checkbox"/>	Fire Storm	Deals 1d6 damage/lvl (20d6)	Evoc	V,S	Round	Medium	2 10-ft cubes/level	Instantaneous	Refl half	Yes	205
<input type="checkbox"/>	Fire Trap	Opened item deals 1d4+1/lvl	Abjur	V,S,M	10 min	Touch	Item	Perm until dischrtd	Refl half	Yes	205
<input type="checkbox"/>	Fireball	Burst of flame 1d6 dmg/lvl (10d6)	Evoc	V,S,M	1 a	Long	20-ft radius	Instantaneous	Refl half	Yes	203
<input type="checkbox"/>	Flame Arrow	Projectiles or bolts (4d6 dmg)	Conj	V,S,M	1 a	Medium	Proj/lvl or bolt/4 lvls	1 rnd / inst	-, Ref half	Yes	205
<input type="checkbox"/>	Flame Blade	Blade attack deals 1d8+1/2 lvls	Evoc	V,S,DF	1 a	Touch	Swordlike beam	1 min/lvl (D)	-	Yes	205
<input type="checkbox"/>	Flame Strike	Smites foes with divine fire 1d6/lvl	Evoc	V,S,DF	1 a	Medium	10-ft rad,40-ft high	Instantaneous	Ref half	Yes	205
<input type="checkbox"/>	Flaming Sphere	Burning globe, 2d6 dmg, 30-ft mve	Evoc	V,S,DF	1 a	Medium	3-ft sphere	1 rnd/lvl	Ref negs	Yes	206
<input type="checkbox"/>	Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	206
<input type="checkbox"/>	Flesh to Stone	Turns target into stone	Trans	V,S,M	1 a	Medium	One creature	Instantaneous	Fort negs	Yes	206
<input type="checkbox"/>	Fly	Target flies at 90-ft/round	Trans	V,S,F	1 a	Touch	One creature	10 min/lvl	-	Yes	206
<input type="checkbox"/>	Fog Cloud	Fog limits vision to 5-ft	Conj	V,S	1 a	Medium	30-ft radius	10 min/lvl	-	-	206
<input type="checkbox"/>	Forbiddance	Denies area to creats of alignment	Abjur	VSM,DF	6 rnds	Medium	60-ft cube/level	Permanent	Special	Yes	206
<input type="checkbox"/>	Forcecage	Cube of force imprisons all inside	Evoc	V,S,M	1 a	Close	20-ft cube/10-ft cube	2 hr/lvl	-	-	207
<input type="checkbox"/>	Foresight	6th sense warns of danger	Div	V,S,M	1 a	Prsl,touch	Special	10 min/lvl	-	-	207
<input type="checkbox"/>	Freedom	Freed from movement restrictions	Abjur	V,S,M	1 a	Special	One creature	Instantaneous	-	Yes	207
<input type="checkbox"/>	Freedom of Movement	Target move despite impediments	Abjur	VSM,DF	1 a	Prsl,touch	One creature	10 min/lvl	-	-	207
<input type="checkbox"/>	Gaseous Form	Target insubstantial, can fly slowly	Trans	S,M	1 a	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	-	-	207
<input type="checkbox"/>	Gate	Connects two planes for travel	Conj	V,S	1 a	Medium	Special	Instantaneous	-	-	207
<input type="checkbox"/>	Geas / Quest	Command any creature	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrtd	-	Yes	208
<input type="checkbox"/>	Gentle Repose	Preserves one corpse	Necro	V,S,M	1 a	Touch	One dead creature	1 day/lvl	Will negs	Yes	208
<input type="checkbox"/>	Ghost Sound	Figment sounds	Illus	V,S,M	1 a	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-	209
<input type="checkbox"/>	Ghoul Touch	Paralyzes one target	Necro	V,S,M	1 a	Touch	Stench 10-ft rad	1d6+2 rnds	Fort negs	Yes	209
<input type="checkbox"/>	Giant Vermin	Turn insects into giant vermin	Trans	V,S,DF	1 a	Close	1-3 vermin	1 min/lvl	-	Yes	209
<input type="checkbox"/>	Glitterdust	Blinds creatures, outlines invisible	Conj	V,S,M	1 a	Medium	Creatures in 10-ft	1 rnd/lvl	Will negs	Yes	209
<input type="checkbox"/>	Globe of Invulnerability	Stops 1-4 level spell effects	Abjur	V,S,M	1 a	10-ft	10-ft radius sphere	1 rnd/lvl	-	-	209
<input type="checkbox"/>	Glyph of Warding	Symbol dmg activater 1d8/2lv (5)	Abjur	V,S,M	10 min	Touch	Item / 5 sq ft/lvl	Until discharged	Special	Yes	209
<input type="checkbox"/>	Goodberry	2d4 berries each cure 1 hp	Trans	V,S,DF	1 a	Touch	2d4 fresh berries	1 day/lvl	-	Yes	210
<input type="checkbox"/>	Grease	Makes 10-ft square or obj slippery	Conj	V,S,M	1 a	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-	210
<input type="checkbox"/>	Greater Command	Commands target/level	Ench	V	1 a	Close	One creature/lvl	1 round	Will negs	Yes	210
<input type="checkbox"/>	Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
<input type="checkbox"/>	Greater Glyph of Warding	Up to 10d8 damage or 6th lvl spell	Abjur	V,S,M	10 min	Touch	Item / 5 sq ft/lvl	Until discharged	Special	Yes	210
<input type="checkbox"/>	Greater Magic Fang	Weapon gets +1 att/dmg per 3 lvls	Trans	V,S,DF	1 a	Close	One living creature	1 hr/lvl	Will negs	Yes	210
<input type="checkbox"/>	Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,DF	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will negs	Yes	210
<input type="checkbox"/>	Greater Planar Ally	Exchange services, 24 HD outsider	Conj	V,S,M	10 min	Close	Up to 24 HD	Instantaneous	-	-	221
<input type="checkbox"/>	Greater Planar Binding	Traps outsider for task, 24 HD	Conj	V,S,M	10 min	Close	Up to 24 HD	Instantaneous	Will negs	Yes	211
<input type="checkbox"/>	Greater Restoration	Restores all levels & ability scores	Necro	V,S,XP	10 min	Touch	One creature	Instantaneous	Will negs	Yes	211
<input type="checkbox"/>	Greater Scrying	Spies on target from a distance	Div	V,S	1 a	Special	Magical sensor	1 hr/lvl	-	-	211
<input type="checkbox"/>	Greater Shadow Conjunction	Mimics conjuring, up to 4th level	Illus	V,S	1 a	Special	Special	Special	Special	-	211
<input type="checkbox"/>	Greater Shadow Evocation	Mimics evocation up to 5th level	Illus	V,S	1 a	Special	Special	Special	Will disblf	Yes	211
<input type="checkbox"/>	Guards and Wards	Magic effects protects area	Abjur	V,S,M,F	30 min	Special	Up to 200 sq ft/lvl	2 hr/lvl	-	Spec	211
<input type="checkbox"/>	Guidance	+1 on 1 attack roll, save or check	Div	V,S	1 a	Touch	One creature	1 min / discharged	-	Yes	211
<input type="checkbox"/>	Gust Of Wind	Blows away or knocks down creats	Evoc	V,S,F	1 a	Medium	10-ft wide, 10-ft high	1 rnd	Fort negs	Yes	212
<input type="checkbox"/>	Hallow	Designates location as holy	Evoc	VSM,DF	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	212
<input type="checkbox"/>	Hallucinatory Terrain	Makes terrain appear like another	Illus	V,S,M	10 min	Long	One 30-ft cube/lvl	2 hr/lvl	Will disblf	-	212
<input type="checkbox"/>	Halt Undead	Immobilizes undead for 1 rnd/lvl	Necro	V,S,M	1 a	Medium	1-3 undead	1 rnd/lvl	Special	Yes	212
<input type="checkbox"/>	Harm	Target loses all but 1d4 hp	Necro	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	212
<input type="checkbox"/>	Haste	Extra partial action, +4 AC	Trans	V,S,M	1 a	Close	One creature	1 rnd/lvl	Fort negs	Yes	212
<input type="checkbox"/>	Heal	Cures all dmg,diseases and mental	Conj	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	213
<input type="checkbox"/>	Heal Mount	Heals paladin's special mount	Conj	V,S	1 a	Touch	Mount	Instantaneous	-	Yes	213
<input type="checkbox"/>	Healing Circle	Cures 1d8+1/lvl dmg in all dirs	Conj	V,S	1 a	20-ft	20-ft radius burst	Instantaneous	Fort half	Yes	213
<input type="checkbox"/>	Heat Metal	Hot metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes	213
<input type="checkbox"/>	Helping Hand	Ghostly hand leads target to you	Evoc	V,S,DF	1 a	5 miles	Ghostly hand	1 hr/lvl	-	-	213
<input type="checkbox"/>	Heroes' Feast	Food for 1 creat/lvl cures & blesses	Evoc	V,S,DF	10 min	Close	Feast for 1/lvl	1 hr + 12 hr	-	Yes	213
<input type="checkbox"/>	Hold Animal	Target becomes paralyzed	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes	214
<input type="checkbox"/>	Hold Monster	Target becomes paralyzed	Ench	V,S,M	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	214
<input type="checkbox"/>	Hold Person	Target becomes paralyzed	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes	214
<input type="checkbox"/>	Hold Portal	Holds door shut	Abjur	V	1 a	Medium	20 sq ft/lvl	1 min/lvl	-	-	214
<input type="checkbox"/>	Holy Aura	+4 AC, +4 res, SR 25 vs evil	Abjur	V,S,F	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	214
<input type="checkbox"/>	Holy Smite	1d8/2lvl to evil, half to neutral	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Ref half	Yes	214
<input type="checkbox"/>	Holy Sword	Weapon +5, double dmg vs evil	Evoc	V,S	1 a	Touch	Weapon	1 rnd/lvl	-	-	215
<input type="checkbox"/>	Holy Word	Kills, paralyzes, weakens nongood	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	215
<input type="checkbox"/>	Horrid Wilting	Deals 1d8 dmg/lvl (25d8)	Necro	V,S,M	1 a	Long	Max 60-ft apart	Instantaneous	Fort half	Yes	215
<input type="checkbox"/>	Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creats	Illus	V,S,M	1 a	Medium	15-ft radius	Conc +2 rnds	Will negs	Yes	215
<input type="checkbox"/>	Hypnotism	Fascinates 2d4 HD of creats	Ench	V,S	1 a	Close	Max 30-ft apart	2d4 rnds (D)	Will negs	Yes	215
<input type="checkbox"/>	Ice Storm	Hail deals 5d6 dmg in cylinder 40-ft	Evoc	V,S,M	1 a	Long	20-ft rad, 3d6+2d6	Instantaneous	-	Yes	216
<input type="checkbox"/>	Identify	Determines feature of magic item	Div	V,S,M	8 hr	Touch	1 item/lvl	Instantaneous	-	-	216
<input type="checkbox"/>	Illusory Script	Only designated can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level	Will negs	Yes	216
<input type="checkbox"/>	Illusory Wall	Wall, floor or ceiling looks real	Illus	V,S	1 a	Close	1 x 10 x 10-ft	Permanent	Will disblf	-	216
<input type="checkbox"/>	Imbue with Spell Ability	Transfer spells to target	Evoc	V,S,DF	10 min	Touch	One creature	Until discharged	Will negs	Yes	216
<input type="checkbox"/>	Implosion	Kills one creature/round	Evoc	V,S	1 a	Close	1 corporeal creat/rnd	Conc, up to 4 rnds	Fort negs	Yes	216
<input type="checkbox"/>	Imprisonment	Entombs target beneath the earth	Abjur	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	217
<input type="checkbox"/>	Improved Invisibility	Target can attack & stay invisible	Illus	V,S	1 a	Prsl,touch	One creature	1 min/lvl (D)	Will negs	--	217
<input type="checkbox"/>	Incendiary Cloud	Cloud deals 4d6 fire damage/round	Conj	V,S	1 a	Medium	30-ft wide, 20-ft high	1 rnd/lvl	Relf half	Yes	217
<input type="checkbox"/>	Inflict Critical Wounds	Deal 4d8+1/lvl (+20)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217

<input type="checkbox"/>	Inflict Light Wounds	Deal 1d8+1/lvl dmg (+5)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
<input type="checkbox"/>	Inflict Minor Wounds	Deal 1 dmg	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
<input type="checkbox"/>	Inflict Moderate Wounds	Deal 2d8+1/lvl dmg (+10)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
<input type="checkbox"/>	Inflict Serious Wounds	Deal 3d8+1/lvl (+15)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
<input type="checkbox"/>	Insanity	Target suffer continuous confusion	Ench	V,S	1 a	Medium	One living creature	Instantaneous	Will negs	Yes	217
<input type="checkbox"/>	Insect Plague	Insect swarm	Conj	V,S,DF	Round	Long	180-ft wide,60-ft high	1 min/lvl	Special	-	217
<input type="checkbox"/>	Invisibility	Invisible until attacks	Illus	V,S,M	1 a	Prsl,touch	One creature or item	10 min/lvl (D)	Will negs	Yes	218
<input type="checkbox"/>	Invisibility Purge	Dispels invisibility within 5-ft/level	Evoc	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	218
<input type="checkbox"/>	Invisibility Sphere	Invisibility to all in 10-ft	Illus	V,S,M	1 a	Prsl,touch	10-ft radius	10 min/lvl (D)	Will negs	Yes	218
<input type="checkbox"/>	Invisibility to Animals	Animals can't perceive 1 target/lvl	Abjur	S,DF	1 a	Touch	One creature/lvl	10 min/lvl	-	Yes	218
<input type="checkbox"/>	Invisibility to Undead	Undead can't perceive 1 target/lvl	Abjur	V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Yes	218
<input type="checkbox"/>	Iron Body	Your body becomes living iron	Trans	V,S,M	1 a	Self	50/+3, Str+6,Dex-6	1 min/lvl (D)	-	-	218
<input type="checkbox"/>	Ironwood	Magical wood is strong as steel	Trans	V,S	1 min/lb	Touch	5 lb of wood/lvl	1 day/level (D)	-	-	219
<input type="checkbox"/>	Jump	Target gains +30 on jump checks	Trans	V,S,M	1 a	Touch	One creature	1 min/lvl (D)	-	Yes	219
<input type="checkbox"/>	Keen Edge	Doubles weapon's threat range	Trans	V,S	1 a	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes	219
<input type="checkbox"/>	Knock	Open locked or magic sealed doors	Trans	V	1 a	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-	219
<input type="checkbox"/>	Know Direction	You discern North	Div	V,S	1 a	Self	Caster	Instantaneous	-	-	219
<input type="checkbox"/>	Legend Lore	Learn tales about person or place	Div	V,S,M,F	Special	Self	Caster	Special	-	-	219
<input type="checkbox"/>	Leomund's Secret Chest	Hides chest on Ethereal plane	Conj	V,S,F	10 min	Special	Up to 1 cu.ft. / lvl	60 days / dischrge	-	-	220
<input type="checkbox"/>	Leomund's Secure Shelter	Creates a sturdy cottage	Conj	V,S,M	10 min	Close	20-ft sq structure	2 hr/lvl (D)	-	-	220
<input type="checkbox"/>	Leomund's Tiny Hut	Creates shelter for 10 creatures	Evoc	V,S,M	1 a	20-ft	20-ft radius	2 hr/lvl (D)	-	-	220
<input type="checkbox"/>	Leomund's Trap	Makes items seem trapped	Illus	V,S,M	1 a	Touch	Item	Permanent	-	-	221
<input type="checkbox"/>	Lesser Geas	Commands target 7 HD or less	Ench	V	1 a	Close	Create up to 7 HD	1 day/lvl / dischrge	Will negs	Yes	221
<input type="checkbox"/>	Lesser Planar Ally	Outsider 8 HD exchanges services	Conj	V,S,DF	10 min	Close	One creature	Instantaneous	-	-	221
<input type="checkbox"/>	Lesser Planar Binding	Traps outsider for task (8 HD)	Conj	V,S	10 min	Close	One creature	Instantaneous	Will negs	Yes	221
<input type="checkbox"/>	Lesser Restoration	Restores ability scores	Conj	V,S	3 rnds	Touch	One creature	Instantaneous	Will negs	Yes	222
<input type="checkbox"/>	Levitate	Target moves up/down	Trans	V,S,F	1 a	Prsl,close	100 lb/lvl, move 20-ft	10 min/lvl (D)	-	-	222
<input type="checkbox"/>	Light	Item shines like a torch 20-ft glow	Evoc	V,DF	1 a	Touch	One item	10 min/lvl (D)	-	-	222
<input type="checkbox"/>	Lightning Bolt	Electricity deals 1d6 dmg/lvl	Evoc	V,S,M	1 a	Medium	5-ft or 10-ft wide	Instantaneous	Refl half	Yes	222
<input type="checkbox"/>	Limited Wish	Alters reality – within spell limits	Univ	V,S,XP	1 a	Special	Special	Special	-	Yes	222
<input type="checkbox"/>	Liveoak	Oak becomes treant guardian	Trans	V,S	10 min	Touch	Tree	1 day/level (D)	-	-	222
<input type="checkbox"/>	Locate Creature	Sense direction of familiar creature	Div	V,S,M	1 a	Long	Circle 400-ft + 40/lvl	10 min/lvl	-	-	223
<input type="checkbox"/>	Locate Object	Sense direction of item	Div	V,S,F	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	223
<input type="checkbox"/>	Mage Armor	Give target +4 AC	Conj	V,S,F	1 a	Touch	One creature	1 hr/lvl (D)	Will negs	Yes	223
<input type="checkbox"/>	Mage Hand	Telekinesis of 5-lb item	Trans	V,S	1 a	Close	Nonmagical item	Concentrate	-	-	223
<input type="checkbox"/>	Magic Circle against Chaos	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	223
<input type="checkbox"/>	Magic Circle against Evil	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	223
<input type="checkbox"/>	Magic Circle against Good	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	223
<input type="checkbox"/>	Magic Circle against Law	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	223
<input type="checkbox"/>	Magic Fang	Natural weapon +1 att/dmg	Trans	V,S,DF	1 a	Touch	One living creature	1 min/lvl	Will negs	Yes	223
<input type="checkbox"/>	Magic Jar	Enables possession of creature	Necro	V,S,F	1 a	Medium	One creature	1 hr/lvl	Will negs	Yes	224
<input type="checkbox"/>	Magic Missile	1d4+1 dmg, +1 missile lvls 3,5,7,9	Evoc	V,S	1 a	Medium	Max 15-ft apart	Instantaneous	-	Yes	224
<input type="checkbox"/>	Magic Mouth	Speaks once when triggered	Illus	V,S,M	1 a	Close	One creature or item	Perm until dischrge	Will negs	Yes	224
<input type="checkbox"/>	Magic Stone	3 stones +1 attack,1d6+1 dmg	Trans	V,S,DF	1 a	Touch	Vs undead 2d6+2	30 min or dischrge	Will negs	Yes	225
<input type="checkbox"/>	Magic Vestment	Armor/shield gains +1/3 levels	Trans	V,S,DF	1 a	Touch	+1/3 lvls (+5)	1 hr/lvl	Will negs	Yes	225
<input type="checkbox"/>	Magic Weapon	Weapon gains +1 bonus	Trans	V,S,DF	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/>	Major Creation	Create stone or metal item	Conj	V,S,M	10 min	Close	Stone, crystal etc.	Special	-	-	225
<input type="checkbox"/>	Major Image	Illusion plus sound, smell, thermal	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Conc + 3 rnds	Will disblf	-	225
<input type="checkbox"/>	Make Whole	Repairs an item	Trans	V,S	1 a	Close	Up to 10 cu ft/lvl	Instantaneous	Will negs	Yes	225
<input type="checkbox"/>	Mark of Justice	Designates act that triggers curse	Trans	V,S,DF	10 min	Touch	One creature	Permanent	-	Yes	225
<input type="checkbox"/>	Mass Charm	Charm creatures, max 30-ft apart	Ench	V	1 a	Close	HD twice of level	1 day/lvl	Will negs	Yes	226
<input type="checkbox"/>	Mass Haste	Extra partial action, affects 1/lvl	Trans	V,S,M	1 a	Close	Create/lvl, 30-ft apart	1 rnd/lvl	Fort negs	Yes	226
<input type="checkbox"/>	Mass Heal	Heal several targets	Conj	V,S	1 a	Close	Max 30-ft apart	Instantaneous	-	Yes	226
<input type="checkbox"/>	Mass Invisibility	Invisibility, affects all in range	Illus	V,S,M	1 a	Long	180-ft apart	10 min/lvl (D)	-	-	226
<input type="checkbox"/>	Mass Suggestion	Compels target/lvl to follow	Ench	V,M	1 a	Medium	Create/lvl, 30-ft apart	1 hr/lvl	Will negs	Yes	226
<input type="checkbox"/>	Maze	Trap target extradimensional space	Conj	V,S	1 a	Close	One creature	Special	-	-	226
<input type="checkbox"/>	Meld into Stone	You & possessions meld into stone	Trans	V,S,DF	1 a	Self	Caster	10 min/lvl	-	-	226
<input type="checkbox"/>	Melf's Acid Arrow	2d4 dmg for 1 rnd+1 rnd/3 lvls	Conj	V,S,M	1 a	Long	2d4 dmg, max 7 rnd	1 rnd + 1 rnd/3 lvls	-	Yes	227
<input type="checkbox"/>	Mending	Makes minor repairs on an item	Trans	V,S	1 a	10-ft	Item up to 1 lbs	Instantaneous	Will negs	Yes	227
<input type="checkbox"/>	Message	Whispered conversation at distance	Trans	V,S,F	1 a	Medium	One creature/lvl	10 min/lvl	-	-	227
<input type="checkbox"/>	Meteor Swarm	Deals 24d6 fire dmg plus bursts	Evoc	V,S	1 a	Long	Dmg 6d6 / 3d6	Instantaneous	- / Ref half	Yes	228
<input type="checkbox"/>	Mind Blank	Resist mind effecting magic	Abjur	V,S	1 a	Close	One creature	1 day	Will negs	Yes	228
<input type="checkbox"/>	Mind Fog	Fog target's mind, -10 Wis/Will sve	Ench	V,S	1 a	Medium	20-ft cube	30 min + 2d6 rnds	Will negs	Yes	228
<input type="checkbox"/>	Minor Creation	Creates one cloth or wood item	Conj	V,S,M	1 min	0-ft	Item, 1 cu ft/lvl	1 hr/lvl	-	-	228
<input type="checkbox"/>	Minor Globe of Invulnerability	Stops 1-3 level spell effects	Abjur	V,S,M	1 a	10-ft	10-ft radius sphere	1 rnd/lvl	-	-	228
<input type="checkbox"/>	Minor Image	Minor illusion with some sound	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will disblf	-	228
<input type="checkbox"/>	Miracle	Request miracle from diety	Evoc	V,S,XP	1 a	Special	Special	Special	Special	Yes	228
<input type="checkbox"/>	Mirage Arcana	Make terrain appear like another	Illus	V,S	1 a	Long	20-ft cube/lvl	Conc + 1 hr/lvl (D)	Will disblf	-	229
<input type="checkbox"/>	Mirror Image	1d4 + 1/3 lvls caster images (8)	Illus	V,S	1 a	Self	Caster	1 min/lvl	-	-	229
<input type="checkbox"/>	Misdirection	Misdirect information of divinations	Illus	V,S	1 a	Close	Size 10-ft cube	1 hr/lvl	Will negs	-	230
<input type="checkbox"/>	Mislead	Improved invisibility and illusion	Illus	S	1 a	Close	Self	1 rnd/lvl	Will disblf	-	230
<input type="checkbox"/>	Modify Memory	Changes 5 minutes of memories	Ench	V,S	1 a	Close	One living creature	Permanent	Will negs	Yes	230
<input type="checkbox"/>	Mordenkainen's Disjunction	Dispels magic, disenchants items	Abjur	V	1 a	Close	30-ft radius burst	Instantaneous	Will negs	-	230
<input type="checkbox"/>	Mordenkainen's Lucubration	Recalls 1-5th level spell	Trans	V,S	1 a	Self	Caster	Instantaneous	-	-	231
<input type="checkbox"/>	Mordenkainen's Magnificent Mansion	Extradimensional dwelling	Conj	V,S,F	1 a	Close	3 10-ft cubes/lvl	2 hr/lvl	-	-	231
<input type="checkbox"/>	Mordenkainen's Sword	Magic blade, 4d6+3 dmg, 19-20/x2	Evoc	V,S,F	1 a	Close	Att bonus lvl+abi+3	1 rnd/lvl (D)	-	Yes	231
<input type="checkbox"/>	Mordenkainen's Faithful Hound	Guards 30-ft bark, 5-ft att, +10 Att, 2d6+3 dmg	Conj	V,S,M	1 a	Close	Phantom watchdog	1 hr/lvl or 1 rnd/lvl	-	-	230
<input type="checkbox"/>	Mount	Summons riding horse or pony	Conj	V,S,M	Round	Close	One mount	2 hr/lvl	-	-	231
<input type="checkbox"/>	Move Earth	Digs trenches and builds hills	Trans	V,S,M	Special	Long	750-ft sq, 10-ft deep	Instantaneous	-	-	231

<input type="checkbox"/>	Negative Energy Protection	Target resists level and ability drains	Abjur	V,S	1 a	Touch	One living creature	1 rnd/lvl	Will negs	Yes	231
<input type="checkbox"/>	Neutralize Poison	Detoxifies venom in or on target	Conj	V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232
<input type="checkbox"/>	Nightmare	Restless sleep dealing 1d10 dmg	Illus	V,S	10 min	Unlimited	One living creature	Instantaneous	Will negs	Yes	232
<input type="checkbox"/>	Nondetection	Masks target to scrying & divination	Abjur	V,S,M	1 a	Touch	One creature or item	1 hr/lvl	Will negs	Yes	232
<input type="checkbox"/>	Nystul's Magic Aura	Grants false magic aura	Illus	V,S,F	1 a	Touch	Item, weight 5 lb/lvl	1 day/lvl	-	-	232
<input type="checkbox"/>	Nystul's Undetectable Aura	Masks magic item's aura	Illus	V,S,F	1 a	Touch	Item, weight 5 lb/lvl	1 day/level	-	-	232
<input type="checkbox"/>	Obscure Object	Masks item to scrying & divination	Abjur	V,S,M	1 a	Touch	Item to 100 lb/lvl	8 hours	Will negs	Yes	232
<input type="checkbox"/>	Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	30-ft	30-ft radius, 20-ft up	1 min/lvl	-	-	233
<input type="checkbox"/>	Open/Close	Opens/closes small or light things	Trans	V,S,F	1 a	Close	Item not locked	Instantaneous	Will negs	Yes	233
<input type="checkbox"/>	Order's Wraith	1d8/2lvl to chaotic, half to neutral	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Ref half	Yes	233
<input type="checkbox"/>	Otiluke's Freezing Sphere	10-ft radius, 6d6 damage	Evoc	V,S,F	1 a	Special	Special	Special	Special	Yes	233
<input type="checkbox"/>	Otiluke's Resilient Sphere	Sphere protects but traps target	Evoc	V,S,M	1 a	Close	1-ft diam/lvl sphere	1 min/lvl	Ref negs	Yes	233
<input type="checkbox"/>	Otiluke's Telekinetic Sphere	Movable sphere protects but traps target	Evoc	V,S,M	1 a	Close	1 ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Yes	233
<input type="checkbox"/>	Otto's Irresistible Dance	Forces target to dance	Ench	V	1 a	Touch	One living creature	1d4+1 rnds	-	Yes	234
<input type="checkbox"/>	Pass without Trace	Leaves no tracks, trail or scent	Trans	V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl	Will negs	Yes	234
<input type="checkbox"/>	Passwall	Passage in wooden or stone wall	Trans	V,S,M	1 a	Close	5 x 8 ft, 1 ft/lvl deep	1 hr/lvl (D)	-	-	234
<input type="checkbox"/>	Permanency	Makes certain spells permanent	Univ	V,S,XP	2 rnd	Special	Special	Special	-	-	234
<input type="checkbox"/>	Permanent Image	Create static illusionary scene	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Permanent (D)	Will disblf	-	235
<input type="checkbox"/>	Persistent Image	Create repeating illusionary scene	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	1 min/lvl (D)	Will disblf	-	235
<input type="checkbox"/>	Phantasmal Killer	Illusion kills target or 3d6 dmg	Illus	V,S	1 a	Medium	One living creature	Instantaneous	Will disblf	Yes	235
<input type="checkbox"/>	Phantom Steed	Horselike creature,AC18, HP7+1/lvl	Conj	V,S	10 min	0-ft	One creature	1 hr/lvl	-	-	235
<input type="checkbox"/>	Phase Door	Passage in wooden or stone wall	Conj	V	1 a	Touch	5 x 8 ft, 1 ft deep	1 usage/2 lvls	-	-	235
<input type="checkbox"/>	Planar Ally	Outsider 16 HD exchanges services	Conj	V,S,DF	10 min	Close	Creatures	Instantaneous	-	-	235
<input type="checkbox"/>	Planar Binding	Traps outsider for task (16 HD)	Conj	V,S,M	10 min	Close	Creatures	Instantaneous	Will negs	Yes	235
<input type="checkbox"/>	Plane Shift	Targets travel to another plane	Trans	V,S,F	1 a	Touch	1-8 willing creatures	Instantaneous	Will negs	Yes	236
<input type="checkbox"/>	Plant Growth	Grows vegetation, improves crops	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	236
<input type="checkbox"/>	Poison	Touch 1d10 Con dmg, repeats 1min	Necro	V,S,DF	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	236
<input type="checkbox"/>	Polymorph Any Object	Changes target into anything else	Trans	V,S,M	1 a	Close	One creature or item	Special	Special	Spec	236
<input type="checkbox"/>	Polymorph Other	Transform target into new form	Trans	V,S,M	1 a	Medium	One creature	Permanent	Fort negs	Yes	236
<input type="checkbox"/>	Polymorph Self	You assume a new form	Trans	V	1 a	Self	Caster	1 hr/lvl (D)	-	-	237
<input type="checkbox"/>	Power Word, Blind	Blinds 200 hp worth of creatures	Conj	V	1 a	Close	Creatures in 15-ft	P/1d4+1 m/1d4 r	-	Yes	237
<input type="checkbox"/>	Power Word, Kill	Kills 1 target or many below 21 hp	Conj	V	1 a	Close	1 creat or 15-ft radius	Instantaneous	-	Yes	237
<input type="checkbox"/>	Power Word, Stun	Stuns creature up to 150 hp	Conj	V	1 a	Close	1 creat up to 150 hp	4d4/2d4/1d4 rnds	-	Yes	237
<input type="checkbox"/>	Prayer	Allies +1 att,dmg,saves,skills /en -1	Conj	V,S,DF	1 a	30-ft	Allies/foes 30-ft rad	1 rnd/lvl	-	Yes	238
<input type="checkbox"/>	Prestidigitation	Performs minor tricks	Univ	V,S	1 a	10-ft	Lift 1 lbs etc. tricks	1 hr	-	-	238
<input type="checkbox"/>	Prismatic Sphere	Surrounds on all sides with effects	Abjur	V	1 a	10-ft	10-ft radius sphere	10 min/lvl	-	Yes	238
<input type="checkbox"/>	Prismatic Spray	Rays hit with random effects	Evoc	V,S	1 a	Close	Cone	Instantaneous	Special	Yes	238
<input type="checkbox"/>	Prismatic Wall	Wall's colors have array of effects	Abjur	V,S	1 a	Close	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Spec	238
<input type="checkbox"/>	Produce Flame	1d4+1/2 lvls damage, touch/throw	Evoc	V,S	1 a	Touch	Damage 1d4+1/2 lvls	1 rnd/lvl (D)	-	Yes	238
<input type="checkbox"/>	Programmed Image	Event triggered illusionary scene	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Till used	Will disblf	-	239
<input type="checkbox"/>	Project Image	Illusory double can talk, cast spells	Illus	V,S,M	1 a	Medium	Shadow duplicate	1 rnd/lvl (D)	Will disblf	-	239
<input type="checkbox"/>	Protection from Arrows	Ranged damage reduction 10/+1 absorbs 10/level (100)	Abjur	V,S,F	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	240
<input type="checkbox"/>	Protection from Chaos	+2 AC & saves vs chaotic creatures	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/>	Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	One creature	10 min/lvl	-	Yes	240
<input type="checkbox"/>	Protection from Evil	+2 AC & saves vs evil creatures	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/>	Protection from Good	+2 AC & saves vs good creatures	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/>	Protection from Law	+2 AC & saves vs lawful creatures	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/>	Protection from Spells	+8 resistance bonus to saves	Abjur	VSM,F	1 a	Touch	1 creat/4 lvls	10 min/lvl	Will negs	Yes	240
<input type="checkbox"/>	Prying Eyes	Sensors see 120-ft all around	Div	V,S,M	1 min	1 mile	1d4 eyes + 1/lvl	1 hr/lvl	-	-	240
<input type="checkbox"/>	Purify Food and Drink	Purifies 1 cu ft/lvl of food or water	Univ	V,S	1 a	10-ft	1 cu ft/lvl	Instantaneous	Will negs	Yes	241
<input type="checkbox"/>	Pyrotechnics	Fire into blinding light or smoke	Trans	V,S,M	1 a	Long	Up to 20-ft cube	1d4+1 rnds	Special	Spec	241
<input type="checkbox"/>	Rainbow Pattern	Prevent 24 HD creats attacking	Illus	(V),SMF	1 a	Medium	15-ft radius sphere	Conc +1 rnd/lvl (D)	Will negs	Yes	241
<input type="checkbox"/>	Raise Dead	Restores life to target in 1 day/lvl	Conj	VSM,DF	1 min	Touch	One dead creature	Instantaneous	-	Yes	242
<input type="checkbox"/>	Random Action	Creature acts randomly for 1 round	Ench	V,S,DF	1 a	Close	One living creature	1 round	Will negs	Yes	242
<input type="checkbox"/>	Rary's Mnemonic Enhancer	Store 1-3 1-3 lvl spell or retain cast	Trans	V,S,M,F	10 min	Self	Caster	Instantaneous	-	-	242
<input type="checkbox"/>	Rary's Telepathic Bond	Link lets allies communicate	Div	V,S,M	1 a	Close	1 creat/3 lvls	10 min/lvl	-	-	242
<input type="checkbox"/>	Ray of Enfeeblement	Reduces Str by 1d6+1/2lvls (+5)	Necro	V,S	1 a	Close	Ray, max penalty -5	1 min/lvl	Fort negs	Yes	242
<input type="checkbox"/>	Ray of Frost	1d3 cold damage	Conj	V,S	1 a	Close	Ray	Instantaneous	-	Yes	243
<input type="checkbox"/>	Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	243
<input type="checkbox"/>	Reduce	Item or creature shrinks 10%/lvl	Trans	V,S,M	1 a	Close	10 cu.ft / lvl	1 min/lvl	Fort negs	Yes	243
<input type="checkbox"/>	Refuge	Transport item's possessor to you	Trans	V,S,M	1 a	Touch	Item	Perm until dischrtd	-	-	243
<input type="checkbox"/>	Regenerate	Target's severed limbs grow back	Conj	V,S,DF	3Round	Touch	One living creature	Instantaneous	Fort negs	Yes	244
<input type="checkbox"/>	Reincarnate	Dead target back in random body	Trans	V,S,DF	10 min	Touch	One dead creature	Instantaneous	-	-	244
<input type="checkbox"/>	Remove Blindness / Deafness	Cure normal or magical conditions	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	244
<input type="checkbox"/>	Remove Curse	Frees item or person from curse	Abjur	V,S	1 a	Touch	One creature or item	Instantaneous	Will negs	Yes	244
<input type="checkbox"/>	Remove Disease	Cures all diseases affecting target	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	244
<input type="checkbox"/>	Remove Fear	+4 on fear saves, +1 target/4 lvls	Abjur	V,S	1 a	Close	Max 30-ft apart	10 min	Will negs	Yes	245
<input type="checkbox"/>	Remove Paralysis	Frees creats from parlys/hold/slow	Conj	V,S	1 a	Close	1:neg,2:+4,3-4:+2	Instantaneous	Will negs	Yes	245
<input type="checkbox"/>	Repel Vermin	Insects stay 10-ft away	Abjur	V,S,DF	1 a	10-ft	10-ft radius	10 min/lvl	Will negs	Yes	245
<input type="checkbox"/>	Repel Wood	Pushes away wooden items	Trans	V,S	1 a	Medium	120-ft wide,10-ft high	1 min/lvl	-	-	245
<input type="checkbox"/>	Repulsion	Creatures can't approach you	Abjur	V,S,DF	1 a	10-ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes	245
<input type="checkbox"/>	Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	-	Yes	246
<input type="checkbox"/>	Resistance	Target gains +1 on saves	Abjur	V,S,DF	1 a	Touch	One creature	1 min	Will negs	Yes	245
<input type="checkbox"/>	Restoration	Restores ability, neg lvls, 1 exp lvl	Conj	V,S	3 rnds	Touch	One creature	Instantaneous	Will negs	Yes	246
<input type="checkbox"/>	Resurrection	Restores life to target	Conj	VSM,DF	10 min	Touch	One dead creature	Instantaneous	-	Yes	246
<input type="checkbox"/>	Reverse Gravity	Items and creatures fall upward	Trans	V,S,M	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	246
<input type="checkbox"/>	Righteous Might	Your size increases, Str +4 etc.	Trans	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	246
<input type="checkbox"/>	Rope Trick	Up to 8 creats in extradim space	Trans	V,S,M	1 a	Touch	Climb DC 5	1 hr/lvl (D)	-	-	246
<input type="checkbox"/>	Rusting Grasp	Your touch corrodes iron and alloys	Trans	V,S,DF	1 a	Touch	Ferrous obj/creat	Special	-	-	247
<input type="checkbox"/>	Sanctuary	Opponents cannot attack you	Abjur	V,S,DF	1 a	Touch	One creature	1 rnd/lvl	Will negs	-	247
<input type="checkbox"/>	Scare	Panics creatures up to 5 HD	Necro	V,S,M	1 a	Medium	All creatures 15-ft rad	1 rnd/lvl	Will negs	Yes	247

<input type="checkbox"/>	Screen	Hides area from vision, scrying	Illus	V,S	10 min	Close	30-ft cube/lvl	1 day	Special	-	247
<input type="checkbox"/>	Scrying	Spies on target from a distance	Div	V,S,M,F	1 hr	Special	Magical sensor	1 min/lvl	-	-	247
<input type="checkbox"/>	Sculpt Sound	Creates new sounds or changes	Trans	V,S	1 a	Close	1 creat or obj/lvl	1 hr/lvl (D)	Will negs	Yes	248
<input type="checkbox"/>	Searing Light	Dmg 1d8/2 lvls, undead 1d6/1d8/lvl	Evoc	V,S	1 a	Medium	Ray	Instantaneous	-	Yes	248
<input type="checkbox"/>	Secret Page	Changes page to hide real content	Trans	V,S,M	10 min	Touch	Up to 3 sq ft in size	Permanent	-	-	248
<input type="checkbox"/>	See Invisibility	See invisible creatures or items	Div	V,S,M	1 a	Medium	Cone	10 min/lvl (D)	-	-	248
<input type="checkbox"/>	Seeming	Change appearance, person/2 lvls	Illus	V,S	1 a	Close	1 person/2 lvls	12 hr	Special	Spec	248
<input type="checkbox"/>	Sending	Delivers short message anywhere	Evoc	V,S,DF	10 min	Special	One creature	1 round	-	-	248
<input type="checkbox"/>	Sepia Snake Sigil	Symbol that immobilizes reader	Conj	V,S,M	10 min	Touch	Book or written work	Perm or discharged	Ref negs	-	249
<input type="checkbox"/>	Sequester	Target invisible to sight & scrying	Abjur	V,S,M	1 a	Touch	One creature or item	1 day/lvl (D)	Will negs	Yes	249
<input type="checkbox"/>	Shades	Mimics conjuring up to 5th level	Illus	V,S	1 a	Special	Special	Special	Special	-	249
<input type="checkbox"/>	Shadow Conjunction	Mimics conjuring up to 3rd level	Illus	V,S	1 a	Special	Special	Special	Special	-	249
<input type="checkbox"/>	Shadow Evocation	Mimics evocation up to 4th level	Illus	V,S	1 a	Special	Special	Special	Will disblf	Yes	250
<input type="checkbox"/>	Shadow Walk	Step into shadow to travel rapidly	Illus	V,S	1 a	Touch	One creature/lvl	1 hr/lvl (D)	Will negs	Yes	250
<input type="checkbox"/>	Shambler	Summons 1d4+2 to fight for you	Conj	V,S	1 a	Medium	3+ shamblers	7 days/months (D)	-	-	250
<input type="checkbox"/>	Shapechange	Transform into new form	Trans	V,S,F	1 a	Self	Caster	10 min/lvl	-	-	250
<input type="checkbox"/>	Shatter	Sonic vibration damages items	Evoc	V,S,M	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
<input type="checkbox"/>	Shield	Disc covers, blocks magic missiles	Abjur	V,S	1 a	Self	¾ cover	1 min/lvl (D)	-	-	251
<input type="checkbox"/>	Shield of Faith	Aura grants +2 or higher deflection	Abjur	V,S,M	1 a	Touch	+2 deflect +1/6 lvls	1 min/lvl	Will negs	Yes	251
<input type="checkbox"/>	Shield of Law	+4 AC, +4 res, SR 25 vs chaotic	Abjur	V,S,F	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	251
<input type="checkbox"/>	Shield Other	You take half of target's damage	Abjur	V,S,F	1 a	Close	+1 AC, +1 saves	1 hr/lvl (D)	Will negs	Yes	251
<input type="checkbox"/>	Shillelagh	Weapon +1 att, damage 1d10+1	Trans	V,S,DF	1 a	Touch	Oak club/quarterstaff	1 min/lvl	Will negs	Yes	251
<input type="checkbox"/>	Shocking Grasp	Touch delivers 1d8+1/lvl electricity	Trans	V,S	1 a	Touch	+3 att if wears metal	Until discharged	-	Yes	251
<input type="checkbox"/>	Shout	Deafens all within cone, 2d6 dmg	Evoc	V	1 a	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes	252
<input type="checkbox"/>	Shrink Item	Item shrinks to one-twelfth size	Trans	V,S	1 a	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will negs	Yes	252
<input type="checkbox"/>	Silence	Negates sound in 15-ft radius	Illus	V,S	1 a	Long	15-ft radius	1 min/lvl	Will negs	Yes	252
<input type="checkbox"/>	Silent Image	Creates minor illusion of item	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Concentrate	Will disblf	-	252
<input type="checkbox"/>	Simulacrum	Partially real double of creature	Illus	VSM,XP	12 hr	Touch	One duplicate	Instantaneous	-	-	252
<input type="checkbox"/>	Slay Living	Kills target else 3d6 + 1/lvl dmg	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort part	Yes	252
<input type="checkbox"/>	Sleep	Put 2d4 HD of creats into slumber	Ench	V,S,DF	1 a	Medium	Living in 15-ft radius	1 min/lvl	Will negs	Yes	252
<input type="checkbox"/>	Sleet Storm	Hampers vision and movement	Conj	V,S,M	1 a	Long	40-ft, 20-ft high	1 rnd/lvl	Ref part	-	253
<input type="checkbox"/>	Slow	1/lvl only partial actions, -2 AC/att	Trans	V,S,M	1 a	Close	1 creat/lvl, 30-ft apart	1 rnd/lvl	Will negs	Yes	253
<input type="checkbox"/>	Snares	Creates magical booby trap	Trans	V,S,DF	3 rnds	Touch	Vine, rope or thong	Until triggered	-	-	253
<input type="checkbox"/>	Soften Earth and Stone	Stone to clay or dirt to sand/mud	Trans	V,S,DF	1 a	Close	10-ft sq/lvl	Instantaneous	-	-	253
<input type="checkbox"/>	Solid Fog	Blocks vision and slows movement	Conj	V,S,M	1 a	Medium	Fog 30-ft rad, 20 high	1 min/lvl	-	-	253
<input type="checkbox"/>	Soul Bind	Traps soul to prevent resurrection	Necro	V,S,F	1 a	Close	One dead creature	Permanent	Will negs	-	254
<input type="checkbox"/>	Sound Burst	1d8 sonic damage, may stun 1 rnd	Evoc	V,S,DF	1 a	Close	10-ft radius	Instantaneous	Will part	Yes	254
<input type="checkbox"/>	Speak with Animals	Communicate with animals	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	254
<input type="checkbox"/>	Speak with Dead	Corpse answers 1 question/2 lvls	Necro	V,S,DF	10 min	10-ft	One dead creature	1 min/lvl	Will negs	-	254
<input type="checkbox"/>	Speak with Plants	Talk to plants and plant creatures	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	254
<input type="checkbox"/>	Spectral Hand	Disembodied glowing hand to att	Necro	V,S	1 a	Medium	Lose 1d4 HP, +2 att	1 min/lvl (D)	-	-	254
<input type="checkbox"/>	Spell Immunity	Target immune to 1 spell/4 levels	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	255
<input type="checkbox"/>	Spell Resistance	Target gains SR 12+level	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	255
<input type="checkbox"/>	Spellstaff	Stores one spell in quarterstaff	Trans	V,S,F	10 min	Touch	Woodstaff	Perm/dischrgd (D)	Will neg	Yes	255
<input type="checkbox"/>	Spell Turning	Reflect 1d4+6 spell levels back	Abjur	V,S,M	1 a	Self	1d4+6 levels affected	Expend. / 10min/lvl	-	-	255
<input type="checkbox"/>	Spider Climb	Grants ability to walk on walls	Trans	V,S,M	1 a	Touch	At half its speed	10 min/lvl	Will negs	Yes	255
<input type="checkbox"/>	Spike Growth	1d4 dmg/5-ft move, may be slowed	Trans	V,S,DF	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Yes	255
<input type="checkbox"/>	Spike Stones	1d8 dmg/5-ft move, may be slowed	Trans	V,S,DF	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Yes	255
<input type="checkbox"/>	Spiritual Weapon	Attacks by itself, 1d8 damage	Evoc	V,S,DF	1 a	Medium	Magical weapon	1 rnd/lvl (D)	-	Yes	256
<input type="checkbox"/>	Statue	Target can become statue at will	Trans	V,S,M	1 a	Touch	Gains hardness 8	1 hr/lvl (D)	Will negs	Yes	256
<input type="checkbox"/>	Status	Monitors condition, position of allies	Div	V,S	1 a	Touch	One creature/3 lvls	1 hr/lvl	Will negs	Yes	256
<input type="checkbox"/>	Stinking Cloud	Nauseating vapors, 1 rnd/lvl	Conj	V,S,M	1 a	Medium	30-ft rad, 20-ft high	1 rnd/lvl	Fort negs	Yes	257
<input type="checkbox"/>	Stone Shape	Sculpts stone into any form	Trans	V,S,DF	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	257
<input type="checkbox"/>	Stone to Flesh	Restores petrified creature	Trans	V,S,M	1 a	Medium	1-3 ft diam, 10-ft long	Instantaneous	Fort negs	Yes	257
<input type="checkbox"/>	Stoneskin	Gives damage reduction 10/+5	Abjur	V,S,M	1 a	Touch	Takes 10/lvl, max 150	10 min/lvl	Will negs	Yes	257
<input type="checkbox"/>	Stone Tell	Talk to natural or worked stone	Div	V,S,DF	10 min	Self	Caster	1 min/lvl	-	-	257
<input type="checkbox"/>	Storm of Vengeance	Storm rains acid, lightning, hail	Conj	V,S	Round	Long	360-ft radius cloud	Conc, max 10 rnds	Special	Yes	257
<input type="checkbox"/>	Suggestion	Compels target to follow	Ench	V,M	1 a	Close	One living creature	1 hr/lvl	Will negs	Yes	257
<input type="checkbox"/>	Summon Monster I	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	1 summoned creature	1 rnd/lvl (D)	-	-	258
<input type="checkbox"/>	Summon Monster II	Calls outsider to fight for you	Conj	V,S,F	Round	Close	2:1 1:1d3	1 rnd/lvl (D)	-	-	258
<input type="checkbox"/>	Summon Monster III	Calls outsider to fight for you	Conj	V,S,F	Round	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/>	Summon Monster IV	Calls outsider to fight for you	Conj	V,S,F	Round	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/>	Summon Monster IX	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/>	Summon Monster V	Calls outsider to fight for you	Conj	V,S,F	Round	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/>	Summon Monster VI	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/>	Summon Monster VII	Calls outsider to fight for you	Conj	V,S,F	Round	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/>	Summon Monster VIII	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/>	Summon Nature's Ally I	Calls creature to fight for you	Conj	V,S,DF	Round	Close	1 summoned creature	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/>	Summon Nature's Ally II	Calls creature to fight for you	Conj	V,S,DF	Round	Close	2:1 1:1d3	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/>	Summon Nature's Ally III	Calls creature to fight for you	Conj	V,S,DF	Round	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/>	Summon Nature's Ally IV	Calls creature to fight for you	Conj	V,S,DF	Round	Close	4:1 3:1d3 1-2:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/>	Summon Nature's Ally V	Calls creature to fight for you	Conj	V,S,DF	Round	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/>	Summon Nature's Ally VI	Calls creature to fight for you	Conj	V,S,DF	Round	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/>	Summon Nature's Ally VII	Calls creature to fight for you	Conj	V,S,DF	Round	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	260
<input type="checkbox"/>	Summon Nature's Ally VIII	Calls creature to fight for you	Conj	V,S,DF	Round	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	261
<input type="checkbox"/>	Summon Nature's Ally IX	Calls creature to fight for you	Conj	V,S,DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	261
<input type="checkbox"/>	Summon Swarm	Swarm of crawling or flying creats	Conj	V,S,M	Round	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-	261
<input type="checkbox"/>	Sunbeam	Blinds, 3d6 dmg, 1 beam/3 lvls	Evoc	V,S,DF	1 a	Medium	100-ft+10/lvl long	1 rnd/lvl	Ref half	Yes	261
<input type="checkbox"/>	Sunburst	Blinds all within 10-ft, 3d6 dmg	Evoc	V,S,DF	1 a	Long	10-ft/lvl radius burst	Instantaneous	Ref half	Yes	261
<input type="checkbox"/>	Symbol	Runes have array of effects	Univ	V,S,M	Special	Touch	One symbol	Special	Special	Yes	261
<input type="checkbox"/>	Sympathy	Obj or loc attracts certain creatures	Ench	V,S,M	1 hr	Close	Location or item	2 hr/lvl	Will negs	Yes	263
<input type="checkbox"/>	Tasha's Hideous Laughter	Target loses actions for 1d3 rnds	Ench	V,S,M	1 a	Close	One creature	1d3 rounds	Will negs	Yes	263
<input type="checkbox"/>	Telekinesis	Lifts or moves 25 lb/lvl, long range	Trans	V,S	1 a	Long	Special	Conc (spec) or Inst	Will negs	Yes	264
<input type="checkbox"/>	Teleport	Instantly transports you anywhere	Trans	V	1 a	Prsl,touch	Weight up to 50 lb/lvl	Instantaneous	Special	Spec	264

<input type="checkbox"/>	Teleport without Error	Teleport, no off-target arrival	Trans	V	1 a	Prsl,touch	50 lb/lvl	Instantaneous	-	-	265	
<input type="checkbox"/>	Teleportation Circle	Circle teleports to designated spot	Trans	V,M	10 min	Touch	Circle 5-ft radius	10 min/lvl (D)	-	Yes	265	
<input type="checkbox"/>	Temporal Stasis	Target into suspended animation	Trans	V,S,M	1 a	Touch	One creature	Permanent	-	Yes	265	
<input type="checkbox"/>	Tenser's Floating Disk	3-ft. diam disk, holds 100 lb/lvl	Evoc	V,S,M	1 a	Close	3-ft diam, inch deep	1 hr/lvl	-	-	265	
<input type="checkbox"/>	Tenser's Transformation	+1d6 HP/lvl, +4 AC, +2d4 Str & Dex	Trans	V,S,M	1 a	Self	+1 att/2 lvs, +5 Fort	1 rnd/lvl	-	-	265	
<input type="checkbox"/>	Time Stop	You act freely for 1d4+1 rounds	Trans	V	1 a	Self	Caster	1d4+1 rounds	-	-	265	
<input type="checkbox"/>	Tongues	Speak any language	Div	V,M	1 a	Touch	One creature	10 min/lvl	-	-	265	
<input type="checkbox"/>	Transmute Metal to Wood	Metal within 40-ft becomes wood	Trans	V,S,DF	1 a	Long	Within 40-ft radius	Instantaneous	-	Yes	266	
<input type="checkbox"/>	Transmute Mud to Rock	Transforms two 10-ft cubes/level	Trans	V,S,M	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266	
<input type="checkbox"/>	Transmute Rock to Mud	Transforms two 10-ft cubes/level	Trans	V,S,M	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266	
<input type="checkbox"/>	Transport via Plants	Move instantly from plant to plant	Trans	V,S	1 a	Unlimited	Caster	1 round	-	-	266	
<input type="checkbox"/>	Trap the Soul	Imprisons target within gem	Conj	V,S,M	1 a	Close	One creature	Permanent	Special	Yes	266	
<input type="checkbox"/>	Tree Shape	You look exactly like tree	Trans	V,S,DF	1 a	Self	Caster	1 hr/lvl (D)	-	-	267	
<input type="checkbox"/>	Tree Stride	Step from tree to another far away	Trans	V,S,DF	1 a	Self	Caster	1 hr/lvl	-	-	267	
<input type="checkbox"/>	True Resurrection	Resurrect target within 10 years/lvl	Conj	VSM,DF	10 min	Touch	Dead creature	Instantaneous	-	Yes	267	
<input type="checkbox"/>	True Seeing	See all things as they really are	Div	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	267	
<input type="checkbox"/>	True Strike	Adds +20 to your next attack	Div	V,F	1 a	Self	Caster, +20 to att	1 rnd	-	-	267	
<input type="checkbox"/>	Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S,	1 a	Close	One creature or item	24 hours	Will negs	Yes	267	
<input type="checkbox"/>	Unhallow	Unholy area, magic circle, -4 turns	Evoc	V,S,M	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	268	
<input type="checkbox"/>	Unholy Aura	+4 AC, +4 restance, SR 25 vs good	Abjur	V,S,F	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Fort half	Yes	268
<input type="checkbox"/>	Unholy Blight	1d8/2lvl to good, half to neutral	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Fort half	Yes	268	
<input type="checkbox"/>	Unseen Servant	Str 2, 15-ft move	Conj	V,S,M	1 a	Close	Invisible servant	1 hr/lvl	-	-	268	
<input type="checkbox"/>	Vampiric Touch	1d6/2 lvls (10), caster gains hps	Necro	V,S	1 a	Touch	One living creature	Inst / 1 hr	-	Yes	268	
<input type="checkbox"/>	Vanish	Teleports item	Trans	V	1 a	Touch	50 lb/lvl, 3 cu ft/lvl	Instantaneous	Will negs	Yes	269	
<input type="checkbox"/>	Veil	Change appearance of creatures	Illus	V,S	1 a	Long	1+ creats, 30-ft apart	Conc +1 hr/lvl (D)	Will negs	Yes	269	
<input type="checkbox"/>	Ventriloquism	Throw voice	Illus	V,F	1 a	Close	Usually speech	1 min/lvl (D)	Will disblf	-	269	
<input type="checkbox"/>	Virtue	Target gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	One creature	1 min	-	-	269	
<input type="checkbox"/>	Vision	Learn tales about person or place	Div	VSM,XP	Special	Self	Caster	Special	-	-	269	
<input type="checkbox"/>	Wail of the Banshee	Kills one living creature/level	Necro	V	1 a	Close	Living in 30-ft radius	Instantaneous	Fort negs	Yes	269	
<input type="checkbox"/>	Wall of Fire	2d4 dmg out to 10-ft, 1d4 to 20-ft	Evoc	V,S,M	1 a	Medium	20-ft/lvl or 5-ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes	269	
<input type="checkbox"/>	Wall of Force	Immovable wall immune to all dmg	Evoc	V,S,M	1 a	Close	10-ftsq/lv / 1-ft rad/lv	1 min/lvl (D)	-	-	269	
<input type="checkbox"/>	Wall of Ice	Ice wall with 3 hp/level	Evoc	V,S,M	1 a	Medium	10-ft sq/lvl or 3+1/lvl	1 min/lvl	Special	Yes	270	
<input type="checkbox"/>	Wall of Iron	Iron wall with 30 hp/4 levels	Conj	V,S,M	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	270	
<input type="checkbox"/>	Wall of Stone	Stone wall with 20 hp/4 levels	Conj	V,S,DF	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	270	
<input type="checkbox"/>	Wall of Thorns	Thorns dmg moving creature 25-AC	Conj	V,S	1 a	Medium	10-ft cube/lvl	10 min/lvl (D)	-	-	271	
<input type="checkbox"/>	Warp Wood	Bends wooden item within 20-ft	Trans	V,S	1 a	Close	1 lb/lvl	Instantaneous	Will negs	Yes	271	
<input type="checkbox"/>	Water Breathing	Targets can breath underwater	Trans	V,S,DF	1 a	Touch	Living creatures	2 hr/lvl	Will negs	Yes	271	
<input type="checkbox"/>	Water Walk	Target treads on water as if solid	Trans	V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl	Will negs	Yes	271	
<input type="checkbox"/>	Web	Sticky webs trap creatures	Conj	V,S,M	1 a	Medium	20-ft radius	10 min/lvl	Ref negs	Yes	271	
<input type="checkbox"/>	Weird	Illusion kills else 3d6 dmg 1d4 Str	Illus	V,S	1 a	Medium	Creatures in 30-ft	Instantaneous	Will disblf	Yes	272	
<input type="checkbox"/>	Whirlwind	Cyclone damages, can pick creats	Evoc	V,S,DF	1 a	Long	10-30-ft wide, 30 tall	1 rnd/lvl	Ref negs	Yes	272	
<input type="checkbox"/>	Whispering Wind	Sends spoken message	Trans	V,S	1 a	1 mile/lvl	10-ft radius	1 hr/lvl or till used	-	-	272	
<input type="checkbox"/>	Wind Walk	Become vapours and move 60 mph	Trans	V,S,DF	1 a	Touch	You +1 creat/3 lvls	1 hr/lvl (D)	-	-	272	
<input type="checkbox"/>	Wind Wall	Deflects arrows, small creats, gases	Evoc	V,S,DF	1 a	Medium	10/lvl long, 5/lvl high	1 rnd/lvl	-	Yes	273	
<input type="checkbox"/>	Wish	Alters reality	Univ	V,XP	1 a	Special	Special	Special	Special	Yes	273	
<input type="checkbox"/>	Wood Shape	Shape wooden items	Trans	V,S,DF	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	Will negs	Yes	273	
<input type="checkbox"/>	Word of Chaos	Kills, confuses, stuns nonchaotic	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	273	
<input type="checkbox"/>	Word of Recall	Teleports you to designated place	Trans	V	1 a	Unlimited	You + obj + 50 lb/lvl	Instantaneous	-	-	274	
<input type="checkbox"/>	Zone of Truth	Targets within range cannot lie	Ench	V,S,DF	1 a	Close	5-ft rad/level	1 min/lvl	Will negs	Yes	274	