

Spell	B	C	D	P	R	S	W	Bk	Pg	Schl	Time	Range	Target, Effect, Area	Duration	Save	SR	Description
Aberrate	x	x	x	x	x	1	1	BoVD	84	Tra	1 a	Touch	One living creature	10 min/lvl	Fort neg	Y	+1 natural AC/4lvls becomes aberration
Absorb Mind	x	x	x	x	x	x	x	BoVD	84	Div	1 a	Self	Caster	1 min/lvl	-	-	25% chance to recall target's memories
Absorb Strength	x	x	x	x	x	x	x	BoVD	84	Nec	1 a	Self	Caster	10 min/lvl	-	-	Gain 25% of Str, Con score as bonus
Absorb Weapon	x	x	x	x	x	1	1	SC	6	Tra		Touch	Effect				
Absorption	x	x	x	x	x	9	9	SC	6	Abj		Personal	Target				
Abyssal Army	x	9	x	x	x	9	9	SC	7	Con		Medium (100 ft. + 10 ft./level)	Effect				
Abyssal Might	x	4	x	x	x	4	4	BoVD	84	Con	1 a	Self	Caster	10 min/lvl	-	-	+2 Str, Con, Dex and SR
Accelerated Movement	1	x	x	x	1	1	1	SC	7	Tra		Personal	Target				
Acid Breath	x	x	x	x	x	3	3	SC	7	Con		15 ft.	Area				
Acid Fog	x	x	x	x	x	6	6	PHB	196	Con	1 a	Medium	20-ft radius	1 rnd/lvl	-	-	Fog deals 2d6/rnd acid damage
Acid Orb	x	x	x	x	x	4	4	T&B	85	Evo	1 a	Close	Creatures/objects 30-ft apart	Instantaneous	Fort (half)	Y	Ranged touch, 1d6/lvl (max 15d6)
Acid Sheath	x	x	x	x	x	5	5	SC	7	Con		Personal	Target				
Acid Splash	x	x	x	x	x	0	0	PHB	196	Con	1 a	Close	Acid missile	Instantaneous	-	-	Small acid orb. (ranged touch, 1d3)
Acid Storm	x	x	x	x	x	6	6	SC	7	Con		Medium (100 ft. + 10 ft./level)	Area				
Addiction	2	2	x	x	x	2	2	BoVD	84	Enc	1 a	Touch	One living creature	Instantaneous	Fort neg	Y	Target becomes addicted to a drug
Adrenaline Surge	x	x	2	x	x	2	2	MotW	82	Tra	1 a	Close	Casters summoned creatures	1 rnd/lvl	Will negs	Y	Grants summoned creatures +4 Str.
Aganazzar's Scorcher	x	x	x	x	x	2	2	FRCS	66	Evo	1 a	Close	5-ft wide x 25-ft + 5-ft/2 lvl long	Instantaneous	Ref (half)	Y	Flame fires from the casters fingers.
Affliction	x	3	3	x	x	4	4	BoED	89	Nec	1 a	Touch	One evil creature	Instantaneous	Fort neg	Y	Target contracts an affliction
Aid	x	2	x	x	x	x	x	PHB	196	Enc	1 a	Touch	One living creature	1 min/lvl	-	Y	+1 att,+1 fear saves,1d8 +1/lvl hps
Aid, Mass	x	3	x	x	x	x	x	SC	8	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Aiming at the Target	x	x	x	x	x	2	2	SC	8	Abj		Personal	Target				
Air Breathing	x	3	3	x	x	3	3	SC	8	Tra		Touch	Target				
Air Walk	x	4	4	x	x	x	x	PHB	196	Tra	1 a	Touch	One creature	10 min/lvl	-	Y	Target treads on air as if solid
Alamanther's Return	x	x	x	x	x	9	9	MaoF	76	Tra	1 rnd	see text	One spell or spell-like ability	see text	see text	Y	Duplicate spell/effect of 8th level or lower.
Alarm	1	x	x	x	1	1	1	PHB	197	Abj	1 a	Close	20-ft radius	2 hr/lvl (D)	-	-	Wards an area for 2 hr/lvl
Alarm, Greater	2	x	x	x	x	2	2	SC	8	Abj		Close (25 ft. + 5 ft./2 levels)	Area				
Alert Bebilith	x	x	x	x	x	6	6	BoVD	84	Con	1 a	Close	One bebilith	Instantaneous	-	-	Summons bebilith
Align Fang	x	x	2	2	2	x	x	SC	9	Tra		Touch	Target				
Align Fang, Mass	x	x	3	x	3	x	x	SC	9	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Align Weapon	x	2	x	x	x	x	x	PHB	197	Tra	1 a	Touch	Weapon	1 min/lvl	Will negs	Y	Adds alignment to weapon
Align Weapon, Mass	x	3	x	x	x	x	x	SC	9	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Allegro	x	x	x	x	x	x	x	SC	9	Tra		20 ft.	Area				
Alter Self	2	x	x	x	x	2	2	PHB	197	Tra	1 a	Self	Caster, +10 disguise	10 min/lvl (D)	-	-	Changes appearance
Amanuensis	x	0	x	x	x	0	0	SC	9	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Amber Sarcophagus	x	x	x	x	x	7	7	BoED	90	Evo	1 a	Close	One creature	1 day/lvl	-	Y	Amber sphere envelops target in stasis
Ambient Song	1	x	x	x	x	x	x	S&S	89	Ill	1 a	Personal	Caster	1 min/lvl (D)	Will (dis)	-	Masks bardic music as other sounds.
Amorphous Form	x	x	x	x	x	3	3	SC	9	Tra		Touch	Target				
Amplify	1	x	x	x	x	x	x	SC	10	Tra		Long (400 ft. + 40 ft./level)	Area				
Analyze Dweomer	6	x	x	x	x	6	6	PHB	197	Div	1 a	Close	Item or creature/lvl	1 rnd/lvl (D)	Will negs	-	Reveals magical aspects of target
Analyze Portal	3	x	x	x	x	3	3	SC	10	Div		60 ft.	Area				
Anarchic Storm	x	3	x	x	x	x	x	SC	11	Con		N/A	Area				
Anarchic Water	x	1	x	x	x	x	x	SC	11	Tra		Touch	Target				
Angelskin	x	x	x	2	x	x	x	SC	11	Abj		Touch	Target				
Anger of the Noonday Sun	x	x	6	x	x	x	x	SC	11	Evo		20 Feet	Area				
Angry Ache	x	1	x	x	x	x	x	BoVD	85	Nec	1 a	Close	One living creature	1 min/lvl	Fort neg	Y	-2 Att/4lvls

Animal Messenger	2	x	2	x	1	x	x	PHB	198	Enc	1 a	Close	One tiny animal	1 day/lvl	-	Y	Send a tiny animal to specific place
Animal Growth	x	x	5	x	4	5	5	PHB	198	Tra	1 a	Medium	1 animal/2 lvls	1 min/lvl	Fort negs	Y	Animal/2 lvls increases size category
Animal Reduction	x	x	2	x	3	x	x	MotW	82	Tra	1 a	Touch	One willing animal	1 hr/lvl	Will negs	Y	Animal shrinks in size.
Animal Shapes	x	x	8	x	x	x	x	PHB	198	Tra	1 a	Close	One creature/lvl	1 hr/lvl (D)	-	Y	1 ally/lvl polymorphs into animal
Animal Trance	2	x	2	x	x	x	x	PHB	198	Enc	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Y	Fascinates 2d6 HD of animals
Animal Trick	x	x	0	x	1	x	x	MotW	82	Tra	1 a	Close	One animal companion	Instantaneous	Will negs	Y	Target animal companion performs a trick.
Animate Breath	x	x	x	x	x	7	7	SC	11	Tra		Personal	Target				
Animate Dead	x	3	x	x	x	4	4	PHB	198	Nec	1 a	Touch	Max 2HD/lvl	Instantaneous	-	-	Creates skeletons and zombies
Animate Fire	x	x	1	x	x	x	x	SC	12	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Animate Objects	6	6	x	x	x	x	x	PHB	199	Tra	1 a	Medium	One small item/lvl	1 rnd/lvl	-	-	Items attack your foes
Animate Plants	x	x	7	x	x	x	x	PHB	199	Tra	1 a	Close	1 plant/3lvls	1 rnd/lvl	-	-	Animated plant
Animate Rope	1	x	x	x	x	1	1	PHB	199	Tra	1 a	Medium	1 ropelike item	1 rnd/lvl	-	-	Rope moves at your command
Animate Snow	x	x	6	x	x	x	x	SC	12	Tra		Medium (100 ft. + 10 ft./level)	Target				
Animate Water	x	x	1	x	x	x	x	SC	13	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Animate Wood	x	x	1	x	x	x	x	SC	13	Tra		Touch	Target				
Anticipate Teleportation	x	x	x	x	x	3	3	SC	13	Abj		One Willing Creature Touched	Area				
Anticipate Teleportation, Greater	x	x	x	x	x	6	6	SC	13	Abj		One Willing Creature Touched	Area				
Anticold Sphere	x	x	5	x	x	5	5	SC	13	Abj		10 ft.	Area				
Antidragon Aura	x	3	x	x	x	3	3	SC	14	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Antilife Shell	x	6	6	x	x	x	x	PHB	199	Abj	1 rnd	10-ft	10-ft radius	10 min/lvl (D)	-	Y	10-ft field excludes living creatures
Antimagic Aura	x	x	x	x	x	7	7	MaoF	77	Abj	1 a	Touch	One creature	1 rnd/lvl	Will negs	Y	Antimagic Field that affects one creature.
Antimagic Field	x	8	x	x	x	6	6	PHB	200	Abj	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Sp	Negates magic within 10-ft
Antimagic Ray	x	x	x	x	x	7	7	SC	14	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Antipathy	x	x	9	x	x	8	8	PHB	200	Enc	1 hr	Close	Location or item	2 hr/lvl (D)	Will part	Y	Item or location repels creatures
Antiplant Shell	x	x	4	x	x	x	x	PHB	200	Abj	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Y	Barrier protects against plants
Anyspell	x	x	x	x	x	x	x	SC	14	Tra		Personal	Target				
Anyspell, Greater	x	x	x	x	x	x	x	SC	15	Tra		Personal	Target				
Apocalypse from the Sky	x	x	x	x	x	x	x	BoVD	85	Con	1 day	Self	10-mile/lvl radius	Instantaneous	-	Y	10d6 dmg (either fire/acid/sonic) to all
Appraising Touch	1	x	x	x	x	1	1	SC	15	Div		Personal	Target				
Arc of Lightning	x	x	4	x	x	5	5	SC	15	Con		Close (25 ft. + 5 ft./2 levels)	Area				
Arcane Eye	x	x	x	x	x	4	4	PHB	200	Div	10 min	Unlimited	Magical sensor	1 min/lvl (D)	-	-	Floating eye, moves 30ft/rnd
Arcane Lock	x	x	x	x	x	2	2	PHB	200	Abj	1 a	Touch	Size 30 sq ft/lvl	Permanent	-	-	Magically locks a portal or chest
Arcane Mark	x	x	x	x	x	0	0	PHB	201	Uni	1 a	Touch	Rune or mark	Permanent	-	-	Inscribes a personal rune
Arcane Sight	x	x	x	x	x	3	3	PHB	201	Div	1 a	Self	Caster	1 min/lvl	-	-	See magic auras within 120-ft
Arcane Sight, Greater	x	x	x	x	x	7	7	PHB	201	Div	1 a	Self	Caster	1 min/lvl	-	-	See magic auras within 120-ft
Armageddon	x	x	x	x	x	x	x	BoED	90	Con	1 a	Medium	2+ summoned creats	1 min/lvl (D)	-	-	Calls celestials to fight for you
Armor of Darkness	x	x	x	x	x	x	x	SC	15	Abj		Touch	Target				
Arrow Mind	x	x	x	x	1	1	1	SC	15	Div		Personal	Target				
Arrow of Bone	x	x	x	x	x	7	7	SC	16	Nec		Touch	Target				
Arrow Storm	x	x	x	x	3	x	x	SC	16	Tra		Personal	Target				
Aspect of the Deity	x	x	x	x	x	x	x	DotF	81	Tra	1 a	Personal	Caster	1 rnd/lvl	-	-	+4 Cha, resist 20 acid, cold, elect, DR 10/magic, darkvision, smite evil, SR 25
Aspect of the Deity, Greater	x	x	x	x	x	x	x	BoED	91	Tra	1 a	Self	Caster	1 rnd/lvl	-	-	+4 Cha, immune acid, cold, elect, disease, half-celestial, +1AC, lowlight
Aspect of the Deity, Lesser	x	x	x	4	x	x	x	BoED	91	Tra	1 a	Self	Caster	1 rnd/lvl	-	-	+4 Cha, resist 10 acid, cold, elect
Aspect of the Earth Hunter	x	x	6	x	4	x	x	SC	16	Tra		Personal	Target				
Aspect of the Wolf	x	x	1	x	1	x	x	SC	16	Tra		Personal	Target				
Assay Spell Resistance	x	4	x	x	x	4	4	SC	17	Div		Personal	Target				

Astral Hospice	x	4	x	x	x	x	x	SC	17	Con		Close (25 ft. + 5 ft./2 levels)	Effect					
Astral Projection	x	9	x	x	x	9	9	PHB	201	Nec	30 min	Touch	You + 1 creat/2 lvls	Special	-	Y	Projects you & company to astral plane	
Atonement	x	5	5	x	x	x	x	PHB	201	Abj	1 hr	Touch	One living creature	Instantaneous	-	Y	Removes burden of past misdeeds	
Attune Form	x	3	3	x	x	4	4	SC	17	Tra		Touch	Target					
Augment Familiar	x	x	x	x	x	2	2	SC	17	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Augury	x	2	x	x	x	x	x	PHB	202	Div	1 min	Self	Caster	Instantaneous	-	-	Learns if an action is good or bad	
Aura Against Flame	x	2	1	x	x	x	x	SC	18	Abj		Personal	Target					
Aura of Evasion	x	5	x	x	x	6	6	SC	18	Abj		10 ft.	Area					
Aura of Glory	x	x	x	2	x	x	x	SC	18	Tra		N/A	Area					
Aura of Terror	x	x	x	x	x	6	6	SC	18	Nec		30-ft-Radius Emanation Centered On You	Area					
Aura of Vitality	x	x	7	x	x	x	x	SC	18	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Avascular Mass	x	x	x	x	x	8	8	SC	19	Nec		Close (25 ft. + 5 ft./2 levels)	Effect					
Avasculate	x	x	x	x	x	7	7	SC	19	Nec		Close (25 ft. + 5 ft./2 levels)	Effect					
Avoid Planar Effects	x	2	2	x	x	3	3	SC	19	Abj		20 ft.	Target					
Awaken	x	x	5	x	x	x	x	PHB	202	Tra	1 day	Touch	Animal or tree	Instantaneous	Will negs	Y	Animal/tree gains human intellect	
Awaken Construct	x	9	x	x	x	9	9	SC	21	Tra		Touch	Target					
Awaken Sin	x	3	x	2	x	x	x	SC	21	Enc		Touch	Target					
Awaken Undead	x	x	x	x	x	7	7	SC	21	Nec		Close (25 ft. + 5 ft./2 levels)	Target					
Awaken, Mass	x	x	8	x	x	x	x	SC	21	Tra		Medium (100 ft. + 10 ft./level)	Target					
Axiomatic Creature	x	8	x	x	x	8	8	BoED	91	Tra	1 rnd	Touch	A corporeal creature	Permanent	Fort neg	Y	Target becomes axiomatic creature	
Axiomatic Storm	x	3	x	3	x	x	x	SC	22	Con		N/A	Area					
Axiomatic Water	x	1	x	1	x	x	x	SC	22	Tra		Touch	Target					
Ayaila's Radiant Burst	x	x	x	x	x	x	x	BoED	91	Evo	1 a	60-ft	Cone	Instantaneous	Fort neg / Ref half	Y	Shards of light, blinds (fort) and 1d6/2lvls damage (ref) evil creatures	
Azuth's Exalted Triad	x	6	x	x	x	x	x	MaoF	78	Tra	1 a	Personal	Caster	Instantaneous	-	-	Cast a prepared spell three times.	
Azuth's Spell Shield	x	7	x	x	x	x	x	MaoF	79	Abj	1 a	Close	One creature/lvl 30-ft apart	1 rnd/lvl	Will negs	Y	Subjects gain +12 +1/lvl spell resistance.	
Babau Slime	x	x	1	x	x	1	1	SC	22	Tra		Touch	Target					
Backbiter	x	x	x	x	x	1	1	SC	23	Nec		Close (25 ft. + 5 ft./2 levels)	Target					
Backlash	x	x	x	x	x	4	4	SC	23	Tra		Touch	Target					
Balagarn's Iron Horn	1	x	x	x	x	2	2	MaoF	79	Tra	1 a	Close	Cone	Instantaneous	-	Y	Intense vibrations trip those within area.	
Balancing Lorecall	x	x	2	2	x	2	2	SC	23	Div		Personal	Target					
Baleful Polymorph	x	x	x	x	x	5	5	PHB	202	Tra	1 a	Close	One creature	Permanent	Fort negs	Y	Target becomes a harmless creature	
Baleful Transposition	x	x	x	x	x	2	2	SC	23	Con		Medium (100 ft. + 10 ft./level)	Target					
Ball Lightning	x	x	x	x	x	5	5	SC	23	Evo		Medium (100 ft. + 10 ft./level)	Effect					
Balor Nimbus	x	2	x	x	x	2	2	SC	24	Tra		Personal	Target					
Bands of Steel	x	x	x	x	x	3	3	SC	24	Con		Medium (100 ft. + 10 ft./level)	Target					
Bane	x	1	x	x	x	x	x	PHB	203	Enc	1 a	50-ft	Enemies in 50-ft	1 min/lvl	Will negs	Y	Enemies suffer -1 att, -1 vs fear	
Banishment	x	6	x	x	x	7	7	PHB	203	Abj	1 a	Close	Extraplanar creatures	Instantaneous	Will negs	Y	Banishes 2 HD/lvl creatures	
Barghest's Feast	x	6	x	x	x	7	7	SC	24	Nec		Touch	Target					
Barkskin	x	x	2	x	2	x	x	PHB	203	Tra	1 a	Touch	One living creature	10 min/lvl	-	Y	1+1/3lvls natural armour (5)	
Bastion of Good	x	7	x	x	x	x	x	BoED	92	Abj	1 a	20-ft	20-ft radius	1 rnd/lvl	-	-	Minor Globe of Invulnerability, Magic Circle against Evil, +4AC, +4 resist	
Battering Ram	x	x	x	x	x	2	2	SC	24	Evo		Close (25 ft. + 5 ft./2 levels)	Target					
Battle Hymn	2	x	x	x	x	4	4	SC	25	Enc		30 ft.	Target					
Battletide	x	5	x	x	x	x	x	MaoF	80	Tra	1 a	Close	Caster & one creature/lvl in 30-ft	1 rnd/lvl	Will negs	Y	Target gets attack penalties, caster gets extra partial action.	
Bear's Endurance	x	2	2	x	2	2	2	PHB	203	Tra	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Con	
Bear's Endurance, Mass	x	6	6	x	x	6	6	PHB	203	Tra	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Con to 1 creature/lvl	
Bear's Heart	x	5	4	x	x	x	x	DotF	81	Tra	1 a	20-ft	Living allies within 20-ft	1 rnd/lvl	Will negs	-	One ally/lvl gains +4 Str and +1d4/lvl temp hit points.	

Beast Claws	x	x	1	x	x	x	x	SC	25	Tra		Personal	Target				
Beastland Ferocity	1	x	1	x	x	x	x	SC	25	Enc		Touch	Target				
Beastmask	x	x	2	x	x	x	x	DotF	81	Ill	1 a	Touch	Living creature touched	5 min +1/lvl	Will (disbelief)	Y	Animals/Beasts think subject is one of them.
Befoul	x	8	x	x	x	x	x	BoVD	85	Tra	1 min	Touch	100x100x10-ft water	Permanent	Fort part	-	Poisonous water, <1HD die or 1d4 Con
Beget Bogun	x	x	1	x	x	x	x	SC	26	Con		Touch	Effect				
Belker Claws	x	x	x	x	x	2	2	SC	26	Tra		Touch	Target				
Benign Transposition	x	x	x	x	x	1	1	SC	27	Con		Medium (100 ft. + 10 ft./level)	Target				
Bestow Curse	x	3	x	x	x	4	4	PHB	203	Nec	1 a	Touch	One creature	Permanent	Will negs	Y	-6 abi / -4 att, saves, checks etc.
Bestow Curse, Greater	x	7	x	x	x	8	8	SC	27	Nec		Touch	Target				
Bestow Wound	x	x	x	x	x	1	1	BoVD	85	Tra	1 a	Touch	One living creature	Instantaneous	Fort neg	Y	Take caster's wounds, 1 dmg/lvl
Big Sky	x	x	5	x	x	x	x	MotW	84	Enc	1 a	30-ft	Everyone within 30-ft radius	1 rnd/lvl	Will negs	Y	Sky spirits cause fear.
Bigby's Clenched Fist	x	x	x	x	x	8	8	PHB	203	Evo	1 a	Medium	Att lvl+abi mod+10	1 rnd/lvl (D)		Y	Large hand attacks, 1d8+11 & stun
Bigby's Crushing Hand	x	x	x	x	x	9	9	PHB	203	Evo	1 a	Medium	Att lvl+abi mod+15	1 rnd/lvl (D)	-	Y	Grapple, push, crush 2d6+12 dmg
Bigby's Forceful Hand	x	x	x	x	x	6	6	PHB	204	Evo	1 a	Medium	Bull rush, Str 14	1 rnd/lvl (D)	-	Y	Hand pushes creatures away
Bigby's Grasping Hand	x	x	x	x	x	7	7	PHB	204	Evo	1 a	Medium	Attack lvl+abi mod+9	1 rnd/lvl (D)	-	Y	Provides cover, pushes, grapples
Bigby's Interposing Hand	x	x	x	x	x	5	5	PHB	204	Evo	1 a	Medium	AC 20, HP as caster	1 rnd/lvl (D)	-	Y	+4 AC
Binding	x	x	x	x	x	8	8	PHB	204	Enc	1 min	Close	One living creature	Special (D)	Will negs	Y	Techniques to imprison a creature
Binding Winds	x	x	2	x	x	x	x	SC	27	Evo		Medium (100 ft. + 10 ft./level)	Target				
Bite of the King	x	x	x	x	x	x	x	SC	28	Nec		Touch	Target				
Bite of the Werebear	x	x	6	x	x	7	7	SC	28	Tra		Personal	Target				
Bite of the Wereboar	x	x	4	x	x	5	5	SC	28	Tra		Personal	Target				
Bite of the Wererat	x	x	2	x	x	3	3	SC	28	Tra		Personal	Target				
Bite of the Weretiger	x	x	5	x	x	6	6	SC	28	Tra		Personal	Target				
Bite of the Werewolf	x	x	3	x	x	4	4	SC	29	Tra		Personal	Target				
Black Bag	x	x	x	x	x	1	1	BoVD	86	Con	1 a	Touch	Black leather bag	24 hours	-	-	Bag of holding for evil items
Black Blade of Disaster	x	x	x	x	x	9	9	MaoF	81	Con	1 a	Close	Sword-shaped planar rift	Con to 1 rnd/lvl	-	Y	Floating magic weapon does damage and may disintegrate.
Black Blade of Disaster	x	x	x	x	x	9	9	SC	29	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Blackfire	x	x	x	x	x	8	8	SC	29	Nec		Medium (100 ft. + 10 ft./level)	Effect				
Blacklight	x	x	x	x	x	3	3	SC	30	Evo		Close (25 ft. + 5 ft./2 levels)	Area				
Blackstaff	x	x	x	x	x	8	8	MaoF	81	Tra	1 a	Touch	Staff or quarterstaff touched	1 rnd/lvl (D)	see text	Y	Greatly enhances staff or quarterstaff.
Blade Barrier	x	6	x	x	x	x	x	PHB	205	Evo	1 a	Medium	Wall 20-ft long/lvl	1 min/lvl (D)	Ref half	Y	Blades deal 1d6 damage/lvl
Blade of Pain and Fear	x	3	x	x	x	3	3	SC	30	Evo		0 ft.	Effect				
Blade Storm	x	x	x	x	3	x	x	SC	30	Tra		Personal	Target				
Blade Thirst	x	x	x	x	3	x	x	SC	31	Tra		Touch	Target				
Blades of Fire	x	x	x	x	1	1	1	SC	31	Con		Touch	Target				
Bladeweave	2	x	x	x	x	2	2	SC	31	Ill		Personal	Target				
Blasphemy	x	7	x	x	x	x	x	PHB	205	Evo	1 a	30-ft	40-ft radius	Instantaneous	-	Y	Kills, paralyzes, weakens nonevil
Blast of Flame	x	x	x	x	x	4	4	SC	31	Con		60 ft.	Area				
Blast of Force	x	x	x	x	x	2	2	SC	31	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Bless	x	1	x	1	x	x	x	PHB	205	Enc	1 a	50-ft	Allies in 50-ft	1 min/lvl	-	Y	Allies gains +1 att, +1 vs fear
Bless Water	x	1	x	1	x	x	x	PHB	205	Tra	1 min	Touch	Water flask	Instantaneous	Will negs	Y	Make holy water
Bless Weapon	x	x	x	1	x	x	x	PHB	205	Tra	1 a	Touch	Weapon	1 min/lvl	-	-	Blesses weapon against evil foes
Bless Weapon, Swift	x	x	x	1	x	x	x	SC	31	Tra		Touch	Target				
Blessed Aim	x	1	x	1	x	x	x	SC	31	Div		50 ft.	Effect				
Blessed Sight	x	3	x	3	x	x	x	BoED	92	Div	1 a	Self	Caster	1 min/lvl (D)	-	-	See evil within 120-ft
Blessing of Bahamut	x	x	x	3	x	x	x	SC	31	Abj		Personal	Target				

Blight	x	5	4	x	x	5	5	PHB	206	Nec	1 a	Touch	Touch target	Instantaneous	Fort half	Y	1d6 dam/lvl to plant creature or blights 100-ft spread.
Blinding Beauty	4	x	4	x	4	x	x	BoED	92	Tra	1 a	Self	Caster	1 rnd/lvl	-	-	Humanoids in 60-ft fort save or blinded
Blinding Breath	x	x	x	x	x	4	4	SC	31	Tra		Personal	Target				
Blinding Glory	x	x	x	x	x	9	9	BoED	92	Con	1 hr	Close	100-ft/lvl radius	1 hr/lvl	-	-	As Daylight, blinds evil creatures
Blinding Spittle	x	x	2	x	x	x	x	SC	32	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Blindness/Deafness	2	3	x	x	x	2	2	PHB	206	Nec	1 a	Medium	One living creature	Permanent (D)	Fort negs	Y	Makes target blind or deaf
Blindsight	x	3	3	x	x	x	x	SC	32	Tra		Touch	Target				
Blindsight, Greater	x	4	4	x	x	x	x	SC	32	Tra		Touch	Target				
Blink	3	x	x	x	x	3	3	PHB	206	Tra	1 a	Self	Caster	1 rnd/lvl (D)	-	-	Randomly vanish and reappear
Blink, Greater	5	x	x	x	x	5	5	SC	32	Tra		Personal	Target				
Blistering Radiance	x	5	x	x	x	4	4	SC	33	Evo		Long (400 ft. + 40 ft./level)	Area				
Blood Frenzy	x	x	2	x	x	x	x	SC	33	Tra		Touch	Target				
Blood of the Martyr	x	4	x	4	x	x	x	BoED	92	Nec	1 a	Medium	One willing creature	Instantaneous	-	Y	Heal at range, take as dmg, min 20 hps
Blood Sirocco	x	x	6	x	x	x	x	SC	33	Evo		60 ft.	Effect				
Blood to Water	x	7	x	x	x	x	x	SC	33	Nec		Close (25 ft. + 5 ft./2 levels)	Effect				
Blood Wind	x	1	x	x	x	1	1	SC	33	Evo		Close (25 ft. + 5 ft./2 levels)	Target				
Bloodhound	x	x	x	x	1	x	x	SC	34	Div		Personal	Target				
Bloodstar	x	x	x	x	x	4	4	SC	34	Con		Medium (100 ft. + 10 ft./level)	Effect				
Blunt Weapon	3	x	x	x	x	x	x	S&S	89	Tra	1 a	Medium	20-ft radius	1 min/lvl	Fort neg	Y	Halves base damage of slashing/piercing weapons.
Blur	2	x	x	x	x	2	2	PHB	206	Ill	1 a	Touch	Concealment	1 min/lvl (D)	Will negs	Y	Attacks miss target 20% of time
Bodak Birth	x	8	x	x	x	x	x	BoVD	86	Tra	1 min	Touch	One willing creature	Instantaneous	-	-	Target becomes a bodak
Bodak's Glare	x	8	x	x	x	x	x	SC	34	Nec		30 ft.	Target				
Body Blades	x	2	x	x	x	x	x	SC	35	Tra		Personal	Target				
Body Harmonic	5	x	x	x	x	x	x	SC	35	Tra		Medium (100 ft. + 10 ft./level)	Target				
Body of the Sun	x	x	2	x	x	2	2	SC	35	Tra		5 ft.	Area				
Body of War	x	x	x	x	x	7	7	SC	35	Tra		Personal	Target				
Bolt of Bedevilment	x	x	x	x	x	x	x	DotF	82	Enc	1 a	Medium	Ray	1 rnd/lvl	Will negs	Y	Projects a ray which dazes one living creatures.
Bolt of Glory	x	6	x	x	x	x	x	SC	35	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Bolts of Bedevilment	5	x	x	x	x	x	x	SC	37	Enc		Medium (100 ft. + 10 ft./level)	Effect				
Bombardment	x	x	8	x	x	x	x	SC	37	Con		Long (400 ft. + 40 ft./level)	Area				
Boneblade	x	3	x	x	x	x	x	BoVD	86	Nec	1 a	Touch	One bone	10 min/lvl	-	-	+1 Att, Dmg/5lvls, +1d6 Living, Good
Boneblast	x	2	x	x	x	x	x	BoVD	86	Nec	1 a	Touch	One boned creature	Instantaneous	Fort neg	Y	Breaks targets bone, 1d3 Con dmg
Bonefiddle	2	x	x	x	x	2	2	SC	37	Nec		Close (25 ft. + 5 ft./2 levels)	Target				
Bottle of Smoke	x	x	3	x	3	x	x	SC	37	Con		Touch	Effect				
Brain Spider	x	7	x	x	x	x	x	SC	38	Div		Long (400 ft. + 40 ft./level)	Target				
Brambles	x	2	2	x	x	x	x	SC	38	Tra		Touch	Target				
Branch to Branch	x	x	1	x	1	x	x	SC	38	Tra		Personal	Target				
Break Enchantment	4	5	x	4	x	5	5	PHB	207	Abj	1 min	Close	Creature/lvl in 30-ft	Instantaneous	Special	-	Frees target from enchantments
Breath Flare	x	x	x	x	x	1	1	SC	38	Tra		Personal	Target				
Breath of the Jungle	x	x	1	x	x	x	x	SC	39	Tra		Medium (100 ft. + 10 ft./level)	Effect				
Breath Weapon Admixture	x	x	x	x	x	9	9	SC	39	Tra		Personal	Target				
Breath Weapon Substitution	x	x	x	x	x	5	5	SC	39	Tra		Personal	Target				
Briar Web	x	x	2	2	x	x	x	SC	39	Tra		Medium (100 ft. + 10 ft./level)	Area				
Brilliant Aura	x	8	8	x	x	7	7	SC	39	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Brilliant Blade	x	7	7	x	x	6	6	SC	40	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Brilliant Emanation	x	x	x	x	x	x	x	BoED	92	Evo	1 a	Medium	100-ft+10-ft/lvl rad	1d4 rounds	Fort part	Y	Evil creatures are blinded

Bristle	x	x	x	x	x	2	2	SC	40	Tra		Touch	Target				
Bull's Strength	x	2	2	2	x	2	2	PHB	207	Tra	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Str
Bull's Strength, Mass	x	6	6	x	x	6	6	PHB	207	Tra	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Str to 1 creature/lvl
Buoyant Lifting	x	x	1	x	x	x	x	SC	40	Evo		Close (25 ft. + 5 ft./2 levels)	Target				
Burial Blessing	x	1	x	x	x	x	x	DotF	83	Abj	1 a	Touch	Corpse touched	Permanent	Will negs	Y	Prevents a corpse from rising as undead.
Burning Blood	x	x	x	x	x	4	4	SC	40	Nec		Medium (100 ft. + 10 ft./level)	Target				
Burning Hands	x	x	x	x	x	1	1	PHB	207	Evo	1 a	15-ft	Cone	Instantaneous	Ref half	Y	1d4 fire dmg/lvl (5d4)
Burning Sword	x	x	x	x	x	2	2	SC	41	Evo		Touch	Target				
Burrow	x	x	2	2	x	x	x	SC	41	Tra		Touch	Target				
Burrow, Mass	x	x	4	x	3	x	x	SC	41	Tra		Touch	Target				
Buzzing Bee	x	x	x	x	x	1	1	SC	41	Con		Medium (100 ft. + 10 ft./level)	Target				
Cacophonic Burst	5	x	x	x	x	5	5	SC	41	Evo		Long (400 ft. + 40 ft./level)	Area				
Cacophonic Shield	4	x	x	x	x	5	5	SC	41	Evo		10 ft.	Area				
Call Dretch Horde	x	x	x	x	x	5	5	BoVD	86	Con	1 min	Close	2d4 dretches	1 year	-	-	Dretches to a max of 2HD/lvl
Call Faithful Servants	x	6	x	x	x	5	5	BoED	93	Con	1 min	Close	1d4 creatures	Instantaneous	-	-	Calls celestials to fight for you for 1year
Call Kolyarut	x	7	x	x	x	7	7	SC	42	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Call Lemure Horde	x	x	x	x	x	5	5	BoVD	86	Con	1 min	Close	3d4 lemures	1 year	-	-	Lemures to a max of 2HD/lvl
Call Lightning	x	x	3	x	x	x	x	PHB	207	Evo	1 rnd	Medium	Vertical bolt/lvl (10)	1 min/lvl	Ref half	Y	Lightning Bolt 3d6 (3d10 in storms)
Call Lightning Storm	x	x	5	x	x	x	x	PHB	207	Evo	1 rnd	Long	Vertical bolt/lvl (15)	1 min/lvl	Ref half	Y	Lightning Bolt 5d6 (5d10 in storms)
Call Marut	x	9	x	x	x	9	9	SC	42	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Call Mount	x	x	x	2	x	x	x	BoED	93	Con	1 rnd	10-ft	Special mount	1 hr/lvl (D)	-	-	Summons special mount
Call Nightmare	x	x	x	x	x	5	5	BoVD	87	Con	1 min	Medium	One nightmare	1 week	-	-	Nightmare serves caster
Call Zelekhut	x	5	x	x	x	5	5	SC	42	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Calm Animals	x	x	1	x	1	x	x	PHB	207	Enc	1 a	Close	Animals in 30-ft	1 min/lvl	Will negs	Y	Calms 2d4+1/lvl HD of animals etc.
Calm Emotions	2	2	x	x	x	x	x	PHB	207	Enc	1 a	Medium	20-ft radius	Conc, 1 rnd/lvl	Will negs	Y	Calms 1d6/lvl targets
Caltrops	x	x	x	x	x	0	0	SC	42	Con		Close (25 ft. + 5 ft./2 levels)	Area				
Camouflage	x	x	1	x	1	x	x	SC	43	Tra		Personal	Target				
Camouflage, Mass	x	x	2	2	x	x	x	SC	43	Tra		Medium (100 ft. + 10 ft./level)	Target				
Capricious Zephyr	x	x	3	x	x	3	3	SC	43	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Cast In Stone	x	x	9	x	x	x	x	SC	43	Tra		Personal	Target				
Castigate	x	4	x	4	x	x	x	SC	44	Evo		10 ft.	Area				
Cat's Grace	2	x	2	x	2	2	2	PHB	208	Tra	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Dex
Cat's Grace, Mass	6	x	6	x	x	6	6	PHB	208	Tra	1 a	Touch	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Dex to 1 creature/lvl
Cause Fear	1	1	x	x	x	1	1	PHB	208	Nec	1 a	Close	One living creature	1d4 rnds	Will part	Y	Creature frightened or shaken 1 rnd
Celebration	4	x	x	x	x	x	x	SC	44	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Celestial Aspect	x	x	x	x	x	x	x	BoED	93	Tra	1 a	Touch	One creature	1 min/lvl	Fort neg	Y	As free action take on celestial trait
Celestial Blood	x	6	x	x	x	x	x	BoED	94	Abj	1 rnd	Touch	Non-evil creature	1 min/lvl	-	Y	DR 10/evil, resist 10 acid, cold, elect
Celestial Brilliance	x	4	x	x	x	4	4	BoED	94	Evo	1 a	Touch	One item	1 day/lvl (D)	-	-	120-ft light, 60-ft bright light, damages
Chaav's Laugh	x	5	x	x	x	x	x	BoED	94	Enc	1 a	40-ft	40-ft radius	1 min/lvl	Will neg	Y	Good +2 Att, fear, 1d8+1/lvl temp hps
Chain Contingency	x	x	x	x	x	9	9	T&B	86	Evo	10 min +	Personal	Caster	1 day/lvl	-	-	As Contingency, but can trigger up to three spells.
Chain Lightning	x	x	x	x	x	6	6	PHB	208	Evo	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Y	1d6 damage/level, secondary bolts
Chain Missile	x	x	x	x	x	3	3	SC	44	Evo		Long (400 ft. + 40 ft./level)	Target				
Chain of Chaos	x	8	x	x	x	x	x	DotF	83	Enc	1 a	Touch	Intelligent creature touched	1 day/5 lvls	Will negs	Y	Creates plague of Insanity passed on by touch.
Chain of Eyes	x	3	4	x	x	2	2	SC	45	Div		Touch	Target				
Chamber	x	x	x	x	x	3	3	MotP	34	Evo	1 a	Close	One ethereal creature	1 rnd/lvl	Ref neg	Y	Creates prison of force around target on the Ethereal.
Changestaff	x	x	7	x	x	x	x	PHB	208	Tra	1 rnd	Touch	Staff	1 hr/lvl (D)	-	-	Your staff becomes a treant

Channel Celestial	x	x	x	x	x	x	x	BoED	94	Tra	1 a	Touch	Self & willing creature	10 min/lvl (D)	-	-	12 HD celestial creature occupies body
Channel Celestial, Greater	x	x	x	x	x	x	x	BoED	94	Tra	1 a	Touch	Self & willing creature	10 min/lvl (D)	-	-	24 HD celestial creature occupies body
Chaos Hammer	x	x	1	x	1	x	x	PHB	208	Evo	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	Hammer deals 1d8/2lvl to law/ntrl
Charge of the Triceratops	x	x	3	x	3	x	x	SC	45	Tra		Touch	Target				
Charm Animal	3	x	x	x	x	4	4	PHB	208	Enc	1 a	Close	Person or animal	1 hr/lvl	Will negs	Y	Makes animal your friend
Charm Monster	6	x	x	x	x	8	8	PHB	209	Enc	1 a	Close	One living creature	1 day/lvl	Will negs	Y	Monster believes you are allied
Charm Monster, Mass	1	x	x	x	x	1	1	PHB	209	Enc	1 a	Close	Creatures in 30-ft	1 day/lvl	Will negs	Y	Monsters believe you are allied 2HD/lvl
Charm Person	x	x	2	x	x	x	x	PHB	209	Enc	1 a	Close	1 person	1 hr/lvl	Will negs	Y	Makes one person your friend
Charnel Fire	x	5	x	x	x	x	x	BoVD	87	Nec	1 min	Touch	One corpse	Instantaneous	-	-	Corpse is completely consumed
Cheat	1	x	x	x	x	1	1	SC	46	Tra		Personal	Target				
Checkmate's Light	x	3	x	2	x	x	x	SC	46	Evo		Touch	Target				
Chill Metal	x	x	2	x	x	x	x	PHB	209	Tra	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Y	Cold metal damages if touched
Chill of the Grave	x	x	x	x	x	x	x	SC	46	Nec		Close (25 ft. + 5 ft./2 levels)	Effect				
Chill Touch	x	x	x	x	x	1	1	PHB	209	Nec	1 a	Touch	One creature/lvl	Instantaneous	Fort part	Y	1 touch/lvl deals 1d6 dmg, -1 Str
Choir	4	x	x	x	x	x	x	S&S	89	Ill	1 a	Close	3 illusory performers	Conc + 4 rnds	Will (disbelief)	-	Creates illusory accompanists; +2 on Perform.
Choke	x	x	x	x	x	2	2	T&B	86	Con	1 a	Close	One creature (size L or smaller)	1 rnd/lvl	Ref (half)	Y	Does 1d4 dam per round from strangling hands.
Circle Dance	2	3	3	x	x	3	3	SC	46	Div		Personal	Target				
Circle of Death	x	x	x	x	x	6	6	PHB	209	Nec	1 a	Medium	40-ft radius	Instantaneous	Fort negs	Y	Kills 1d4 HD/level
Circle of Nausea	x	3	2	x	x	x	x	BoVD	88	Evo	1 a	Self	22-ft radius	1 min/lvl	Fort neg	Y	-2 Att, saves, skills (except caster)
Clairaudience / Clairvoyance	3	x	x	x	x	3	3	PHB	209	Div	10 min	Long	Magical sensor	1 min/lvl (D)	-	-	Hear or see at a distance, 1 min/lvl
Clarity of Mind	x	x	x	x	x	x	x	SC	46	Abj		Touch	Target				
Claws of Darkness	x	x	x	x	x	2	2	SC	47	Ill		Personal	Target				
Claws of the Bear	x	x	1	x	1	x	x	SC	47	Tra		Personal	Target				
Claws of the Beast	x	x	1	x	2	x	x	MaoF	84	Tra	1 a	Personal	Caster	1 rnd/lvl	-	-	Caster's hands become 1d6 weapons.
Claws of the Bebilith	x	x	x	x	x	x	x	BoVD	88	Tra	1 a	Self	Caster	10 min/lvl	-	-	Claw dmg and rips away tgt's armour
Claws of the Savage	x	4	4	x	x	x	x	BoVD	88	Tra	1 a	Touch	One creature	10 min/lvl	-	-	Claw dmg, +2 Att, dmg
Clear Mind	x	x	x	1	x	x	x	SC	47	Abj		Personal	Target				
Climb Walls	x	x	1	x	1	x	x	SC	47	Tra		Touch	Target				
Cloak of Bravery	x	3	x	2	x	x	x	SC	47	Abj		60 ft.	Area				
Cloak of Bravery, Greater	x	x	x	x	x	x	x	SC	48	Abj		1 Mile; See Text	Area				
Cloak of Chaos	x	8	x	x	x	x	x	PHB	210	Abj	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Y	+4 AC, +4 rest, SR 25 vs lawful
Cloak of Dark Power	x	x	x	x	x	x	x	SC	48	Abj		Touch	Target				
Cloak of the Sea	x	x	5	x	x	6	6	SC	48	Tra		Touch	Target				
Cloak Pool	2	x	x	x	x	2	2	SC	48	Ill		Close (25 ft. + 5 ft./2 levels)	Target				
Clone	x	x	x	x	x	8	8	PHB	210	Nec	10 min	0-ft	One clone	Instantaneous	-	-	Clone awakens when original dies
Close Wounds	x	2	x	x	x	x	x	SC	48	Con		Close (25 ft. + 5 ft./2 levels)	Target				
Cloud of Bewilderment	2	x	x	x	x	2	2	SC	48	Con		Close (25 ft. + 5 ft./2 levels)	Area				
Cloud of the Achaierai	x	6	x	x	x	x	x	BoVD	88	Con	1 a	Self	10-ft radius	10 min/lvl	Fort part	Y	Toxic cloud, 2d6 damage, confusion
Cloud Wings	x	x	2	x	x	x	x	SC	49	Tra		Touch	Target				
Cloudburst	x	x	1	x	x	x	x	SC	49	Evo		Long (400 ft. + 40 ft./level)	Area				
Cloudkill	x	x	x	x	x	5	5	PHB	210	Con	1 a	Medium	20-ft radius	1 min/lvl	Special	-	Kills 1-3 HD, 4-6 HD Fort save / die
Cloud-Walkers	x	x	7	x	x	x	x	SC	49	Tra		Touch	Target				
Clutch of Orcus	x	3	x	x	x	x	x	SC	49	Nec		Medium (100 ft. + 10 ft./level)	Target				
Cocoon	x	x	8	x	x	x	x	SC	49	Con		Close (25 ft. + 5 ft./2 levels)	Target				
Cold Fire	x	1	1	x	x	x	x	SC	50	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Cold Orb	x	x	x	x	x	4	4	T&B	86	Evo	1 a	Close	Creatures/objects 30-ft apart	Instantaneous	Fort (half)	Y	Ranged touch, 1d6/lvl (max 15d6); divided as desired.

Cold Snap	x	6	5	x	x	x	x	SC	50	Tra		1 Mile	Area				
Color Spray	x	x	x	x	x	1	1	PHB	210	Ill	1 a	15-ft	Cone	Instantaneous	Will negs	Y	Knocks unconscious etc. 1d6 creats
Combust	x	x	x	x	x	2	2	SC	50	Evo		Touch	Target				
Comefall	x	6	6	x	x	x	x	SC	50	Con		Medium (100 ft. + 10 ft./level)	Effect				
Command	x	1	x	x	x	x	x	PHB	211	Enc	1 a	Close	One living creature	1 round	Will negs	Y	One target obeys command 1 rnd
Command Plants	x	x	x	x	x	2	2	PHB	211	Tra	1 a	Close	2 HD/lvl in 30-ft	1 day/lvl	Will negs	Y	Plants animate and entangle
Command Undead	x	5	x	x	x	2	2	PHB	211	Nec	1 a	Close	One undead creature	1 day/lvl	Will negs	Y	Control undead creatures
Command, Greater	x	x	4	x	3	x	x	PHB	211	Enc	1 a	Close	Creature/lvl in 30-ft	1 rnd/lvl	Will negs	Y	One target obeys command 1 rnd
Commune	x	5	x	x	x	x	x	PHB	211	Div	10 min	Self	Caster	1 rnd/lvl	-	-	Deity answers 1 y/n-question/level
Commune with Nature	x	x	5	x	4	x	x	PHB	211	Div	10 min	Self	Caster	Instantaneous	-	-	Learn about terrain for 1 mile/level
Comprehend Languages	1	1	x	x	x	1	1	PHB	212	Div	1 a	Self	250 words/min	10 min/lvl	-	-	Understands all languages
Cone of Cold	x	x	x	x	x	5	5	PHB	212	Evo	1 a	60-ft	Cone	Instantaneous	Ref half	Y	1d6 cold damage/lvl (15d6)
Cone of Dimness	x	x	x	x	x	3	3	SC	50	Ill		60 ft.	Area				
Confusion	3	x	x	x	x	4	4	PHB	212	Enc	1 a	Medium	Creatures in 15-ft	1 rnd/lvl	Will negs	Y	Targets become confused, 1 rnd/lvl
Confusion, Lesser	1	x	x	x	x	x	x	PHB	212	Enc	1 a	Close	One living creature	1 round	Will negs	Y	Target becomes confused, 1 rnd/lvl
Consecrate	x	2	x	x	x	x	x	PHB	212	Evo	1 a	Close	20-ft radius	2 hr/lvl	-	-	Fill area with positive energy
Constricting Chains	x	x	x	x	x	x	x	BoED	94	Evo	1 a	Medium	One creature	1 rnd/lvl	-	-	Binds creature, -2 Att, -4 Dex, 3d6 dmg
Consume Likeness	x	x	x	x	x	x	x	BoVD	89	Nec	1 a	Self	Caster	Permanent	-	-	Appearance & form of dead humanoid
Consumptive Field	x	4	x	x	x	x	x	SC	51	Nec		30 ft.	Area				
Consumptive Field, Greater	x	7	x	x	x	x	x	SC	51	Nec		30 ft.	Area				
Contact Other Plane	x	x	x	x	x	5	5	PHB	212	Div	10 min	Self	Caster	Concentrate	-	-	Ask question of extraplanar entity
Contagion	x	3	3	x	x	4	4	PHB	213	Nec	1 a	Touch	One living creature	Instantaneous	Fort negs	Y	Infects with chosen disease
Contagion, Mass	x	5	5	x	x	6	6	SC	51	Nec		Medium (100 ft. + 10 ft./level)	Area				
Contagious Fog	x	x	x	x	x	3	3	SC	52	Con		Medium (100 ft. + 10 ft./level)	Effect				
Contagious Touch	x	x	4	x	x	x	x	SC	52	Nec		Touch	Target				
Contingency	x	x	x	x	x	6	6	PHB	213	Evo	10 min	Self	Caster	1 day/lvl (D)	-	-	Sets trigger condition for spell
Contingent Energy Resistance	x	4	4	x	x	5	5	Draco	110	Abj	1 min	Personal	Caster	1 hr/lvl (D)	-	-	Ignore 10 damage/attack from selected energy type for 1 hour/level.
Contingent Energy Resistance	x	4	4	x	x	5	5	SC	52	Abj		Personal	Target				
Continual Flame	x	3	x	x	x	2	2	PHB	213	Evo	1 a	Touch	Magical flame	Permanent	-	-	Permanent and heatless torch
Control Plants	x	x	8	x	x	x	x	PHB	213	Tra	1 a	Close	2 HD of plants/lvl	1 min/lvl	Will negs	-	Talk and control plants and fungi
Control Undead	x	x	x	x	x	7	7	PHB	214	Nec	1 a	Close	2 HD of undead/lvl	1 min/lvl	Will negs	Y	Command undead creatures
Control Water	x	4	4	x	x	6	6	PHB	214	Tra	1 a	Long	10ftx10ftx2ft/lvl	10 min/lvl (D)	-	-	Raises, lowers or parts water
Control Weather	x	7	7	x	x	7	7	PHB	214	Tra	10 min	2 miles	2 mile radius	4d12 hours	-	-	Changes weather in local area
Control Winds	x	x	5	x	x	x	x	PHB	214	Tra	1 a	40-ft/lvl	40-ft/lvl radius	10 min/lvl	Fort negs	-	Change wind direction and speed
Convert Wand	x	5	x	x	x	x	x	BoED	95	Tra	1 a	Touch	Wand	1 min/lvl	-	-	Transforms wand into a healing wand
Conviction	x	1	x	x	x	x	x	SC	52	Abj		Touch	Target				
Conviction, Mass	x	3	x	x	x	x	x	SC	52	Abj		Medium (100 ft. + 10 ft./level)	Target				
Corona of Cold	x	3	3	x	x	x	x	SC	52	Evo		10 ft.	Area				
Corporeal Instability	x	x	x	x	x	4	4	SC	53	Tra		Touch	Target				
Corpse Candle	x	x	x	x	x	3	3	SC	53	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Corrosive Grasp	x	x	x	x	x	1	1	SC	53	Con		Touch	Target				
Countermoon	x	x	2	x	x	x	x	SC	53	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Crabwalk	1	x	1	x	1	x	x	SC	53	Tra		Touch	Target				
Crawling Darkness	x	5	x	x	x	x	x	SC	55	Con		Personal	Target				
Creaking Cacophony	3	x	3	x	x	x	x	SC	55	Ill		Medium (100 ft. + 10 ft./level)	Area				
Create Crossroads and Backroad	x	x	7	x	x	x	x	Maof	86	Con	1 day	Touch	50-ft square	Instantaneous	-	-	Links two locations by a magical path.

Create Food and Water	x	3	x	x	x	x	x	PHB	215	Con	10 min	Close	Food and water	24 hours	-	-	Feeds 3 humans (or horse) / level
Create Greater Undead	x	8	x	x	x	8	8	PHB	215	Nec	1 hr	Close	One dead creature	Instantaneous	-	-	Mummy, spectre, vampire, ghost
Create Magic Tattoo	x	x	x	x	x	2	2	SC	55	Con		Touch	Target				
Create Undead	x	6	x	x	x	6	6	PHB	215	Nec	1 hr	Close	One dead creature	Instantaneous	-	-	Ghoul, shadow, ghastr, wight, wraith
Create Water	x	0	0	1	x	x	x	PHB	215	Con	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	Creates 2 gallons/lvl of pure water
Creeping Cold	x	x	2	x	x	x	x	SC	55	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Creeping Cold, Greater	x	x	4	x	x	x	x	SC	56	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Creeping Doom	x	x	7	x	x	x	x	PHB	215	Con	1 rnd	Close	One swarm/2lvl	1 min/lvl	-	-	Carpet of insects at your command
Crescendo	2	x	x	x	x	x	x	S&S	90	Evo	1 a	30-ft	Allies in 30-ft radius	4 rounds	-	Y	Grants increasing bonus on attack rolls.
Critical Strike	1	x	x	x	x	1	1	SC	56	Div		Personal	Target				
Crown of Brilliance	x	6	x	x	x	x	x	BoED	95	Evo	1 rnd	20-ft	20-ft radius	1 rnd/lvl	Fort part	Y	Blinds for 1d4 rounds
Crown of Flame	x	5	x	x	x	x	x	BoED	95	Evo	1 a	10-ft	10-ft radius	1 min/lvl	-	Y	2d6/rnd to evil outsiders, undead, fey
Crown of Glory	x	x	x	x	x	x	x	SC	56	Enc		20 ft.	Target				
Cruel Disappointment	x	x	x	x	x	3	3	BoVD	89	Ill	1 a	Medium	One living creature	Instantaneous	Will neg	Y	Next die roll action fails, poss -4 morale
Crumble	x	x	3	x	x	x	x	SC	56	Tra		Medium (100 ft. + 10 ft./level)	Target				
Crushing Despair	3	x	x	x	x	4	4	PHB	215	Enc	1 a	30-ft	Cone	1 min/lvl	Will negs	Y	-2 Att, save, abilities, skills, damage
Crushing Fist of Spite	x	x	x	x	x	9	9	BoVD	89	Evo	1 a	Medium	5-ft radius, 30-ft high	1 rnd/lvl	Ref neg	Y	1d6/lvl dmg from darkness fist
Cry of Ysgard	x	x	x	x	x	x	x	BoED	95	Con	1 rnd	Close	2d4 Bariaur defender	Instantaneous	-	-	Calls celestials to fight for you for 1year
Cure Critical Wounds	4	4	5	x	x	x	x	PHB	215	Con	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 4d8+1/lvl (+20)
Cure Critical Wounds, Mass	x	8	9	x	x	x	x	PHB	215	Con	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 4d8+1/lvl (+40)
Cure Light Wounds	1	1	1	1	2	x	x	PHB	215	Con	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 1d8+1/lvl (+5)
Cure Light Wounds, Mass	5	5	6	x	x	x	x	PHB	216	Con	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 1d8+1/lvl (+25)
Cure Minor Wounds	x	0	0	x	x	x	x	PHB	216	Con	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 1 point of damage
Cure Moderate Wounds	2	2	3	3	3	x	x	PHB	216	Con	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 2d8+1/lvl (+10)
Cure Moderate Wounds, Mass	6	6	7	x	x	x	x	PHB	216	Con	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 2d8+1/lvl (+30)
Cure Serious Wounds	3	3	4	4	4	x	x	PHB	216	Con	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 3d8+1/lvl (+15)
Cure Serious Wounds, Mass	x	7	8	x	x	x	x	PHB	216	Con	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 3d8+1/lvl (+35)
Curse of Ill Fortune	x	2	x	x	x	x	x	SC	56	Tra		Medium (100 ft. + 10 ft./level)	Target				
Curse of Ill Fortune, Mass	x	5	x	x	x	x	x	SC	56	Nec		Medium (100 ft. + 10 ft./level)	Target				
Curse of Impending Blades	2	x	x	x	2	2	2	SC	56	Nec		Medium (100 ft. + 10 ft./level)	Target				
Curse of Impending Blades, Mass	3	x	x	x	3	3	3	SC	56	Nec		Medium (100 ft. + 10 ft./level)	Target				
Curse of Lycanthropy	x	x	x	x	x	x	x	SC	57	Nec		Touch	Target				
Curse of the Brute	x	3	x	2	x	x	x	DotF	84	Tra	1 a	Touch	Creature touched	1 rnd/lvl	Fort neg	Y	Gain +1/lvl Str/Dex/Con and loose same in Int/Wis/Chr.
Curse of the Putrid Husk	3	x	x	x	x	3	3	BoVD	89	Ill	1 a	Close	One creature	1 rnd + 1d10 min	Will neg	Y	Dazed 1 round then unconscious
Curse Water	x	1	x	x	x	x	x	PHB	216	Nec	1 min	Touch	Water flask	Instantaneous	Will negs	Y	Make unholy water
Cursed Blade	x	x	x	x	x	x	x	SC	57	Nec		Touch	Target				
Curtain of Light	x	x	x	x	x	x	x	BoED	96	Evo	1 a	Medium	5x5-ft/lvl	1 rnd/lvl (D)	-	-	Damages evil 2d4 to 10-ft, 1d4 to 20-ft
Cutting Hand	x	x	x	x	x	1	1	SC	57	Tra		Personal	Target				
Cyclonic Blast	x	x	x	x	x	5	5	SC	57	Evo		120 ft.	Area				
Daggerspell Stance	x	x	2	x	x	2	2	SC	57	Abj		Personal	Target				
Damning Darkness	x	4	x	x	x	4	4	BoVD	89	Evo	1 a	Touch	One item	10 min/lvl (D)	-	-	Darkness, Good 2d6 dmg/rnd, Ntrl half
Dance of Ruin	2	2	x	x	x	2	2	BoVD	90	Nec	1 rnd	Close	All non-demons	Instantaneous	Ref half	Y	All non-demons take 2d20 dmg
Dance of the Unicorn	x	x	5	x	x	x	x	SC	58	Abj		5 ft./level	Area				
Dancing Chains	x	x	x	x	x	4	4	BoVD	90	Tra	1 a	Close	One chain/lvl	1 min/lvl	-	-	Chains attack as spiked chains
Dancing Lights	0	x	x	x	x	0	0	PHB	216	Evo	1 a	Medium	10-ft radius	1 min (D)	-	-	Figment torches or other lights
Dancing Web	x	5	5	x	x	4	4	BoED	96	Evo	1 a	Medium	20-ft radius	Instantaneous	Ref half	Y	1d6/lvl non-lethal dmg, entangles evil

Dark Way	2	2	x	x	x	2	2	SC	58	Ill		Close (25 ft. + 5 ft./2 levels)	Effect				
Darkbolt	x	x	x	x	x	x	x	SC	58	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Darkfire	x	3	x	x	x	x	x	SC	59	Evo		0 ft.	Effect				
Darklight	x	x	x	x	x	1	1	BoVD	91	Evo	1 a	Touch	One creature	1 min/lvl	-	-	5-ft radius darkness sphere, see within
Darkness	2	2	x	x	x	2	2	PHB	216	Evo	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	Supernatural darkness
Darkseed	x	x	0	x	x	x	x	MotW	86	Tra	1 a	Close	One plant or plant creature	1 day	Ref neg	Y	Slow-kills plants.
Darkvision	x	x	x	x	3	2	2	PHB	216	Tra	1 a	Touch	One creature	1 hr/lvl	Will negs	Y	See 60-ft in total darkness
Darkvision, Mass	x	x	x	x	x	4	4	SC	59	Tra		10 ft.	Target				
Darsson's Potion	x	x	x	x	x	4	4	MaoF	87	Tra	1 rnd	Touch	Flask of water touched	1 hr/lvl	Will negs	Y	Creates a potion that must be used in 1 hr/lvl.
Dawn	x	x	0	x	1	x	x	SC	59	Abj		15 ft.	Target				
Daylight	3	3	3	3	x	3	3	PHB	216	Evo	1 a	Touch	Item 60-ft radius	10 min/lvl (D)	-	-	60-ft radius of bright light
Daze	0	x	x	x	x	0	0	PHB	217	Enc	1 a	Close	1 humanoid to 4 HD	1 rnd	Will negs	Y	Humanoid loses next action
Daze Animal	x	x	0	x	x	x	x	MotW	86	Enc	1 a	Close	One 5-HD or less animal	1 round	Will negs	Y	Animal loses one action.
Daze Monster	2	x	x	x	x	2	2	PHB	217	Enc	1 a	Medium	One creature to 6 HD	1 rnd	Will negs	Y	Creature loses next action
Dead End	1	x	x	x	x	1	1	SC	59	Ill		Touch	Target				
Deadfall	x	x	8	x	x	x	x	SC	59	Con		Long (400 ft. + 40 ft./level)	Effect				
Deafening Clang	x	x	x	1	x	x	x	SC	59	Tra		Touch	Target				
Death Armor	x	x	x	x	x	2	2	SC	60	Nec		Personal	Target				
Death by Thorns	x	x	x	x	x	x	x	BoVD	91	Con	1 a	Touch	Up to three creatures	Instantaneous	Fort part	Y	Incapacitated 1d4 rnds, 1d6/rnd, & die
Death Dragon	x	7	x	x	x	x	x	SC	60	Nec		Personal	Effect				
Death Grimace	x	x	x	x	x	1	1	BoVD	91	Nec	1 a	Touch	Corpse	Permanent	-	-	Magical signature on corpse
Death Knell	x	2	x	x	x	x	x	PHB	217	Nec	1 a	Touch	One living creature	10 min / creat HD	Will negs	Y	Gain 1d8 temp hp, +2 Str, +1 level
Death Pact	x	8	x	x	x	x	x	SC	60	Nec		Touch	Target				
Death Throes	x	5	x	x	x	5	5	SC	60	Nec		Personal	Target				
Death Ward	x	4	5	4	x	x	x	PHB	217	Nec	1 a	Touch	One living creature	10 min/lvl	-	-	Immunity to death spells/effects
Death Ward, Mass	x	8	9	x	x	x	x	SC	61	Nec		Close (25 ft. + 5 ft./2 levels)	Target				
Deathwatch	x	1	x	x	x	x	x	PHB	217	Nec	1 a	30-ft	Cone	10 min/lvl	-	-	Sees how wounded targets are
Decomposition	x	x	2	x	x	x	x	SC	61	Nec		50 ft.	Area				
Decoy Image	x	x	x	x	3	x	x	SC	61	Ill		Long (400 ft. + 40 ft./level)	Effect				
Deep Breath	x	x	1	x	1	1	1	SC	61	Con		Personal	Target				
Deep Slumber	3	x	x	x	x	3	3	PHB	217	Enc	1 rnd	Close	10-ft radius	1 min/lvl	Will negs	Y	Put 10 HD of creatures into slumber
Deeper Darkness	x	3	x	x	x	x	x	PHB	217	Evo	1 a	Touch	Item 60-ft radius	1 day/lvl	-	-	Supernatural darkness
Deeper Darkvision	x	x	x	x	4	3	3	SC	62	Tra		Touch	Target				
Defenestrating Sphere	x	x	x	x	x	4	4	SC	62	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Dehydrate	x	x	3	x	x	x	x	SC	62	Nec		Medium (100 ft. + 10 ft./level)	Target				
Deific Vengeance	x	2	x	x	x	x	x	SC	62	Con		Close (25 ft. + 5 ft./2 levels)	Target				
Delay Death	x	4	x	x	x	x	x	SC	63	Nec		Close (25 ft. + 5 ft./2 levels)	Target				
Delay Disease	x	1	1	x	x	x	x	SC	63	Con		Touch	Target				
Delay Poison	2	2	2	2	1	x	x	PHB	217	Con	1 a	Touch	One creature	1 hr/lvl	Fort negs	Y	Stops poison from harming target
Delayed Blast Fireball	x	x	x	x	x	7	7	PHB	217	Evo	1 a	Long	1d6/lvl, max 10d6	Instantaneous	Ref half	Y	1d6 dmg/lvl, 20-ft radius, 5 rnds
Delusions of Grandeur	2	x	x	x	x	2	2	SC	63	Ill		Medium (100 ft. + 10 ft./level)	Target				
Demand	x	x	x	x	x	8	8	PHB	217	Evo	10 min	Special	One creature	1 round	Will part	Y	Send a message with a suggestion
Demon Dirge	x	3	x	x	x	3	3	SC	63	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Demon Wings	x	x	x	x	x	x	x	BoVD	91	Tra	1 a	Self	Caster	10 min/lvl	-	-	Caster sprouts wings, fly normal speed
Demoncall	x	x	x	x	x	x	x	BoVD	91	Div	1 a	Self	Caster	Instantaneous	-	-	+10 Knowledge arcana, planes, religion
Demonflesh	x	x	x	x	x	x	x	BoVD	92	Tra	1 a	Self	Caster	1 min/lvl	-	-	+1 natural AC/5lvls

Demonhide	x	x	x	x	x	x	x	SC	63	Abj		Touch	Target				
Desecrate	x	2	x	x	x	x	x	PHB	218	Evo	1 a	Close	20-ft radius	2 hr/lvl	-	Y	Fill area with negative energy
Desiccating Bubble	x	x	x	x	x	2	2	SC	63	Nec		Medium (100 ft. + 10 ft./level)	Effect				
Despoil	x	9	x	x	x	x	x	BoVD	92	Tra	1 min	Touch	100-ft/lvl radius	Instantaneous	Fort neg	Y	Plants die, living creatures lose 1d4 Str
Destruction	x	7	x	x	x	x	x	PHB	218	Nec	1 a	Close	One creature	Instantaneous	Fort part	Y	Kill target, destroy remains or 10d6
Detect Animals or Plants	x	x	1	x	1	x	x	PHB	218	Div	1 a	Long	Cone	Conc, 10 min/lvl	-	-	Detects special animals or plant
Detect Chaos	x	1	x	x	x	x	x	PHB	218	Div	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals creatures, spells or items
Detect Crossroads	0	x	0	x	x	x	x	MaoF	88	Div	1 a	see text	Cone	see text	-	-	Detect fey crossroads within 60-ft.
Detect Evil	x	1	x	x	x	x	x	PHB	218	Div	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals creatures, spells or items
Detect Favored Enemy	x	x	x	x	1	x	x	SC	64	Div		60 ft.	Area				
Detect Good	x	1	x	x	x	x	x	PHB	219	Div	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals creatures, spells or items
Detect Law	x	1	x	x	x	x	x	PHB	219	Div	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals creatures, spells or items
Detect Magic	0	0	0	x	x	0	0	PHB	219	Div	1 a	60-ft	Cone	Conc, 1 min/lvl	-	-	Detects spells and magic items
Detect Poison	x	0	0	1	1	0	0	PHB	219	Div	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	Detects poison in creature or item
Detect Scrying	4	x	x	x	x	4	4	PHB	219	Div	1 a	40-ft	40-ft radius	24 hours	-	-	Alerts of magical eavesdropping
Detect Secret Doors	1	x	x	x	x	1	1	PHB	220	Div	1 a	60-ft	Cone	Conc, 1min/lvl	-	-	Reveals hidden doors within 60-ft
Detect Snares and Pits	x	x	1	x	1	x	x	PHB	220	Div	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals natural or primitive traps
Detect Thoughts	2	x	x	x	x	2	2	PHB	220	Div	1 a	60-ft	Cone	Conc, 1 min/lvl	Will negs	-	Detect surface thoughts
Detect Undead	x	1	x	1	x	1	1	PHB	220	Div	1 a	60-ft	Cone	Conc, 1min/lvl	-	-	Reveals undead within 60-ft
Devil Blight	x	3	x	x	x	3	3	SC	64	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Devil's Ego	x	x	x	x	x	x	x	BoVD	92	Tra	1 a	Self	Caster	1 min/lvl	-	-	1d4+1 Cha, treated as an 'outsider'
Devil's Eye	x	3	x	x	x	3	3	BoVD	92	Div	1 a	Self	Caster	1 min/lvl	-	-	See in magical darkness 30-ft
Devil's Tail	x	x	x	x	x	x	x	BoVD	92	Tra	1 a	Self	Caster	1 min/lvl	-	-	Tail doing 1d4 dmg + half Str bonus
Devil's Tongue	x	x	x	x	x	x	x	BoVD	92	Tra	1 a	Self	Caster	1 min/lvl	-	-	Tongue makes grapple attacks to 15-ft
Dhulark's Glasstrike	x	x	x	x	x	6	6	MaoF	89	Tra	1 a	Close	One creature or 4 cubic ft object	1 hr/lvl	Fort neg	Y	Turns subject into glass.
Diamond Spray	x	x	x	x	x	x	x	BoED	96	Evo	1 a	60-ft	Cone	Instantaneous	Ref half	Y	Dazzle evil for 2d6 rounds, 1d6/lvl dmg
Diamondsteel	x	x	x	3	x	3	3	SC	64	Tra		Touch	Target				
Dictum	x	7	x	x	x	x	x	PHB	220	Evo	1 a	40-ft	40-ft radius	Instantaneous	-	Y	Kills, paralyzes, weakens nonlawful
Dimension Door	4	x	x	x	x	4	4	PHB	221	Con	1 a	Long	Caster and touched	Instantaneous	Will negs	Y	Teleports you and up to max load
Dimension Door, Greater	x	x	x	x	x	5	5	SC	64	Con		Touch	Target				
Dimensional Anchor	x	4	x	x	x	4	4	PHB	221	Abj	1 a	Medium	Ray	1 min/lvl	-	Y	Stops extradimensional movement
Dimensional Lock	x	8	x	x	x	8	8	PHB	221	Abj	1 a	Medium	20-ft radius	1 day/lvl	-	Y	Stops extradimensional movement
Diminish Plants	x	x	3	x	3	x	x	PHB	221	Tra	1 a	Special	Special	Instantaneous	-	-	Reduces size of plants
Dinosaur Stampede	x	x	6	x	x	x	x	SC	64	Evo		Medium (100 ft. + 10 ft./level)	Area				
Dire Hunger	x	x	5	x	x	x	x	SC	65	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Dirge	6	x	x	x	x	x	x	SC	65	Evo		50 ft.	Area				
Dirge of Discord	3	x	x	x	x	x	x	SC	66	Enc		Close (25 ft. + 5 ft./2 levels)	Area				
Discern Lies	x	4	x	3	x	x	x	PHB	221	Div	1 a	Close	Creature/lvl in 30-ft	Conc, 1 rnd/lvl	Will negs	-	Reveals deliberate falsehoods
Discern Location	x	8	x	x	x	8	8	PHB	222	Div	10 min	Unlimited	One creature or item	Instantaneous	-	-	Exact location of creature or item
Discern Shapechanger	x	x	x	x	x	2	2	SC	66	Div		Personal	Target				
Discolor Pool	2	x	x	x	x	2	2	SC	66	Ill		Close (25 ft. + 5 ft./2 levels)	Target				
Disguise Self	1	x	x	x	x	1	1	PHB	222	Ill	1 a	Self	Caster	10 min/lvl	-	-	Change appearance, +10 Disguise
Disguise Undead	x	x	x	x	x	2	2	SC	66	Ill		Touch	Target				
Disintegrate	x	x	x	x	x	6	6	PHB	222	Tra	1 a	Medium	Ray, 10-ft cube	Instantaneous	Fort part	Y	Disintegrates creat/obj or 5d6 dmg
Dismissal	x	4	x	x	x	5	5	PHB	222	Abj	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Y	Force creature back to native plane
Dispel Chaos	x	5	x	4	x	x	x	PHB	222	Abj	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	+4 AC against chaotic attackers, banish

Dispel Evil	x	5	x	4	x	x	x	PHB	222	Abj	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	+4 AC against evil attackers, banish
Dispel Good	x	5	x	x	x	x	x	PHB	222	Abj	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	+4 AC against good attackers, banish
Dispel Law	x	5	x	x	x	x	x	PHB	223	Abj	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	+4 AC against lawful attackers, banish
Dispel Magic	3	3	4	3	x	3	3	PHB	223	Abj	1 a	Medium	Special	Instantaneous	-	-	Cancels magical effects (+10)
Dispel Magic, Greater	5	6	6	x	x	6	6	PHB	223	Abj	1 a	Medium	Special	Instantaneous	-	-	Cancels magical effects (+20)
Dispel Ward	x	1	x	x	x	1	1	SC	67	Abj		Medium (100 ft. + 10 ft./level)	Target				
Dispelling Breath	x	x	x	x	x	5	5	SC	67	Abj		Personal	Target				
Dispelling Screen	x	x	x	x	x	4	4	SC	67	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Dispelling Screen, Greater	x	x	x	x	x	7	7	SC	67	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Displacement	3	x	x	x	x	3	3	PHB	223	Ill	1 a	Touch	One creature	1 rnd/lvl (D)	Will negs	Y	Attacks miss target 50% of time
Displacer Form	x	x	x	x	x	4	4	SC	67	Tra		Personal	Target				
Disquietude	2	x	x	x	x	x	x	SC	68	Enc		Target					
Disrupt Undead	x	x	x	x	x	0	0	PHB	223	Nec	1 a	Close	Ray	Instantaneous	-	Y	Deals 1d6 damage to one undead
Disrupt Undead, Greater	x	x	x	x	x	3	3	SC	68	Nec		Close (25 ft. + 5 ft./2 levels)	Effect				
Disrupting Weapon	x	5	x	x	x	x	x	PHB	223	Tra	1 a	Touch	One weapon	1 rnd/lvl	Will negs	Y	Undead save vs lvl or be destroyed
Dissonant Chant	2	x	x	x	x	2	2	SC	69	Abj		Close (25 ft. + 5 ft./2 levels)	Area				
Dissonant Chord	3	x	x	x	x	x	x	SC	69	Evo		10 ft.	Area				
Distilled Joy	x	x	x	x	x	3	3	BoED	96	Tra	1 day	Touch	One living creature	Permanent	Fort neg	Y	Heals 1 Hp
Distort Speech	1	x	x	x	x	x	x	SC	69	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Distort Summons	x	x	x	x	x	4	4	BoVD	92	Tra	1 a	Medium	50-ft radius	1 hr/lvl	-	-	Summoned creatures are evil only
Distort Weapon	x	x	x	x	x	x	x	BoVD	92	Tra	1 a	Touch	Weapon	1 min/lvl	-	-	Automatically confirm critical vs good
Distract	1	x	x	x	x	1	1	SC	69	Enc		Medium (100 ft. + 10 ft./level)	Target				
Distract Assailant	x	x	x	x	x	1	1	SC	69	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Distracting Ray	2	x	x	x	x	2	2	SC	69	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Divination	x	4	x	x	x	x	x	PHB	224	Div	10 min	Self	Caster	Instantaneous	-	-	Provides useful advice for actions
Divine Agility	x	5	x	x	x	x	x	SC	69	Tra		Touch	Target				
Divine Favor	x	1	x	1	x	x	x	PHB	224	Evo	1 a	Self	Caster	1 min	-	-	You gain att, dmg bonus +1/3 lvls
Divine Flame	x	2	x	x	x	x	x	DotF	85	Abj	1 a	15-ft	15-ft radius centered on caster	1 rnd/lvl	Fort (half)	Y	Wards area against cold creatures.
Divine Insight	x	2	x	2	x	x	x	SC	70	Div		Personal	Target				
Divine Inspiration	x	x	x	x	x	x	x	BoED	96	Div	1 a	Touch	One creature	1d4 rounds	-	Y	+3 Att vs evil creatures
Divine Interdiction	x	2	x	x	x	x	x	SC	70	Abj		Close (25 ft. + 5 ft./2 levels)	Area				
Divine Power	x	4	x	x	x	x	x	PHB	224	Evo	1 a	Self	Caster	1 rnd/lvl	-	-	+lvl as Att bonus, +6 Str, 1 hp/lvl
Divine Protection	x	2	x	2	x	x	x	SC	70	Enc		Medium (100 ft. + 10 ft./level)	Target				
Divine Sacrifice	x	x	x	1	x	x	x	SC	70	Evo		Personal	Target				
Divine Storm	x	4	x	x	x	x	x	DotF	85	Evo	1 rnd	Close	30-ft radius	Concen.	Ref neg	Y	Storm deals 1d6 dam +2/lvl (max +20); one-half cover.
Divine Zephyr	x	2	x	x	x	x	x	DotF	85	Abj	1 a	15-ft	15-ft radius centered on caster	1 rnd/lvl	Fort (half)	Y	Wards area against fire creatures.
Dolorous Blow	3	x	x	x	x	3	3	SC	70	Tra		Touch	Target				
Dolorous Motes	4	x	x	x	x	3	3	BoED	97	Enc	1 a	Long	10-ft cube/lvl	1 rnd/lvl (D)	Will neg	Y	Creatures in area are dazed
Dominate Animal	x	x	3	x	x	x	x	PHB	224	Enc	1 rnd	Close	One animal	1 rnd/lvl	Will negs	Y	Animal obeys mental commands
Dominate Monster	x	x	x	x	x	9	9	PHB	224	Enc	1 rnd	Close	One creature	1 day/lvl	Will negs	Y	Control creature telepathically
Dominate Person	4	x	x	x	x	5	5	PHB	224	Enc	1 rnd	Close	One humanoid	1 day/lvl	Will negs	Y	Control humanoid telepathically
Doom	x	1	x	x	x	x	x	PHB	225	Nec	1 a	Medium	One living creature	1 min/lvl	Will negs	Y	-2 on attacks, dmg, saves, skills
Doomtide	x	5	x	x	x	x	x	SC	70	Ill		80 ft.	Effect				
Downdraft	x	3	3	x	x	x	x	SC	72	Evo		Long (400 ft. + 40 ft./level)	Area				
Draconic Might	x	x	x	4	x	5	5	SC	72	Tra		Touch	Target				
Dragon Ally	x	x	x	x	x	7	7	SC	72	Con		Close (25 ft. + 5 ft./2 levels)	Effect				

Dragon Ally, Greater	x	x	x	x	x	9	9	SC	72	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Dragon Ally, Lesser	x	x	x	x	x	5	5	SC	72	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Dragon Breath	x	5	x	x	x	4	4	SC	73	Evo		Personal	Target				
Dragon Cloud	x	x	x	x	x	x	x	BoED	97	Con	1 rnd	Special	One dragon cloud	1 min + 1 min/lvl	-	-	Huge air elemental, 10d6 elect DC24
Dragonsight	5	x	x	x	x	5	5	SC	73	Tra		Personal	Target				
Dragonskin	x	x	x	x	x	3	3	SC	73	Tra		Personal	Target				
Drawmij's Instant Summons	x	x	x	x	x	7	7	PHB	225	Con	1 a	Special	Weight up to 10 lb	Till used	-	-	Prepared items appears in hand
Dread Word	x	x	x	x	x	3	3	BoVD	93	Evo	1 a	Close	One good creature	Instantaneous	Fort neg	Y	1d3 Cha dmg
Dream	5	x	x	x	x	5	5	PHB	225	Ill	1 min	Unlimited	One living creature	Special	-	Y	Sends message to anyone sleeping
Dream Casting	x	x	x	x	x	6	6	SC	73	Ill		Unlimited	Target				
Dream Sight	x	x	x	x	x	x	x	SC	74	Div		See Text	Target				
Drown	x	x	6	x	x	x	x	SC	74	Con		Close (25 ft. + 5 ft./2 levels)	Target				
Drown, Mass	x	x	9	x	x	x	x	SC	74	Con		Close (25 ft. + 5 ft./2 levels)	Target				
Drug Resistance	x	1	x	x	x	1	1	BoVD	93	Enc	1 a	Touch	One living creature	1 hr/lvl	Fort neg	Y	Immune to addiction to drugs
Druid Grove	x	x	5	x	x	x	x	MotW	87	Tra	see text	Close	One or more trees	1 day/lvl (D)	-	-	Tree s store spells for 24 hours.
Duelward	x	x	x	x	x	5	5	SC	74	Abj		Personal	Target				
Eagle's Splendor	2	2	x	2	x	2	2	PHB	225	Tra	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Cha
Eagle's Splendor, Mass	6	6	x	x	x	6	6	PHB	225	Tra	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Cha to 1 creature/lvl
Earth Lock	x	x	x	x	x	2	2	SC	75	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Earth Reaver	x	5	x	x	x	5	5	SC	75	Tra		Medium (100 ft. + 10 ft./level)	Area				
Earthbind	x	x	2	x	x	2	2	SC	76	Tra		Medium (100 ft. + 10 ft./level)	Target				
Earthen Grace	x	x	2	x	x	3	3	SC	76	Abj		Touch	Target				
Earthen Grasp	x	x	x	x	x	2	2	SC	76	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Earthfast	x	x	2	x	x	x	x	SC	76	Tra		Close (25 ft. + 5 ft./2 levels)	Area				
Earthquake	x	8	8	x	x	x	x	PHB	225	Evo	1 a	Long	80-ft/lvl radius	1 rnd	Special	-	Intense tremor causes cave-in 8d6 dmg
Ease Pain	x	2	x	x	x	x	x	BoED	97	Con	1 a	Touch	One creature	Instantaneous	Will neg	Y	Removes pain
Easy Climb	x	x	x	x	2	x	x	SC	76	Tra		Medium (100 ft. + 10 ft./level)	Area				
Easy Math	0	x	x	x	x	x	x	S&S	90	Tra	1 a	Personal	Caster	1 round	-	Y	Allows instant counting and distance calculations.
Easy Trail	x	x	2	1	x	x	x	SC	76	Abj		40 ft.	Area				
Ebon Eyes	x	1	x	x	x	1	1	SC	77	Tra		Touch	Target				
Echo Skull	x	x	5	x	x	x	x	SC	77	Div		Touch	Target				
Ectoplasmic Armor	x	x	x	x	x	1	1	SC	77	Abj		Touch	Target				
Ectoplasmic Enhancement	x	x	x	x	x	6	6	BoVD	93	Nec	1 rnd	Close	Incorporeal undead/lvl	24 hours	-	-	Undead gain +1 AC, +1d8 hps, +1 Att, +2 TR, +1 to each of these every 4lvs
Ectoplasmic Feedback	x	x	x	x	x	2	2	SC	78	Abj		Personal	Target				
Effulgent Eputation	x	x	x	x	x	9	9	SC	78	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Eladrin Form	x	x	x	x	x	7	7	BoED	97	Tra	1 a	Self	Caster	1 rnd/lvl (D)	-	-	Become incorporeal globe of light
Elation	2	2	x	x	x	3	3	BoED	98	Enc	1 a	80-ft	Allies in 80-ft radius	1 rnd/lvl	Will neg	Y	+2 Str, Dex, +5 move
Electric Jolt	x	x	x	x	x	0	0	SC	78	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Electric Loop	x	x	x	x	x	2	2	SC	78	Evo		Close (25 ft. + 5 ft./2 levels)	Target				
Electric Orb	x	x	x	x	x	4	4	T&B	87	Evo	1 a	Close	Creatures/objects 30-ft apart	Instantaneous	Fort (half)	Y	Ranged touch, 1d6/lvl (max 15d6); divided as desired.
Elemental Body	x	x	x	x	x	7	7	SC	78	Tra		Personal	Target				
Elemental Swarm	x	x	9	x	x	x	x	PHB	226	Con	10 min	Medium	2+ creatures	10 min/lvl (D)	-	-	Summons 2d4 Large, 1d4 Huge
Elminster's Effulgent Eputation	x	x	x	x	x	9	9	MaoF	92	Abj	1 a	60-ft	One glowing sphere/lvl	10 min/lvl (D)	-	-	Creates one sphere/level that negates hostile magic.
Elminster's Evasion	x	x	x	x	x	9	9	FRCS	69	Evo	see text	Personal	Caster	Discharged	-	-	Powerful version of contingency.
Embrace the Wild	x	x	2	1	x	x	x	SC	79	Tra		Personal	Target				
Emerald Burst	x	x	x	x	x	5	5	BoED	98	Evo	1 a	Close	20-ft radius	Instantaneous	Fort neg	Y	Evil stunned 1d4 rnds, neutral 1 rnd

Emerald Flame Fist	x	x	x	x	x	7	7	SC	79	Evo		Touch	Target					
Empyrean Ecstasy	6	x	x	x	x	x	x	BoED	98	Abj	1 rnd	30-ft	One creature/lvl	1 min/lvl (D)	Will neg	Y	Removes pain, immunity to mind affecting, half dmg from melee/missiles	
End to Strife	x	9	x	x	x	x	x	BoED	98	Enc	1 a	80-ft	80-ft radius	1 rnd/lvl	-	Y	Attacking creature takes 20d6 dmg	
Endure Elements	x	1	1	1	1	1	1	PHB	226	Abj	1 a	Touch	One creature	24 hours	Will negs	Y	Protected in extreme temperatures	
Energetic Healing	x	5	5	x	x	x	x	BoED	98	Con	1 a	Touch	One living creature	10 min/lvl or till used	-	Y	Immune to selected element and heals 10% or any damage done by element	
Energize Potion	x	3	3	x	x	2	2	BoED	98	Tra	1 a	Close	10-ft radius	Instantaneous	Ref half	Y	Potion explodes 1d6/lvl dmg 10-ft rad	
Energized Shield	x	3	x	2	x	x	x	SC	79	Abj		Touch	Target					
Energized Shield, Lesser	x	2	x	1	x	x	x	SC	79	Abj		Touch	Target					
Energy Buffer	x	x	x	x	x	5	5	T&B	87	Tra	1 a	Touch	Caster	24 hours (D)	-	-	Absorbs 1d6/lvl dam (max 15d6) from one energy type.	
Energy Drain	x	9	x	x	x	9	9	PHB	226	Nec	1 a	Close	Negative energy ray	Instantaneous	Fort part	Y	Target gains 2d4 negative levels	
Energy Ebb	x	7	x	x	x	7	7	SC	80	Nec		Close (25 ft. + 5 ft./2 levels)	Effect					
Energy Immunity	x	6	6	x	x	7	7	SC	80	Abj		Touch	Target					
Energy Spheres	x	x	x	x	x	4	4	SC	80	Evo		Close (25 ft. + 5 ft./2 levels)	Effect					
Energy Transformation Field	x	x	x	x	x	7	7	SC	80	Tra		Close (25 ft. + 5 ft./2 levels)	Area					
Energy Vortex	x	3	3	x	x	x	x	SC	81	Evo		20 ft.	Target					
Enervating Breath	x	x	x	x	x	9	9	SC	82	Nec		Personal	Target					
Enervation	x	x	x	x	x	4	4	PHB	226	Nec	1 a	Close	Negative energy ray	Instantaneous	-	Y	Target gains 1d4 negative levels	
Enhance Familiar	x	x	x	x	x	3	3	SC	82	Uni		Touch	Target					
Enhance Wild Shape	x	x	4	x	x	x	x	SC	82	Tra		Personal	Target					
Enlarge Person	x	x	x	x	x	1	1	PHB	226	Tra	1 rnd	Close	One humanoid	1 min/lvl (D)	Fort negs	Y	+2 Str, -2 Dex, -1 Att, -1 AC	
Enlarge Person, Greater	x	x	x	x	x	5	5	SC	82	Tra		Touch	Target					
Enlarge Person, Mass	x	x	x	x	x	4	4	PHB	227	Tra	1 rnd	Close	Humanoid/lvl in 30-ft	1 min/lvl (D)	Fort negs	Y	+2 Str, -2 Dex, -1 Att, -1 AC	
Enrage Animal	x	x	1	x	1	x	x	SC	82	Enc		Medium (100 ft. + 10 ft./level)	Target					
Entangle	x	x	1	x	1	x	x	PHB	227	Tra	1 a	Long	40-ft radius	1 min/lvl (D)	Ref part	-	Plants entangle	
Entangling Staff	x	x	3	x	x	4	4	SC	83	Tra		Touch	Target					
Enthrall	2	2	x	x	x	x	x	PHB	227	Enc	1 rnd	Medium	Creatures in range	Up to 1 hour	Will negs	Y	Captivates all within medium range	
Entice Gift	2	x	x	x	x	2	2	SC	83	Enc		Close (25 ft. + 5 ft./2 levels)	Target					
Entropic Shield	x	1	x	x	x	x	x	PHB	227	Abj	1 a	Self	Caster	1 min/lvl (D)	-	-	20% miss chance on ranged attacks	
Enveloping Cocoon	x	x	6	x	x	x	x	SC	83	Evo		Medium (100 ft. + 10 ft./level)	Effect					
Epidemic	x	x	9	x	x	x	x	MotW	88	Nec	1 a	Touch	Creature touched	Instantaneous	Fort neg	Y	Infects subject with infectious chosen disease.	
Eradicate Earth	x	x	x	x	x	3	3	SC	84	Abj		40 ft.	Area					
Erase	1	x	x	x	x	1	1	PHB	227	Tra	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	Mundane or magical writing vanishes	
Essence of the Raptor	x	x	4	x	x	x	x	SC	84	Tra		Personal	Target					
Estanna's Stew	x	2	2	2	x	x	x	BoED	99	Con	1 rnd	0-ft	Healing stew	Instantaneous	Will half	Y	Heals 1d6+1/serve, 1 serve/2lvl (5)	
Eternity of Torture	x	x	x	x	x	x	x	BoVD	93	Nec	1 a	Close	One creature	Permanent	Fort part	Y	Target helpless, -1 all stats each day, save 5d6 dmg, -4 circumstance bonus	
Ether Blast	x	4	x	x	x	x	x	MotP	35	Abj	1 a	25' +2/lvl	25-ft + 5-ft/2 lvls spherical	1 rnd/lvl	-	-	Creates small ether cyclone centered on caster.	
Ethereal Breath	x	x	x	x	x	5	5	SC	84	Tra		Personal	Target					
Ethereal Chamber	x	x	x	x	x	2	2	SC	84	Evo		Close (25 ft. + 5 ft./2 levels)	Target					
Ethereal Jaunt	x	7	x	x	x	7	7	PHB	227	Tra	1 a	Self	Caster	1 rnd/lvl (D)	-	-	Become ethereal for 1 round/level	
Ethereal Mount	4	x	x	x	x	4	4	SC	85	Con		0 ft.	Effect					
Etherealness	x	9	x	x	x	9	9	PHB	228	Tra	1 a	Touch	You + creature/3lvls	1 min/lvl (D)	-	Y	Become ethereal with companions	
Evard's Black Tentacles	x	x	x	x	x	4	4	PHB	228	Con	1 a	Medium	20-ft radius	1 rnd/lvl (D)	-	-	Grapple Att lvl+8, Str 19, 1d6+4 dmg	
Evil Eye	x	x	x	x	x	3	3	BoVD	94	Enc	1 a	Close	One creature	Instantaneous	Will neg	Y	-4 luck on attacks, saves and checks	
Evil Glare	x	7	x	x	x	7	7	SC	85	Nec		30 ft.	Target					
Evil Weather	x	x	x	x	x	x	x	BoVD	94	Con	1 hr	Self	1-mile/lvl radius	3d6 min	-	-	Caster conjures a type of evil weather	
Exacting Shot	x	x	x	x	2	x	x	SC	85	Tra		Touch	Target					

Excavate	x	x	x	x	x	8	8	SC	85	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Exhalted Fury	x	x	x	x	x	x	x	BoED	99	Evo	1 a	40-ft	40-ft radius	Instantaneous	-	Y	Evil creatures take your hps+50 dmg
Exhalted Raiment	x	x	x	x	x	x	x	BoED	99	Abj	1 a	Touch	Garment	1 min/lvl	Will neg	Y	+1 AC/5lvls, DR 10/evil, SR 5+1/lvl
Expeditious Retreat	1	x	x	x	x	1	1	PHB	228	Tra	1 a	Self	Caster	1 min/lvl (D)	-	-	Increase speed by 30-ft/rnd
Expeditious Retreat, Swift	1	x	x	x	x	1	1	SC	85	Tra		Personal	Target				
Explosive Cascade	x	x	x	x	x	4	4	SC	85	Evo		Close (25 ft. + 5 ft./2 levels)	Area				
Explosive Runes	x	x	x	x	x	3	3	PHB	228	Abj	1 a	Touch	10lb item	Till used (D)	Special	Y	Deals 6d6 damage when read
Extend Tentacles	x	2	x	x	x	2	2	SC	86	Tra		Personal	Target				
Extract Drug	1	1	1	x	x	1	1	BoVD	94	Con	1 min	Touch	One drug dose	Permanent	-	-	Drug is created
Extract Water Elemental	x	x	6	x	x	6	6	SC	86	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Eye of Power	x	x	x	x	x	9	9	SC	87	Div		Unlimited	Effect				
Eye of the Beholder	x	x	x	x	x	7	7	BoVD	94	Tra	1 a	Self	Caster	1 rnd/lvl	-	-	Eye gains one beholder power
Eye of the Hurricane	x	x	4	x	x	x	x	SC	86	Abj		40 ft.	Area				
Eyebite	6	x	x	x	x	6	6	PHB	228	Nec	1 a	Close	One living creature	1 rnd/3 lvls	Fort negs	Y	Charm, fear, sicken or sleep target
Eyes of the Avoral	x	1	1	x	1	1	1	BoED	99	Tra	1 a	Touch	One creature	10 min/lvl	Will neg	Y	+8 Spot
Eyes of the King	x	x	x	x	x	x	x	SC	87	Con		Unlimited	Effect				
Eyes of the Zombie	x	2	x	x	x	3	3	BoVD	94	Div	30 min	Self	Caster and zombie	1 hr/lvl (D)	-	Y	See via zombie's eyes, control actions
Fabricate	x	x	x	x	x	5	5	PHB	229	Tra	see text	Close	Up to 10 cu ft/lvl	Instantaneous	-	-	Transform raw material into items
Faerie Fire	x	x	1	x	x	x	x	PHB	229	Evo	1 a	Long	Creatures in 5-ft	1 min/lvl (D)	-	Y	Outlines target with light
Faerinaal's Hymn	2	x	x	x	x	x	x	BoED	99	Enc	1 a	Close	One evil creature/lvl	Concentration	Will neg	Y	Target forgoes attacks of opportunity
Faith Healing	x	1	x	1	x	x	x	SC	87	Con		Touch	Target				
False Bravado	x	x	3	x	x	x	x	MotW	88	Enc	1 a	Close	One humanoid	see text	Will negs	Y	Causes false barbarian rage.
False Gravity	x	x	x	x	x	3	3	SC	87	Tra		Touch	Target				
False Life	x	x	x	x	x	2	2	PHB	229	Nec	1 a	Self	Caster	1 hr/lvl	-	-	1d10 + 1/lvl temporary HPs
False Sending	x	5	x	x	x	6	6	BoVD	95	Ill	10 min	Special	One creature	1 rnd	Will neg	Y	False message from a false sender
False Vision	5	x	x	x	x	5	5	PHB	229	Ill	1 a	Touch	40-ft radius	1 hr/lvl (D)	-	-	Fools scrying with an illusion
Familiar Pocket	x	x	x	x	x	1	1	SC	88	Uni		Touch	Target				
Fanfare	6	x	x	x	x	x	x	S&S	90	Evo	1 a	100-ft	Cone	Instantaneous	Fort neg	Y	Suns/deafens target; deals 4/2d6 dam to creature/object.
Fangs of the Vampire King	x	x	x	x	x	x	x	SC	88	Tra		Personal	Target				
Fantastic Machine	x	x	x	x	x	x	x	SC	88	Con		Medium (100 ft. + 10 ft./level)	Effect				
Fantastic Machine, Greater	x	x	x	x	x	x	x	SC	89	Con		Medium (100 ft. + 10 ft./level)	Effect				
Favor of Ilmater	x	4	x	4	x	x	x	MaoF	93	Nec	1 a	Medium	One creature	see text	-	Y	Immune to subdual damage and pain, or switch hp totals.
Favor of the Martyr	x	x	x	4	x	x	x	SC	89	Nec		Medium (100 ft. + 10 ft./level)	Target				
Favorable Sacrifice	x	3	x	x	x	x	x	SC	89	Abj		Touch	Target				
Fear	3	x	x	x	x	4	4	PHB	229	Nec	1 a	30-ft	Cone	1 rnd/lvl	Will part	Y	Targets panic for 1 rnd/lvl
Fearsome Grapple	x	x	x	x	x	2	2	SC	90	Tra		Personal	Target				
Feather Fall	1	x	x	x	x	1	1	PHB	229	Tra	Free	Close	Creature/lvl in 20-ft	Land or 1 rnd/lvl	Will negs	Y	Items or creatures fall slowly
Feathers	x	x	4	x	x	x	x	MotW	88	Tra	1 a	Close	One creature/lvl	1 hr/lvl (D)	see text	Y	Polymorphs willing creature into a bird.
Feeblemind	x	x	x	x	x	5	5	PHB	229	Enc	1 a	Medium	One creature	Instantaneous	Will negs	Y	Target's Int and Cha drop to 1
Feign Death	x	x	x	x	x	3	3	T&B	89	Nec	1 a	Touch	One creature lvl or HD same	1 hr/lvl (D)	-	Y	Makes one willing, living creature appear dead.
Fell the Greatest foe	x	3	x	2	2	x	x	SC	90	Tra		Touch	Target				
Field of Ghouls	x	x	x	x	x	x	x	SC	90	Nec		30 ft.	Area				
Field of Icy Razors	x	x	x	x	x	8	8	SC	90	Evo		Medium (100 ft. + 10 ft./level)	Target				
Fiendform	x	x	x	x	x	5	5	SC	90	Tra		Personal	Target				
Fiendish Clarity	x	7	x	x	x	7	7	BoVD	95	Div	1 a	Self	Caster	10 min/lvl	-	-	Darkvision 60-ft, see invisible, det good
Fiendish Quickening	x	6	x	x	x	6	6	BoVD	95	Tra	1 rnd	Self	Caster	1 rnd/lvl	-	-	Caster's teleport spells are quickened

Fierce Pride of the Beastlands	x	8	x	x	x	8	8	SC	91	Con		Medium (100 ft. + 10 ft./level)	Effect					
Filter	x	2	2	x	x	2	2	T&B	89	Abj	1 a	Touch	Creature touched	10 min/lvl	Will negs	Y		Makes subject resistant to inhaled toxins.
Find Temple	x	x	x	1	x	x	x	SC	91	Div		10 Miles + 1 Mile/level	Area					
Find the Gap	x	x	x	3	x	x	x	SC	91	Div		Personal	Target					
Find the Path	6	6	6	x	x	x	x	PHB	230	Div	3 rnds	Touch	One creature	10 min/lvl	Will negs	Y		Shows most direct way to location
Find Traps	x	2	x	x	x	x	x	PHB	230	Div	1 a	Self	Caster	1 min/lvl	-	-		Notice traps as rogue does
Fine-Tuning	0	x	x	x	x	x	x	S&S	90	Tra	1 rnd	Touch	One instrument	1 min/lvl	-	Y		Makes an instrument masterwork, +2 on Perform.
Finger of Death	x	x	8	x	x	7	7	PHB	230	Nec	1 a	Close	One living creature	Instantaneous	Fort part	Y		Kills target else does 3d6+1/lvl dmg
Fins to Feet	x	x	2	x	x	2	2	SC	92	Tra		Touch	Target					
Fire Eyes	x	x	0	x	x	x	x	MotW	88	Tra	1 a	Touch	Creature touched	10 min/lvl	Will negs	Y		See through natural fire, smoke and fog.
Fire Orb	x	x	x	x	x	4	4	T&B	89	Evo	1 a	Close	Creatures/objects 30-ft apart	Instantaneous	Fort (half)	Y		Ranged touch, 1d6/lvl (max 15d6); divided as desired.
Fire Seeds	x	x	6	x	x	x	x	PHB	230	Con	1 a	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	-		Acorn and berries become bombs
Fire Shield	x	x	x	x	x	4	4	PHB	230	Evo	1 a	Self	Caster	1 rnd/lvl (D)	-	-		Creatures attacking take 1d6+1/lvl
Fire Shield, Mass	x	x	x	x	x	5	5	SC	92	Evo		Close (25 ft. + 5 ft./2 levels)	Target					
Fire Shuriken	x	x	x	x	x	x	x	SC	92	Evo		0 ft.	Effect					
Fire Spiders	x	x	x	x	x	6	6	SC	92	Con		Close (25 ft. + 5 ft./2 levels)	Effect					
Fire Storm	x	8	7	x	x	x	x	PHB	231	Evo	1 rnd	Medium	2 10-ft cubes/level	Instantaneous	Ref half	Y		Deals 1d6 damage/lvl (20d6)
Fire Stride	x	x	x	x	x	4	4	SC	93	Tra		Personal	Target					
Fire Trap	x	x	2	x	x	4	4	PHB	231	Abj	10 min	Touch	One item	Till used	Ref half	Y		Opened item deals 1d4+1/lvl
Fire Wings	x	x	3	x	x	x	x	SC	93	Tra		Personal	Target					
Fireball	x	x	x	x	x	3	3	PHB	231	Evo	1 a	Long	20-ft radius	Instantaneous	Ref half	Y		1d6 dmg/lvl fire burst (10d6)
Firebrand	x	x	x	x	x	5	5	SC	93	Evo		Medium (100 ft. + 10 ft./level)	Area					
Fireburst	x	x	x	x	x	2	2	SC	93	Evo		10 ft.	Effect					
Fireburst, Greater	x	x	x	x	x	5	5	SC	94	Evo		10 ft.	Effect					
Fires of Purity	x	x	6	x	x	x	x	SC	94	Evo		Touch	Target					
Fireward	x	x	5	x	x	x	x	SC	94	Tra		Medium (100 ft. + 10 ft./level)	Area					
Fist of Stone	x	x	x	x	x	1	1	SC	94	Tra		Personal	Target					
Flame Arrow	x	x	x	x	x	3	3	PHB	231	Tra	1 a	Close	+1d6 fire damage	10 min/lvl	-	-		Projectiles +1d6 fire damage
Flame Blade	x	x	2	x	x	x	x	PHB	231	Evo	1 a	0-ft	Swordlike Beam	1 min/lvl (D)	-	Y		Blade deals 1d8+1/2lvls
Flame Dagger	x	x	x	x	x	2	2	SC	94	Evo		0 ft.	Effect					
Flame of Faith	x	3	x	2	x	x	x	SC	95	Evo		Touch	Target					
Flame Strike	x	5	4	x	x	x	x	PHB	231	Evo	1 a	Medium	10-ft radius	Instantaneous	Ref half	Y		Smites foes with divine fire 1d6/lvl (15)
Flame Whips	x	x	x	x	x	4	4	SC	95	Tra		Personal	Effect					
Flaming Sphere	x	x	2	x	x	2	2	PHB	232	Evo	1 a	Medium	5-ft sphere	1 rnd/lvl	Ref negs	Y		Burning globe, 2d6 dmg, 30-ft move
Flare	0	x	0	x	x	0	0	PHB	232	Evo	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Y		Dazzles 1 creature (-1 attack)
Flashburst	x	x	x	x	x	3	3	SC	95	Evo		Long (400 ft. + 40 ft./level)	Area					
Flensing	x	x	x	x	x	8	8	SC	95	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Flesh Armour	x	x	x	x	x	x	x	BoVD	96	Abj	1 a	Self	Caster	10 min/lvl till used	-	-		DR 10/+1, absorbs max 5/lvl hps
Flesh Ripper	x	3	x	x	x	x	x	BoVD	96	Evo	1 a	Close	One living creature	Instantaneous	-	Y		Flying claw 1d8/lvl (10), criticals bleed
Flesh to Stone	x	x	x	x	x	6	6	PHB	232	Tra	1 a	Medium	One creature	Instantaneous	Fort negs	Y		Turns target into stone
Fleshshiver	x	x	x	x	x	6	6	SC	95	Nec		Close (25 ft. + 5 ft./2 levels)	Target					
Flight of the Dragon	x	x	x	x	x	4	4	SC	95	Tra		Personal	Target					
Floating Disk, Greater	x	x	x	x	x	4	4	SC	96	Evo		Close (25 ft. + 5 ft./2 levels)	Effect					
Fly	x	x	x	x	x	3	3	PHB	232	Tra	1 a	Touch	One creature	1 min/lvl	Will negs	Y		Target flies at 60-ft/round
Fly, Mass	x	x	x	x	x	5	5	SC	96	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Fly, Swift	2	x	3	x	x	2	2	SC	96	Tra		Personal	Target					

Focusing Chant	1	x	x	x	x	x	x	SC	96	Enc		Personal	Target				
Foebane	x	x	x	x	4	x	x	SC	96	Evo		Touch	Target				
Fog Cloud	x	x	2	x	x	2	2	PHB	232	Con	1 a	Medium	20-ft radius	10 min/lvl	-	-	Fog limits vision to 5-ft
Follow the Leader	4	x	x	x	x	x	x	S&S	91	Enc	1 rnd	Medium	5 HD or less creatures	Conc +1 min/lvl	Will negs	Y	Causes 1 HD/level of creatures to follow.
Forbiddance	x	6	x	x	x	x	x	PHB	232	Abj	6 rnds	Medium	60-ft cube/level	Permanent	Special	Y	Prevents planar travel inside
Forbidden Speech	x	x	x	x	x	x	x	BoVD	96	Enc	1 min	Touch	One living creature	Permanent	Will neg	Y	Target cannot talk about specific topic
Force Chest	x	x	x	x	x	4	4	SC	97	Evo		0 ft.	Effect				
Force Claw	x	x	x	x	x	4	4	SC	97	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Force Ladder	x	x	x	x	x	2	2	SC	97	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Force Missiles	x	x	x	x	x	4	4	SC	98	Evo		Medium (100 ft. + 10 ft./level)	Target				
Forcecage	x	x	x	x	x	7	7	PHB	233	Evo	1 a	Close	20-ft cube/10-ft cube	2 hr/lvl	-	-	Cube of force imprisons all inside
Forceward	x	x	x	x	x	4	4	SC	98	Abj		15 ft.	Effect				
Forcewave	x	x	x	x	x	4	4	SC	98	Evo		10 ft.	Effect				
Foresight	x	x	9	x	x	9	9	PHB	233	Div	1 a	Prsl,touch	Special	10 min/lvl	Will negs	Y	6th sense warns of danger
Forestfold	x	x	3	x	3	x	x	SC	98	Tra		Personal	Target				
Fortify Familiar	x	x	x	x	x	3	3	SC	98	Uni		Touch	Target				
Fortissimo	2	x	x	x	x	x	x	S&S	91	Evo	1 a	Medium	One creature or item	1 min/lvl	-	-	Doubles volume; +2 on save DC and +1d6 dam on sonics.
Fortunate Fate	x	7	x	x	x	x	x	SC	99	Con		Touch	Target				
Foundation of Stone	x	1	1	x	x	x	x	SC	99	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Fox's Cunning	2	2	x	x	x	2	2	PHB	233	Tra	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Int
Fox's Cunning, Mass	6	x	x	x	x	6	6	PHB	233	Tra	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Int to 1 creature/lvl
Freedom	x	x	x	x	x	9	9	PHB	233	Abj	1 a	Close	One creature	Instantaneous	Will negs	Y	Freed from movement restrictions
Freedom of Movement	4	4	4	x	4	x	x	PHB	233	Abj	1 a	Prsl,touch	One creature	10 min/lvl	Will negs	Y	Target moves and attacks normally
Freeze	x	x	6	x	x	x	x	SC	99	Con		Medium (100 ft. + 10 ft./level)	Effect				
Freezing Fog	x	x	x	x	x	6	6	SC	99	Con		Medium (100 ft. + 10 ft./level)	Effect				
Frost Breath	x	2	2	x	x	2	2	SC	100	Evo		30 ft.	Area				
Fugue	4	x	x	x	x	x	x	SC	100	Evo		Medium (100 ft. + 10 ft./level)	Area				
Fuse Arms	x	2	x	x	x	2	2	SC	100	Tra		Touch	Target				
Gaseous Form	3	x	x	x	x	3	3	PHB	234	Tra	1 a	Touch	Touch	2 min/lvl (D)	-	-	Become insubstantial, 10 dmg reduct
Gate	x	9	x	x	x	9	9	PHB	234	Con	1 a	Medium	Special	Instantaneous	-	-	Connects two planes for travel
Gate Seal	6	6	6	x	x	6	6	FRCS	70	Abj	1 a	Close	One gate or portal	Permanent	-	-	Permanently (yet magically) seal a portal or gate.
Gaze Screen	x	2	2	x	x	2	2	T&B	90	Abj	1 a	Touch	Creature touched	10 min/lvl	Will negs	Y	Subject has a 50% chance to avoid gaze attacks.
Geas / Quest	6	6	x	x	x	6	6	PHB	234	Enc	10 min	Close	One living creature	1 day/lvl or till used	-	Y	Command any creature
Geas, Lesser	3	x	x	x	x	4	4	PHB	235	Enc	1 a	Close	One living creature	1 day/lvl or till used	Will negs	Y	Command up to 7HD creature
Gedlee's Electric Loop	x	x	x	x	x	2	2	MaoF	95	Evo	1 a	Close	5-ft radius burst	Instantaneous	Ref (half)	Y	5-ft radius burst deals 1d6 electricity/2 levels plus stunning.
G'Elsewhere Chant	3	x	x	x	x	x	x	SC	100	Con		Touch	Target				
Gembomb	x	x	x	x	x	x	x	SC	101	Evo		Touch	Target				
Gemjump	x	x	x	x	x	6	6	SC	101	Con		Unlimited; See Text	Target				
General of Undeath	x	8	x	x	x	x	x	SC	102	Nec		Personal	Target				
Genesis	x	x	x	x	x	x	x	DotF	86	Con	1 week	180-ft	Demiplane in Ethereal Plane	Instantaneous	-	-	Caster creates demiplane on Ethereal Plane
Gentle Repose	x	2	x	x	x	3	3	PHB	235	Nec	1 a	Touch	One dead creature	1 day/lvl	Will negs	Y	Preserves one corpse
Getaway	x	x	x	x	x	x	x	S&S	92	Enc	1 a	Close	1 city block/lvl	1 day	Will negs	Y	Causes pursuers to go astray 50% of the time.
Ghorus Toth's Metal Melt	x	x	x	x	x	4	4	MaoF	96	Tra	1 a	Close	Metal object 5 lb/lvl	1 round	Will negs	Y	Melts metal object without heat.
Ghost Sound	0	x	x	x	x	0	0	PHB	235	Ill	1 a	Close	Noise of 4humans/lvl	1 rnd/lvl (D)	Will dsblf	-	Figment sounds
Ghost Touch Armor	x	2	x	x	x	2	2	SC	102	Tra		Touch	Target				
Ghost Touch Weapon	x	3	x	x	x	x	x	SC	102	Tra		Close (25 ft. + 5 ft./2 levels)	Target				

Ghost Trap	x	6	x	x	x	7	7	SC	103	Abj		5 ft./level	Area					
Ghostform	x	x	x	x	x	8	8	SC	103	Tra		Personal	Target					
Ghostharp	0	x	x	x	x	x	x	SC	104	Div		Touch	Target					
Ghoul Gauntlet	x	x	x	x	x	6	6	SC	104	Nec		Touch	Target					
Ghoul Gesture	x	x	x	x	x	x	x	SC	104	Nec		Medium (100 ft. + 10 ft./level)	Effect					
Ghoul Glyph	x	x	x	x	x	2	2	SC	105	Nec		Touch	Target					
Ghoul Light	x	x	x	x	x	x	x	SC	105	Nec		Touch	Effect					
Ghoul Touch	x	x	x	x	x	2	2	PHB	235	Nec	1 a	Touch	Stench 10-ft radius	1d6+2 rnds	Fort negs	Y	Paralyzes one target	
Giant Vermin	x	4	4	x	x	x	x	PHB	235	Tra	1 a	Close	1-3 vermin in 30-ft	1 min/lvl	-	Y	Turn insects into giant vermin	
Giant's Wrath	x	x	3	x	x	3	3	SC	105	Tra		Personal	Target					
Girallon's Blessing	x	3	3	x	x	3	3	SC	106	Tra		Touch	Target					
Glass Strike	x	x	x	x	x	7	7	SC	106	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Glibness	3	x	x	x	x	x	x	PHB	235	Tra	1 a	Self	Caster	10 min/lvl (D)	-	-	Fluent and believable +30 Bluff	
Glimpse of Truth	x	x	x	x	x	3	3	BoVD	96	Div	1 a	Self	Caster	1 hour	-	-	Correct answer 75% of time	
Glitterdust	2	x	x	x	x	2	2	PHB	236	Con	1 a	Medium	Creatures in 10-ft	1 rnd/lvl	Will negs	-	Blinds creatures, outlines invisible	
Globe of Invulnerability	x	x	x	x	x	6	6	PHB	236	Abj	1 a	10-ft	10-ft radius sphere	1 rnd/lvl (D)	-	-	Stops 1-4 level spell effects	
Globe of Invulnerability, Lesser	x	x	x	x	x	4	4	PHB	236	Abj	1 a	10-ft	10-ft radius sphere	1 rnd/lvl (D)	-	-	Stops 1-3 level spell effects	
Glorious Raiment	x	x	x	x	x	x	x	BoED	99	Abj	1 a	Touch	Garment	1 min/lvl	Will neg	Y	+1 AC/5lvls, DR 5/evil	
Glory to the Martyr	x	x	x	4	x	x	x	BoED	99	Abj	1 a	Close	One creature/lvl	1 hr/lvl (D)	Will neg	Y	Tgt +1 AC +1 resist, half dmg to caster	
Glowing Orb	x	4	x	x	x	3	3	SC	106	Evo		Touch	Effect					
Glyph of Warding	x	3	x	x	x	x	x	PHB	236	Abj	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Y	Symbol harms activater 1d8/2lvl (5)	
Glyph of Warding, Greater	x	6	x	x	x	x	x	PHB	237	Abj	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Y	Symbol harms activaters 1d8/2lvl (10)	
Golden Barding	x	x	x	1	x	x	x	SC	106	Con		Touch	Target					
Golem Strike	x	x	x	x	x	1	1	SC	106	Div		Personal	Target					
Good Hope	3	x	x	x	x	x	x	PHB	237	Enc	1 a	Medium	One living creature/lvl	1 min/lvl	Will negs	Y	Morale bonus, +2 save bonus	
Goodberry	x	x	1	x	x	x	x	PHB	237	Tra	1 a	Touch	2d4 fresh berries	1 day/lvl	-	Y	2d4 berries each cure 1 hp	
Grace	2	3	x	x	x	x	x	SC	107	Tra		Personal	Target					
Grave Strike	x	1	x	1	x	x	x	SC	107	Div		Personal	Target					
Graymantle	x	x	x	x	x	5	5	SC	107	Nec		Medium (100 ft. + 10 ft./level)	Target					
Graz'zt's Long Grasp	x	x	x	x	x	2	2	BoVD	96	Tra	1 a	Self	Caster	10 min/lvl	-	-	Hand detaches and flies at 20-ft/rnd	
Grease	1	x	x	x	x	1	1	PHB	237	Con	1 a	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-	Makes 10-ft square or item slippery	
Great Shout	6	x	x	x	x	8	8	T&B	90	Evo	1 a	Close	Line 5-ft high/wide & cone	Instantaneous	see text	Y	Deals 20d6 sonic to objects, deaf & 10d6 to creatures.	
Great Thunderclap	x	x	x	x	x	3	3	SC	107	Evo		Medium (100 ft. + 10 ft./level)	Area					
Greater Anyspell	x	x	x	x	x	x	x	FRCS	70	Tra	15 min	Personal	Caster	Instantaneous	-	-	As Anyspell, but up to 5th level spells.	
Greater Aspect of the Deity	x	x	x	x	x	x	x	DotF	86	Tra	1 a	Personal	Caster	1 rnd/lvl	-	-	As Lesser Aspect, but gains much more.	
Greater Call Lightning	x	x	6	x	x	x	x	MotW	88	Evo	see text	Long	One vertical bolt every 5 min	10 min/lvl	Ref (half)	Y	As Call Lightning, but twice the bolts.	
Greater Creeping Cold	x	x	7	x	x	x	x	MotW	89	Tra	1 a	Close	One creature	see text	Fort (half)	Y	As Creeping Cold, but has higher damage cap.	
Greater Fantastic Machine	x	x	x	x	x	x	x	FRCS	71	Ill	1 a	Medium	10-ft machine	1 min/lvl (D)	-	Y	A more powerful version of Fantastic Machine.	
Greater Ironguard	x	x	x	x	x	7	7	MaoF	97	Abj	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Y	Subject is immune to metal of less than +3 enhancement.	
Greater Mage Hand	x	x	x	x	x	3	3	MaoF	97	Tra	1 a	Medium	One object or creature 10 lb/lvl	Concentration	Will negs	Y	As Mage Hand, but medium range and 10 lbs/caster level.	
Greater Status	x	4	x	x	x	x	x	BoED	100	Div	1 a	Touch	One creature/3 lvls	1 hr/lvl	Will neg	Y	Monitors condition, position, & casts 0,1,2 lvl spell on allies	
Green Blockade	x	x	2	x	x	x	x	MotW	89	Con	1 a	Close	20-ft long 1-ft thick plant wall	1 rnd/lvl	-	-	Creates a wall of vegetable matter.	
Grim Revenge	x	x	x	x	x	4	4	BoVD	97	Nec	1 a	Medium	One living humanoid	Instantaneous	Fort neg	Y	Tgt hand detaches 6d6 dmg, wight att	
Grimwald's Graymantle	x	x	x	x	x	5	5	FRCS	71	Nec	1 a	Medium	One creature	1 rnd/lvl	Fort neg	Y	A ranged attack which may stop any regeneration.	
Guards and Wards	x	x	x	x	x	6	6	PHB	237	Abj	30 min	Special	Up to 200 sq ft/lvl	2 hr/lvl (D)	-	-	Magical effects protect area	
Guidance	x	0	0	x	x	x	x	PHB	238	Div	1 a	Touch	One creature	1 min or till used	Will negs	Y	+1 on 1 attack roll, save or check	

Guided Shot	x	x	x	x	1	1	1	SC	108	Div		Personal	Target				
Guiding Light	1	1	x	x	x	1	1	SC	108	Evo		Long (400 ft. + 40 ft./level)	Target				
Gust of Wind	x	x	2	x	x	2	2	PHB	238	Evo	1 a	60-ft	Blast of air	1 min or till used	Fort negs	Y	Blows away or knocks down creats
Gutsnake	x	x	x	x	x	5	5	SC	108	Tra		Personal	Target				
Gutwrench	x	x	x	x	x	8	8	BoVD	97	Nec	1 a	Close	One living creature	Instantaneous	Fort part	Y	Save or die else 10d6 dmg
Hail of Stone	x	x	x	x	x	1	1	SC	108	Con		Medium (100 ft. + 10 ft./level)	Area				
Hailstones	x	x	x	x	x	3	3	SC	109	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Hallow	x	5	5	x	x	x	x	PHB	238	Evo	1 day	Touch	40-ft radius	Instantaneous	Special	Sp	Designates location as holy
Hallucinatory Terrain	4	x	x	x	x	4	4	PHB	238	Ill	10 min	Long	One 30-ft cube/lvl	2 hr/lvl (D)	Will dsblf	-	Changes natural terrain's appearance
Halt Undead	x	x	x	x	x	3	3	PHB	238	Nec	1 a	Medium	1-3 undead in 30-ft	1 rnd/lvl	Will negs	Y	Immobilizes undead for 1 rnd/lvl
Hamatula Barbs	x	3	x	x	x	3	3	SC	109	Tra		Touch	Target				
Hammer of Righteousness	x	x	x	x	x	x	x	BoED	100	Evo	1 a	Medium	Magic warhammer	Instantaneous	Fort half	Y	Hammer hits 1d6/lvl or 1d8/lvl for evil
Hand of Divinity	x	2	x	1	x	x	x	SC	109	Evo		Touch	Target				
Hand of the Faithful	x	4	x	3	x	x	x	SC	109	Abj		10 ft.	Area				
Hand of Torm	x	4	x	4	x	x	x	MaoF	99	Abj	1 a	10-ft	10-ft radius centered on caster	1 hr/lvl	Fort neg	Y	Immobile warded zone, stuns those with different patrons.
Handfire	x	1	1	x	1	x	x	MaoF	98	Evo	1 a	Touch	Creature touched	Instantaneous	-	Y	Touch attack for 1d4+1/lvl (more against undead)
Hardening	x	x	x	x	x	6	6	SC	109	Tra		Touch	Target				
Harm	x	6	x	x	x	x	x	PHB	239	Nec	1 a	Touch	One creature	Instantaneous	Will half	Y	10/lvl damage (150)
Harmonic Chorus	2	x	x	x	x	x	x	SC	110	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Harmonize	2	x	x	x	x	x	x	S&S	92	Evo	3 rnds	Touch	4 bards within 10-ft	1 rnd/lvl	Will negs	Y	Pools talents of multiple bards for one extra Perform.
Harmony	1	x	x	x	x	x	x	MaoF	99	Enc	1 a	Personal	Caster	see text	-	-	Increases inspire courage ability to +4/+2.
Harrier	x	4	3	x	x	x	x	DotF	87	Con	1 a	Close	One creature	1 rnd/lvl	-	-	Summons an incorporeal bird of prey to fight for you.
Haste	3	x	x	x	x	3	3	PHB	239	Tra	1 a	Close	One creature/lvl	1 rnd/lvl	Fort negs	Y	Extra att, +1 AC, +1 ref save, +30-ft m
Haste, Swift	x	x	x	x	2	x	x	SC	110	Tra		Personal	Target				
Haunting Tune	3	x	x	x	x	x	x	SC	110	Enc		Medium (100 ft. + 10 ft./level)	Target				
Hawkeye	x	x	1	x	1	x	x	SC	110	Tra		Personal	Target				
Heal	x	6	7	x	x	x	x	PHB	239	Con	1 a	Touch	One creature	Instantaneous	Will negs	Y	Cures 10/lvl (150)
Heal Animal Companion	x	x	5	x	3	x	x	SC	110	Con		Touch	Target				
Heal Mount	x	x	x	3	x	x	x	PHB	239	Con	1 a	Touch	Mount	Instantaneous	Will negs	Y	Heals paladin's special mount
Heal, Mass	x	9	x	x	x	x	x	PHB	239	Con	1 a	Close	Any in 30-ft	Instantaneous	Will negs	Y	Cures 10/lvl (250)
Healing Lorecall	x	2	2	x	1	x	x	SC	110	Div		Personal	Target				
Healing Sting	x	x	2	x	x	x	x	SC	110	Nec		Touch	Target				
Healing Touch	x	x	x	x	x	3	3	SC	111	Nec		Touch	Target				
Healthful Rest	1	1	1	x	x	x	x	SC	111	Con		Close (25 ft. + 5 ft./2 levels)	Target				
Healthful Slumber	3	x	x	x	x	x	x	S&S	92	Con	10 min	Close	Creatures within range	1 day	Will negs	Y	Doubles natural healing rate.
Heart of Stone	x	x	x	x	x	8	8	SC	111	Nec		Personal	Target				
Heart Ripper	x	x	x	x	x	x	x	SC	111	Nec		Close (25 ft. + 5 ft./2 levels)	Target				
Heartache	x	5	x	x	x	x	x	BoVD	97	Enc	1 a	Close	One creature	1 rnd	Will neg	Y	Target is incapacitated
Heartclutch	x	x	x	x	x	x	x	BoVD	97	Tra	1 a	Close	Creature's heart	Instantaneous	Fort part	Y	Save or die else 3d6+1/lvl dmg
Heartfire	2	x	2	x	x	x	x	SC	112	Evo		Close (25 ft. + 5 ft./2 levels)	Area				
Heart's Ease	x	3	x	x	x	x	x	BoED	100	Enc	1 a	Close	One creature/lvl	Permanent	Will neg	Y	Cures despair, fear, restores 2d4 Wis
Heat Drain	x	8	x	x	x	x	x	SC	112	Nec		20 ft.	Area				
Heat Metal	x	x	2	x	x	x	x	PHB	239	Tra	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Y	Hot metal damages if touched
Heatstroke	x	x	3	x	x	x	x	SC	113	Tra		Medium (100 ft. + 10 ft./level)	Target				
Heavenly Host	x	9	x	x	x	9	9	SC	113	Con		Medium (100 ft. + 10 ft./level)	Effect				
Heavenly Lightning	x	x	x	x	x	x	x	BoED	100	Evo	1 a	Close	One creature/2lvls	Instantaneous	-	Y	3d6 celestial electricity dmg to targets

Heavenly Lightning Storm	x	x	x	x	x	x	x	BoED	100	Evo	1 a	Medium	One creature/lvl	Instantaneous	-	Y	5d6 celestial electricity dmg to targets
Heaven's Trumpet	6	7	x	x	x	x	x	BoED	101	Evo	1 a	120-ft	120-ft radius	Instantaneous	Fort neg	Y	Foes paralyzed for 1d4 rnds
Hellfire	x	x	x	x	x	x	x	BoVD	97	Evo	1 a	Close	5-ft radius	Instantaneous	-	Y	3d6 diabolic fire dmg
Hellfire Storm	x	x	x	x	x	x	x	BoVD	97	Evo	1 a	Medium	20-ft radius	Instantaneous	-	Y	5d6 diabolic fire dmg
Hellish Horde	x	9	x	x	x	9	9	SC	113	Con		Medium (100 ft. + 10 ft./level)	Effect				
Hell's Power	x	4	x	x	x	4	4	BoVD	97	Con	1 a	Self	Caster	10 min/lvl	-	-	+2 deflection AC, DR -/+1
Helping Hand	x	3	x	x	x	x	x	PHB	239	Evo	1 a	5 miles	Ghostly hand	1 hr/lvl	-	-	Ghostly hand leads target to you
Herald's Call	1	x	x	x	x	x	x	SC	113	Enc		20 ft.	Area				
Heroes' Feast	6	6	x	x	x	x	x	PHB	240	Con	10 min	Close	One living creature/lvl	1 hr + 12 hr	-	-	Food for 1 creat/lvl cures & blesses
Heroics	x	x	x	x	x	2	2	SC	113	Tra		Touch	Target				
Heroism	2	x	x	x	x	3	3	PHB	240	Enc	1 a	Touch	One creature	10 min/lvl	Will negs	Y	+2 Attack, Save and skill checks
Heroism, Greater	5	x	x	x	x	6	6	PHB	240	Enc	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Attack, Save and skill checks
Hidden Lodge	5	x	x	x	x	5	5	SC	113	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Hide from Animals	x	x	1	x	1	x	x	PHB	241	Abj	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Y	Indiscernible to animals
Hide From Dragons	5	x	x	x	x	7	7	SC	114	Abj		Touch	Target				
Hide from Undead	x	1	x	x	x	x	x	PHB	241	Abj	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Y	Indiscernible to undead
Hide Life	x	x	x	x	x	9	9	T&B	91	Nec	1 day	Personal	Caster	Instantaneous	-	-	Safely locks away life force in small receptacle.
Hide the Path	x	6	6	x	x	x	x	SC	114	Abj		Anywhere In The Area To Be Warded	Area				
Hindsight	6	x	x	x	x	9	9	SC	114	Div		60 ft.	Area				
Hiss of Sleep	x	x	x	x	x	7	7	SC	114	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Hold Animal	x	x	2	x	2	x	x	PHB	241	Enc	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Y	Target becomes paralyzed
Hold Monster	4	x	x	x	x	5	5	PHB	241	Enc	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Y	Target becomes paralyzed
Hold Monster, Mass	x	x	x	x	x	9	9	PHB	241	Enc	1 a	Medium	Any in 30-ft	1 rnd/lvl (D)	Will negs	Y	Targets become paralyzed
Hold Person	2	2	x	x	x	3	3	PHB	241	Enc	1 a	Medium	One humanoid	1 rnd/lvl (D)	Will negs	Y	Target becomes paralyzed
Hold Person, Mass	x	x	x	x	x	7	7	PHB	241	Enc	1 a	Medium	All humanoids in 30-ft	1 rnd/lvl (D)	Will negs	Y	Targets become paralyzed
Hold Portal	x	x	x	x	x	1	1	PHB	241	Abj	1 a	Medium	Door to 20 sq ft/lvl	1 min/lvl (D)	-	-	Holds door shut
Holy Aura	x	8	x	x	x	x	x	PHB	241	Abj	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Y	+4 AC, +4 res, SR 25 vs evil
Holy Mount	x	x	x	2	x	x	x	SC	115	Tra		Touch	Target				
Holy Smite	x	x	x	x	x	x	x	PHB	241	Evo	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	Deals 1d8/2lvl to evil, half to neutral
Holy Spurs	x	x	x	1	x	x	x	SC	115	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Holy Star	x	7	x	x	x	x	x	SC	115	Abj		0 ft.	Effect				
Holy Storm	x	3	x	3	x	x	x	SC	115	Con		20 ft.	Area				
Holy Sword	x	x	x	4	x	x	x	PHB	242	Evo	1 a	Touch	Weapon	1 rnd/lvl	-	-	+5 Holy weapon, +2d6 dmg vs evil
Holy Transformation	x	7	x	x	x	x	x	SC	116	Tra		Personal	Target				
Holy Transformation, Lesser	x	4	x	x	x	x	x	SC	116	Tra		Personal	Target				
Holy Word	x	7	x	x	x	x	x	PHB	242	Evo	1 a	40-ft	40-ft radius	Instantaneous	Special	Y	Kills, paralyzes, weakens nongood
Horizikaul's Cough	x	x	x	x	x	0	0	MaoF	101	Evo	1 a	Close	One creature or object	Instantaneous	Will (partial)	Y	Targets take 1 dam sonic and is deafened for 1 round.
Horizikaul's Versatile Vibration	x	x	x	x	x	5	5	MaoF	101	Evo	1 a	Close	Cone	Conc, to 1 rnd/lvl	Ref (half)	Y	Cone of sound deals damage and moves objects.
Horizikaul's Boom	x	x	x	x	x	1	1	MaoF	101	Evo	1 a	Close	One creature	Instantaneous	Will (partial)	Y	Target takes 1d4/2 levels of sonic, plus deafness.
Horrible Taste	x	x	1	x	1	1	1	SC	116	Tra		Touch	Target				
Horrid Wilting	x	x	x	x	x	8	8	PHB	242	Nec	1 a	Long	Living creatures	Instantaneous	Fort half	Y	1d6 dmg/lvl (20d6) in 60-ft
Howling Chain	x	x	x	x	x	6	6	SC	116	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Hungry Gizzard	x	x	6	x	x	x	x	SC	117	Con		Medium (100 ft. + 10 ft./level)	Target				
Hunter's Mercy	x	x	x	x	1	x	x	SC	117	Tra		Personal	Target				
Hunters of Hades	x	9	x	x	x	x	x	SC	117	Con		Medium (100 ft. + 10 ft./level)	Effect				
Hurl	x	x	x	x	x	2	2	SC	117	Tra		Touch	Target				

Hymn of Praise	3	x	x	x	x	x	x	SC	117	Evo		50 ft.	Area				
Hypnotic Pattern	2	x	x	x	x	2	2	PHB	242	Ill	1 a	Medium	10-ft radius	Conc +2 rnds	Will negs	Y	Fascinates 2d4+1 HD/lvl creatures
Hypnotism	1	x	x	x	x	1	1	PHB	242	Enc	1 rnd	Close	Living creatures	2d4 rnds (D)	Will negs	Y	Fascinates 2d4 HD of creatures in 30-ft
Hypothermia	x	4	3	x	x	x	x	SC	118	Evo		Close (25 ft. + 5 ft./2 levels)	Target				
Ice Axe	x	3	x	x	x	x	x	SC	118	Evo		0 ft.	Effect				
Ice Burst	x	x	x	x	x	3	3	T&B	91	Evo	1 a	Medium	30-ft radius	Instantaneous	Ref (half)	Y	Deals 1d4 cold dam, +1 blunt dam/lvl (max 10d4+10).
Ice Claw	x	x	x	x	x	7	7	SC	118	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Ice Dagger	x	x	x	x	x	1	1	SC	118	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Ice Flowers	x	6	5	x	x	x	x	SC	119	Tra		Long (400 ft. + 40 ft./level)	Area				
Ice Gauntlet	x	1	x	x	x	x	x	SC	119	Evo		Personal	Target				
Ice Knife	x	x	x	x	x	2	2	SC	119	Con		Long (400 ft. + 40 ft./level)	Effect				
Ice Storm	x	x	4	x	x	4	4	PHB	243	Evo	1 a	Long	20-ft radius	1 round	-	Y	Hail does 3d6 bludgeon, 2d6 cold
Icelance	x	x	3	x	x	3	3	SC	119	Con		Medium (100 ft. + 10 ft./level)	Effect				
Identify	1	x	x	x	x	1	1	PHB	243	Div	1 hr	Touch	One item	Instantaneous	-	-	Determines all features of magic item
Identify Transgressor	x	4	x	x	x	x	x	BoVD	97	Div	10 min	Self	Caster	Instantaneous	-	-	70+1%/lvl correct answer, who did...?
Igedraaar's Miasma	x	x	x	x	x	2	2	MaoF	101	Con	1 a	Close	15-ft radius	1 round	Fort neg	Y	Cloud of fog deals 1d4/lvl subdual damage.
Illusory Feast	x	x	x	x	x	5	5	SC	120	Ill		Long (400 ft. + 40 ft./level)	Area				
Illusory Pit	x	x	x	x	x	6	6	SC	120	Ill		Medium (100 ft. + 10 ft./level)	Area				
Illusory Script	3	x	x	x	x	3	3	PHB	243	Ill	see text	Touch	Weight 10 lb	1 day/level (D)	Will negs	Y	Only designated can decipher
Illusory Wall	x	x	x	x	x	4	4	PHB	243	Ill	1 a	Close	1 x 10 x 10-ft	Permanent	Will dsblf	-	Wall, floor or ceiling looks real
Imbue Familiar With Spell Ability	x	x	x	x	x	6	6	SC	120	Uni		Touch	Target				
Imbue with Spell Ability	x	4	x	x	x	x	x	PHB	243	Evo	10 min	Touch	One creature	Till used	Will negs	Y	Transfer spells to target
Imperious Glare	x	x	x	x	x	6	6	SC	120	Nec		Close (25 ft. + 5 ft./2 levels)	Target				
Implacable Pursuer	x	x	x	x	4	x	x	SC	120	Div		Long (400 ft. + 40 ft./level)	Target				
Implosion	x	9	x	x	x	x	x	PHB	243	Evo	1 a	Close	1 corporeal creat/rnd	Conc, up to 4 rnds	Fort negs	Y	Kills one creature/round
Impotent Possessor	x	x	x	x	x	6	6	BoVD	98	Abj	1 a	Close	Possessing creature	Permanent (D)	Will neg	Y	Renders possessing creature powerless
Imprison Possessor	x	x	x	x	x	5	5	BoVD	98	Abj	1 a	Close	Possessing creature	Permanent (D)	Will neg	Y	Possessing creature trapped in body
Imprison Soul	x	7	x	x	x	x	x	BoVD	98	Nec	1 a	Medium	One creature	Instantaneous	Will neg	-	Gem traps soul, target lose d4 Con/day
Imprisonment	x	x	x	x	x	9	9	PHB	244	Abj	1 a	Touch	One creature	Instantaneous	Will negs	Y	Entombs target beneath the earth
Improved Alarm	3	x	x	x	x	3	3	MotP	35	Abj	1 a	Close	25-ft radius	8 hr/lvl (D)	-	-	As Alarm, but detects into other planes as well.
Improved Portal Alarm	4	x	x	x	x	4	4	MotP	35	Abj	1 a	Close	One interplanar gate	8 hr/lvl (D)	-	-	As Portal Alarm, but with more options.
Improvisation	1	x	x	x	x	x	x	SC	121	Tra		Personal	Target				
Incendiary Cloud	x	x	x	x	x	8	8	PHB	244	Con	1 a	Medium	20-ft radius	1 rnd/lvl	Relf half	-	Cloud deals 4d6 fire damage/round
Incite	1	1	x	x	x	1	1	SC	121	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Incorporeal Enhancement	x	x	x	x	x	3	3	SC	121	Nec		Close (25 ft. + 5 ft./2 levels)	Target				
Incorporeal Nova	x	5	x	x	x	6	6	SC	121	Nec		Medium (100 ft. + 10 ft./level)	Area				
Indifference	x	x	x	x	x	2	2	T&B	92	Enc	1 rnd	Touch	Creature touched	1 hr/lvl (D)	Will negs	Y	Gain resistance to fear, compulsion and morale effects.
Indomitability	x	x	x	x	x	5	5	SC	121	Abj		Touch	Target				
Infernal Threnody	3	x	x	x	x	x	x	SC	122	Evo		50 ft.	Area				
Infernal Transformation	x	7	x	x	x	x	x	SC	122	Tra		Personal	Target				
Infernal Transformation, Lesser	x	4	x	x	x	x	x	SC	122	Tra		Personal	Target				
Infernal Wound	x	2	x	x	x	2	2	SC	122	Tra		Touch	Target				
Inferno	x	x	5	x	x	x	x	SC	123	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Infestation of Maggots	x	x	3	x	x	x	x	SC	123	Nec		Touch	Target				
Inflict Critical Wounds	x	4	x	x	x	x	x	PHB	244	Nec	1 a	Touch	One creature	Instantaneous	Will half	Y	Deal 4d8+1/lvl dmg (+20)
Inflict Critical Wounds, Mass	x	8	x	x	x	x	x	PHB	244	Nec	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Deal 4d8+1/lvl dmg (+40)

Inflict Light Wounds	x	1	x	x	x	x	x	PHB	244	Nec	1 a	Touch	One creature	Instantaneous	Will half	Y	Deal 1d8+1/lvl dmg (+5)
Inflict Light Wounds, Mass	x	5	x	x	x	x	x	PHB	244	Nec	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Deal 1d8+1/lvl dmg (+25)
Inflict Minor Wounds	x	0	x	x	x	x	x	PHB	244	Nec	1 a	Touch	One creature	Instantaneous	Will negs	Y	Deal 1 dmg
Inflict Moderate Wounds	x	2	x	x	x	x	x	PHB	244	Nec	1 a	Touch	One creature	Instantaneous	Will half	Y	Deal 2d8+1/lvl dmg (+10)
Inflict Moderate Wounds, Mass	x	6	x	x	x	x	x	PHB	244	Nec	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Deal 2d8+1/lvl dmg (+30)
Inflict Serious Wounds	x	3	x	x	x	x	x	PHB	244	Nec	1 a	Touch	One creature	Instantaneous	Will half	Y	Deal 3d8+1/lvl dmg (+15)
Inflict Serious Wounds, Mass	x	7	x	x	x	x	x	PHB	244	Nec	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Deal 3d8+1/lvl dmg (+35)
Inhibit	1	1	x	x	x	1	1	SC	123	Enc		Medium (100 ft. + 10 ft./level)	Target				
Inky Cloud	x	2	x	x	x	2	2	SC	123	Con		30 ft.	Area				
Inquisition	x	x	x	x	x	x	x	BoED	101	Enc	1 a	Close	One Int 6+ creature	Till finished	Will neg	Y	Target answers truthfully
Insanity	x	x	x	x	x	7	7	PHB	244	Enc	1 a	Medium	One living creature	Instantaneous	Will negs	Y	Target suffer continuous confusion
Insect Plague	x	5	5	x	x	x	x	PHB	244	Con	1 rnd	Long	1 swarm/3lvls	1 min/lvl	-	-	Insect swarm
Insidious Rhythm	1	x	x	x	x	x	x	SC	124	Enc		Medium (100 ft. + 10 ft./level)	Target				
Insightful Feint	x	x	x	x	x	1	1	SC	124	Div		Personal	Target				
Inspirational Boost	1	x	x	x	x	x	x	SC	124	Enc		Personal	Target				
Inspired Aim	4	3	x	x	3	x	x	BoED	101	Enc	1 a	40-ft	40-ft radius	Concentration	Will neg	Y	+2 Att to allies
Instant Locksmith	x	x	x	x	x	1	1	SC	124	Div		Personal	Target				
Instant Refuge	x	x	x	x	x	9	9	SC	124	Evo		Personal	Target				
Instant Search	x	x	x	x	1	1	1	SC	124	Div		Personal	Target				
Interplanar Message	x	3	x	x	x	x	x	SC	124	Evo		See Text	Target				
Interplanar Telepathic Bond	x	x	x	x	x	6	6	SC	125	Div		Close (25 ft. + 5 ft./2 levels)	Target				
Invisibility	2	x	x	x	x	2	2	PHB	245	Ill	1 a	Prsl,touch	Touch	1 min/lvl (D)	Will negs	Y	Invisible until attacks
Invisibility Purge	x	3	x	x	x	x	x	PHB	245	Evo	1 a	Self	Caster	1 min/lvl (D)	-	-	Dispels invisibility within 5-ft/level
Invisibility Sphere	3	x	x	x	x	3	3	PHB	245	Ill	1 a	Prsl,touch	10-ft radius	1 min/lvl (D)	Will negs	Y	Invisibility to all within 10-ft
Invisibility, Greater	4	x	x	x	x	4	4	PHB	245	Ill	1 a	Prsl,touch	One creature	1 min/lvl (D)	Will negs	Y	Invisible (even if attacks)
Invisibility, Mass	x	x	x	x	x	7	7	PHB	245	Ill	1 a	Long	Any in 180-ft	1 min/lvl (D)	Will negs	Y	Invisible until anyone attacks
Invisibility, Superior	x	x	x	x	x	8	8	SC	125	Ill		Personal	Target				
Invisibility, Swift	1	x	x	x	x	x	x	SC	125	Ill		Personal	Target				
Invulnerability to Elements	x	x	9	x	x	x	x	MotW	89	Abj	1 a	Touch	Creature touched	10 min/lvl	-	Y	Grants immunity to energy damage.
Iron Body	x	x	x	x	x	8	8	PHB	245	Tra	1 a	Self	Caster	1 min/lvl (D)	-	-	Body becomes iron, Dmg reduction 15
Iron Bones	x	4	x	x	x	4	4	SC	125	Tra		Touch	Target				
Iron Silence	2	2	x	x	x	x	x	SC	125	Tra		Touch	Target				
Ironguard	x	x	x	x	x	7	7	SC	125	Abj		Touch	Target				
Ironguard, Lesser	x	x	x	x	x	5	5	SC	125	Abj		Touch	Target				
Ironguts	1	1	x	x	x	1	1	SC	126	Abj		Touch	Target				
Ironthunder Horn	1	x	x	x	x	2	2	SC	126	Tra		30 ft.	Area				
Ironwood	x	x	6	x	x	x	x	PHB	246	Tra	1 m/lb	0-ft	5 lb of wood/lvl	1 day/level (D)	-	-	Magical wood is strong as steel
Jagged Tooth	x	x	3	x	2	x	x	SC	126	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Jaws of the Wolf	x	x	4	x	x	x	x	SC	127	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Joyful Noise	1	x	x	x	x	x	x	SC	127	Abj		10 ft.	Area				
Jump	x	x	1	x	1	1	1	PHB	246	Tra	1 a	Touch	One creature	1 min/lvl (D)	Will negs	Y	+10 jump checks,+20/5th, +30/9th
Junglerazer	x	x	3	x	x	3	3	SC	127	Nec		120 ft.	Area				
Jungle's Rapture	x	x	5	x	x	x	x	SC	128	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Kaupae's Skittish Nerves	x	x	x	x	x	1	1	MaoF	103	Tra	1 a	Touch	Creature touched	1 min/lvl	-	Y	Grants +5 bonus on initiative checks.
Keen Edge	x	x	x	x	x	3	3	PHB	246	Tra	1 a	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Y	Doubles weapon's threat range
Kelpstrand	x	x	2	x	x	x	x	SC	128	Con		Close (25 ft. + 5 ft./2 levels)	Target				

Khelben's Suspended Silence	x	x	x	x	x	3	3	MaoF	103	Ill	1 a	Touch	One object	Perman. (D)	-	-	Program object to create area of silence on command.
Kiss of Death	x	x	5	x	x	x	x	MotW	89	Nec	1 a	Personal	Caster	1 rnd/lvl	Fort neg	Y	Creates reusable poison, delivered by a touch attack.
Kiss of the Vampire	x	x	x	x	x	7	7	SC	128	Nec		Personal	Target				
Knife Spray	x	2	x	x	x	x	x	DotF	87	Evo	1 a	Close	Cone	Instantaneous	Ref (half)	Y	Cone of droplets do 1d6 dam +1/level (max +5).
Knight's Move	x	3	x	2	x	x	x	SC	129	Tra		5 ft./2 levels; See Text	Target				
Knock	x	x	x	x	x	2	2	PHB	246	Tra	1 a	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-	Open locked or magic sealed doors
Know Direction	0	x	0	x	x	x	x	PHB	246	Div	1 a	Self	Caster	Instantaneous	-	-	You discern North
Know Greatest Enemy	x	x	x	1	x	x	x	SC	129	Div		60 ft.	Area				
Know Opponent	3	3	x	x	x	x	x	SC	129	Div		Close (25 ft. + 5 ft./2 levels)	Target				
Know Protections	1	x	x	x	x	1	1	MaoF	104	Div	1 a	Close	One creature	Instantaneous	Will negs	Y	Determine target's defenses.
Know Vulnerabilities	2	3	x	x	x	4	4	SC	129	Div		Close (25 ft. + 5 ft./2 levels)	Target				
Laeral's Cutting Hand	x	x	x	x	x	1	1	MaoF	104	Tra	1 a	Personal	Caster's hand	1 rnd/lvl (D)	-	-	Hands gain +2 enhancement bonus; considered 'armed'.
Lahm's Finger Darts	x	x	x	x	x	x	x	BoVD	98	Tra	1 a	Medium	Up to five creatures	Instantaneous	-	Y	1d4 Dex dmg, 1@1st, 2@4th, 3@7th
Land Womb	x	x	4	x	4	x	x	SC	130	Abj		Touch	Target				
Languor	x	x	4	x	x	x	x	SC	130	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Lantern Light	x	1	x	1	x	1	1	BoED	101	Evo	1 a	Close	Ray	1 rnd/lvl	-	Y	1 ray/lvl doing 1d6 dmg
Last Breath	x	x	4	x	x	x	x	SC	130	Tra		Touch	Target				
Last Judgement	x	8	x	x	x	8	8	BoED	102	Nec	1 rnd	Close	Evil humanoid/giant	Instantaneous	Will part	Y	Target dies else take 3d6 Wis dmg
Lastai's Caress	x	2	x	x	x	x	x	BoED	102	Enc	1 a	Touch	One evil creature	1 rnd/lvl	-	Y	Target becomes shaken
Launch Bolt	x	x	x	x	x	0	0	SC	130	Tra		Touch	Target				
Launch Item	x	x	x	x	x	0	0	SC	130	Tra		Touch	Target				
Lawful Sword	x	x	x	4	x	x	x	SC	131	Evo		Touch	Target				
Lay of the Land	4	x	4	x	1	x	x	SC	131	Div		Personal	Target				
Legend Lore	4	x	x	x	x	6	6	PHB	246	Div	see text	Self	Caster	Special	-	-	Learn tales about person or place
Leomund's Secret Chest	x	x	x	x	x	5	5	PHB	247	Con	10 min	Special	Up to 1 cu.ft. / lvl	60 days or till used	-	-	Hides chest on Ethereal plane
Leomund's Secure Shelter	4	x	x	x	x	4	4	PHB	247	Con	10 min	Close	20-ft sq structure	2 hr/lvl (D)	-	-	Creates a sturdy cottage
Leomund's Tiny Hut	3	x	x	x	x	3	3	PHB	247	Evo	1 a	20-ft	20-ft radius	2 hr/lvl (D)	-	-	Creates shelter for 10 creatures
Leomund's Trap	x	x	x	x	x	2	2	PHB	247	Ill	1 a	Touch	One item	Permanent (D)	-	-	Makes items seem trapped
Leonal's Roar	x	x	8	x	x	x	x	BoED	102	Evo	1 a	40-ft	Non-good creatures	Instantaneous	Fort part	Y	Kills, 2d6 sonic, paralyzes, non-good
Lesser Acid Orb	x	x	x	x	x	1	1	T&B	92	Evo	1 a	Close	5 creatures/objects 15-ft apart	Instantaneous	Fort (half)	Y	Ranged touch, +1 orb/2 levels (max 5) does 1d8 damage.
Lesser Aspect of the Deity	x	x	x	4	x	x	x	DotF	87	Tra	1 a	Personal	Caster	1 rnd/lvl	-	-	Your form becomes more like your deity's.
Lesser Cold Orb	x	x	x	x	x	1	1	T&B	92	Evo	1 a	Close	5 creatures/objects 15-ft apart	Instantaneous	Fort (half)	Y	Ranged touch, +1 orb/2 levels (max 5) does 1d8 damage.
Lesser Electric Orb	x	x	x	x	x	1	1	T&B	92	Evo	1 a	Close	5 creatures/objects 15-ft apart	Instantaneous	Fort (half)	Y	Ranged touch, +1 orb/2 levels (max 5) does 1d8 damage.
Lesser Fire Orb	x	x	x	x	x	1	1	T&B	93	Evo	1 a	Close	5 creatures/objects 15-ft apart	Instantaneous	Fort (half)	Y	Ranged touch, +1 orb/2 levels (max 5) does 1d8 damage.
Lesser Ironguard	x	x	x	x	x	5	5	FRCS	71	Abj	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Y	Non-magical metal is immaterial to you.
Lesser Sonic Orb	x	x	x	x	x	1	1	T&B	93	Evo	1 a	Close	5 creatures/objects 15-ft apart	Instantaneous	Fort (half)	Y	Ranged touch, +1 orb/2 levels (max 5) does 1d8 damage.
Lesser Telepathic Bond	x	3	x	x	x	x	x	DotF	87	Div	1 a	30-ft	Caster & one creature 30-ft	10 min/lvl	-	-	Link with subject within 30-ft for 10 min/lvl.
Levitate	x	x	x	x	x	2	2	PHB	248	Tra	1 a	Prsl,close	100 lb/lvl, 20-ft/rnd	10 min/lvl (D)	-	-	Target moves up/down
Life Bolt	x	x	x	x	x	2	2	SC	131	Nec		Medium (100 ft. + 10 ft./level)	Effect				
Life Ward	x	4	x	x	x	x	x	SC	131	Abj		Touch	Target				
Life's Grace	x	5	x	x	x	x	x	SC	131	Abj		Touch	Target				
Light	0	0	0	x	x	0	0	PHB	248	Evo	1 a	Touch	One item	10 min/lvl (D)	-	-	Item shines like a torch 20-ft glow
Light of Lunia	x	1	x	x	x	1	1	SC	132	Evo		Medium (100 ft. + 10 ft./level)	Target/Effect				
Light of Mercuria	x	2	x	x	x	2	2	SC	132	Evo		Medium (100 ft. + 10 ft./level)	Target/Effect				
Light of Venya	x	3	x	x	x	3	3	SC	132	Evo		Medium (100 ft. + 10 ft./level)	Target/Effect				
Lightfoot	x	x	x	x	1	x	x	SC	132	Tra		Personal	Target				

Lightning Bolt	x	x	x	x	x	3	3	PHB	248	Evo	1 a	120-ft	120-ft line	Instantaneous	Ref half	Y	Electricity deals 1d6 dmg/lvl (10)
Lightning Ring	x	x	x	x	x	8	8	SC	132	Evo		Personal	Effect				
Limited Wish	x	x	x	x	x	7	7	PHB	248	Uni	1 a	Special	Special	Special	Special	Y	Duplicates lower level spell
Lionheart	x	x	x	1	x	x	x	SC	132	Abj		Touch	Target				
Lion's Charge	x	x	3	x	2	x	x	SC	133	Tra		Personal	Target				
Lion's Roar	x	8	x	x	x	x	x	SC	133	Evo		120 ft.	Area				
Liquid Pain	x	x	x	x	x	4	4	BoVD	98	Nec	1 day	Touch	One living creature	Permanent	Fort neg	Y	Physical manifestation of pain
Listening Coin	3	x	x	x	x	x	x	SC	133	Div		Touch	Effect				
Listening Lorecall	x	x	2	2	x	x	x	SC	133	Div		Personal	Target				
Lively Step	2	x	x	x	x	2	2	SC	133	Tra		30 ft.	Area				
Liveoak	x	x	6	x	x	x	x	PHB	248	Tra	10 min	Touch	Tree	1 day/level (D)	-	-	Oak becomes treant guardian
Living Prints	x	x	x	x	1	x	x	SC	134	Div		Personal	Target				
Living Undeath	x	2	x	x	x	x	x	SC	134	Nec		Touch	Target				
Locate Creature	4	x	x	x	x	4	4	PHB	248	Div	1 a	Long	400-ft+40-ft/lvl rad	10 min/lvl	-	-	Senses direction of familiar creature
Locate Object	2	3	x	x	x	2	2	PHB	248	Div	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	Senses direction of item
Longstrider	x	x	1	x	1	x	x	PHB	249	Tra	1 a	Self	Caster	1 hr/lvl (D)	-	-	Movement increases +10-ft/rnd
Lookingglass	x	x	9	x	x	x	x	MotW	90	Tra	1 hour	Medium	Reflective medium+ surface	1 day/lvl	-	Y	Cast on 2 reflective surfaces to see & pass through them
Love's Lament	3	x	x	x	x	x	x	SC	134	Enc		60 ft.	Area				
Love's Pain	x	x	x	x	x	x	x	BoVD	98	Evo	1 a	Medium	One living creature	Instantaneous	-	Y	Touch attack, lover takes 1d6/2lvls (10)
Lower Spell Resistance	x	4	x	x	x	4	4	Draco	114	Tra	1 rnd	Close	One creature	1 min/lvl	Fort negs	-	Subject's spell resistance is reduced by 1 point/level for 1 min/lvl.
Low-Light Vision	x	x	1	x	1	1	1	SC	134	Tra		Touch	Target				
Loyal Vassal	x	x	x	2	x	x	x	SC	134	Abj		Touch	Target				
Lucent Lance	x	6	x	x	x	5	5	SC	134	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Lullaby	0	x	x	x	x	x	x	PHB	249	Enc	1 a	Medium	Living in 10-ft radius	Conc +1 rnd/lvl	Will negs	Y	Become drowsy -5 listen and spot
Luminous Armour	x	x	x	x	x	x	x	BoED	102	Abj	1 a	Touch	One good creature	1 hr/lvl (D)	-	Y	Bright armour, +5 AC, -4 Att to hit
Luminous Armour, Greater	x	x	x	x	x	x	x	BoED	102	Abj	1 a	Touch	One good creature	1 hr/lvl (D)	-	Y	Bright armour, +8 AC, -4 Att to hit
Luminous Gaze	x	x	x	x	x	1	1	SC	135	Evo		Personal	Target				
Lutzaen's Frequent Jaunt	x	x	x	x	x	5	5	MaoF	106	Tra	1 a	Close	Caster & touched	1 rnd / 2 lvl	Will negs	Y	As Dimension Door, but once per round for duration.
Mace of Odo	x	3	x	x	x	x	x	MaoF	106	Evo	1 a	0-ft	Mace of force	1 rnd/lvl	Fort neg	Y	Force effect damages target or absorbs spell.
Maddening Scream	x	x	x	x	x	x	x	SC	135	Enc		Touch	Target				
Maddening Whispers	x	x	x	x	x	8	8	SC	135	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Maelstrom	x	x	8	x	x	x	x	SC	135	Con		Long (400 ft. + 40 ft./level)	Effect				
Mage Armor	x	x	x	x	x	1	1	PHB	249	Con	1 a	Touch	One creature	1 hr/lvl (D)	Will negs	-	Give target +4 AC
Mage Armor, Greater	x	x	x	x	x	3	3	SC	136	Con		Touch	Target				
Mage Armor, Mass	x	x	x	x	x	3	3	SC	136	Con		Close (25 ft. + 5 ft./2 levels)	Target				
Mage Hand	0	x	x	x	x	0	0	PHB	249	Tra	1 a	Close	Nonmagical Item	Concentrate	-	-	Telekinesis of 5-lb item
Mage Hand, Greater	x	x	x	x	x	1	1	SC	136	Tra		Medium (100 ft. + 10 ft./level)	Target				
Magic Circle against Chaos	x	3	x	3	x	3	3	PHB	249	Abj	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	Non-lawful creatures cannot enter
Magic Circle against Evil	x	3	x	3	x	3	3	PHB	249	Abj	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	Non-good creatures cannot enter
Magic Circle against Good	x	3	x	x	x	3	3	PHB	250	Abj	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	Non-evil creatures cannot enter
Magic Circle against Law	x	3	x	x	x	3	3	PHB	250	Abj	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	Non-chaotic creatures cannot enter
Magic Fang	x	x	1	x	1	x	x	PHB	250	Tra	1 a	Touch	One living creature	1 min/lvl	Will negs	Y	Natural weapon +1 att/dmg
Magic Fang, Greater	x	x	3	x	3	x	x	PHB	250	Tra	1 a	Close	One living creature	1 hr/lvl	Will negs	Y	Natural weapon +1/4lvl att/dmg (5)
Magic Fang, Superior	x	x	4	x	4	x	x	SC	136	Tra		Personal	Target				
Magic Jar	x	x	x	x	x	5	5	PHB	250	Nec	1 a	Medium	One creature	1 hr/lvl	Will negs	Y	Enables possession of creature
Magic Miasma	x	x	x	x	x	9	9	SC	137	Abj		Medium (100 ft. + 10 ft./level)	Area				

Magic Missile	x	x	x	x	x	1	1	PHB	251	Evo	1 a	Medium	Max 15-ft apart	Instantaneous	-	Y	1d4+1 dmg, +1 missile lvls 3,5,7,9
Magic Mouth	1	x	x	x	x	2	2	PHB	251	Ill	1 a	Close	Creature or item	Till used	Will negs	Y	Speaks once when triggered
Magic Stone	x	1	3	x	x	x	x	PHB	251	Tra	1 a	Touch	1-3 Stones	30 min or till used	Will negs	Y	+1 att,1d6+1 dmg, 2d6+2 vs undead
Magic Vestment	x	3	x	x	x	x	x	PHB	251	Tra	1 a	Touch	Armor/shield	1 hr/lvl	Will negs	Y	Armor/shield gains +1/4lvls
Magic Weapon	x	1	x	1	x	1	1	PHB	251	Tra	1 a	Touch	Weapon	1 min/lvl	Will negs	Y	Weapon gets +1 att/dmg
Magic Weapon, Greater	x	4	x	3	x	3	3	PHB	251	Tra	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will negs	Y	Weapon gets +1/4 lvl att/dmg (5)
Major Creation	x	x	x	x	x	5	5	PHB	252	Con	10 min	Close	Item, 1 cu ft/lvl	Special	-	-	Create stone or metal item
Major Image	3	x	x	x	x	3	3	PHB	252	Ill	1 a	Long	4 10-ft cubes+1/lvl	Concentrate +3 rnd	Will dsblf	-	Illusion with sound, smell, heat
Make Manifest	x	4	x	x	x	6	6	SC	137	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Make Manifest, Mass	x	6	x	x	x	8	8	SC	137	Tra		Close (25 ft. + 5 ft./2 levels)	Area				
Make Whole	x	2	x	x	x	x	x	PHB	252	Tra	1 a	Close	Item, 10 cu ft/lvl	Instantaneous	Will negs	Y	Completely repairs an item
Malevolent Miasma	x	x	x	x	x	2	2	SC	137	Con		Close (25 ft. + 5 ft./2 levels)	Area				
Mandragora	x	x	6	x	x	x	x	MotW	90	Enc	1 a	15-ft	All creatures in 15-ft radius	1 rnd/lvl	Will negs	Y	Deafens those who fail Will save, grants True Seeing.
Mantle of Chaos	x	3	x	x	x	x	x	SC	137	Abj		Personal	Target				
Mantle of Evil	x	3	x	x	x	x	x	SC	137	Abj		Personal	Target				
Mantle of Good	x	3	x	3	x	x	x	SC	137	Abj		Personal	Target				
Mantle of Law	x	3	x	3	x	x	x	SC	138	Abj		Personal	Target				
Mantle of the Icy Soul	x	6	5	x	x	x	x	SC	138	Tra		Touch	Target				
Manyjaws	x	x	x	x	x	3	3	SC	138	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Mark of Justice	x	5	x	4	x	x	x	PHB	252	Nec	10 min	Touch	One creature	Permanent	-	Y	Designates act that triggers curse
Mark of the Hunter	x	x	x	x	3	x	x	SC	138	Div		Medium (100 ft. + 10 ft./level)	Target				
Mark of the Outcast	x	2	2	x	x	x	x	SC	138	Nec		Close (25 ft. + 5 ft./2 levels)	Target				
Marked Object	x	x	x	x	1	2	2	SC	139	Div		Personal	Target				
Masochism	x	3	x	x	x	2	2	BoVD	99	Enc	1 a	Self	Caster	1 rnd/lvl	-	-	+1/10 dmg taken to Att, saves, skills
Mass Awaken	x	x	8	x	x	x	x	MotW	90	Tra	1 day	Medium	One animal/tree/3 lvls 30-ft	Instantaneous	see text	Y	One animal/3 levels gains human intellect.
Mass Calm	x	x	4	x	x	x	x	MotW	91	Enc	1 a	Close	All beasts/magical with Int. 1-2	1 min/lvl	Will negs	Y	As Calm Animals, but affects any number of targets.
Mass Camouflage	x	x	4	x	4	x	x	MaoF	106	Tra	1 a	Medium	Any creatures 60-ft apart	10 min/lvl	-	-	As Camouflage, but affects all in range.
Mass Darkvision	x	x	x	x	x	4	4	T&B	93	Tra	1 a	10-ft	All creatures 10-ft radius	1 hr/lvl	-	Y	As Darkvision, but affects creatures in 10-ft radius.
Mass Fly	x	x	x	x	x	5	5	T&B	93	Tra	1 a	Touch	One creature/lvl 30-ft apart	10 min/lvl	-	Y	As Fly, but affects one subject/level within range.
Mass Manifest	x	6	x	x	x	8	8	MotP	36	Tra	1 a	Close	25-ft radius	1 rnd/lvl	-	Y	As Make Manifest, but with area effect.
Mass Resist Elements	x	3	x	x	x	4	4	T&B	93	Abj	1 a	Touch	One creature/lvl 30-ft apart	1 min/lvl	-	Y	As Resist Elements, affects one subject per level.
Mass Teleport	x	x	x	x	x	7	7	T&B	93	Tra	1 rnd	Touch	Creatures/objects 100lbs/lvl	Instantaneous	Will negs	Y	As Teleport, but more weight and caster need not go.
Mass Trance	x	x	5	x	x	x	x	MotW	91	Enc	1 a	Close	All beasts/magical with Int. 1-2	Concen.	Will negs	Y	As Animal Trance, but affects any number of targets.
Master Air	x	x	2	x	x	x	x	SC	139	Tra		Personal	Target				
Master Earth	x	x	7	x	x	x	x	SC	139	Tra		Personal	Target				
Master's Touch	1	x	x	x	x	1	1	SC	139	Div		Personal	Target				
Maw of Chaos	x	x	x	x	x	9	9	SC	140	Abj		Medium (100 ft. + 10 ft./level)	Area				
Maw of Stone	x	x	x	x	x	x	x	SC	140	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Maze	x	x	x	x	x	8	8	PHB	252	Con	1 a	Close	One creature	Special	-	Y	Traps target in extradimensional space
Mechanus Mind	x	x	x	x	x	2	2	SC	140	Enc		Touch	Target				
Meld into Stone	x	3	x	x	x	x	x	PHB	252	Tra	1 a	Self	Caster	10 min/lvl	-	-	You and possessions meld into stone
Melf's Acid Arrow	x	x	x	x	x	2	2	PHB	253	Con	1 a	Long	One acid arrow	1 rnd + 1 rnd/3 lvls	-	-	2d4 dmg for 1 rnd+1 rnd/3 lvls
Memory Rot	x	x	5	x	x	x	x	SC	140	Evo		Close (25 ft. + 5 ft./2 levels)	Target				
Mending	0	0	0	x	x	0	0	PHB	253	Tra	1 a	10-ft	Item, 1 lb	Instantaneous	Will negs	Y	Makes minor repairs of item
Mesmerizing Glare	2	x	x	x	x	3	3	SC	140	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Message	0	x	x	x	x	0	0	PHB	253	Tra	1 a	Medium	One creature/lvl	10 min/lvl	-	-	Whispered conversation at distance

Mestil's Acid Breath	x	x	x	x	x	3	3	Maof	108	Con	1 a	Close	Cone	Instantaneous	Ref (half)	Y	Cone of acid deals 1d6 damage/level.
Mestil's Acid Sheath	x	x	x	x	x	5	5	Maof	108	Con	1 a	Personal	Caster	1 rnd/lvl (D)	-	-	Sheath of acid damages attackers, allows touch attacks.
Metal Melt	x	x	x	x	x	4	4	SC	140	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Meteor Swarm	x	x	x	x	x	9	9	PHB	253	Evo	1 a	Long	40-ft radius	Instantaneous	-/ Ref half	Y	4 Spheres doing 2d6 + 6d6 fire burst
Miasma	x	x	6	x	x	x	x	SC	141	Evo		Close (25 ft. + 5 ft./2 levels)	Target				
Miasma of Entropy	x	x	4	x	x	5	5	SC	141	Nec		30 ft.	Area Or Target				
Might of the Oak	x	x	2	x	x	x	x	MotW	91	Tra	1 a	Touch	Creature touched	10 min/lvl	Will negs	Y	Grants +4 Strength, -2 Dexterity.
Mind Blank	x	x	x	x	x	8	8	PHB	253	Abj	1 a	Close	One creature	1 day	Will negs	Y	Resist mind effecting magic
Mind Bond	x	x	x	3	x	x	x	BoED	102	Div	1 a	Close	Special mount	1 rnd/lvl (D)	-	-	Mount +1 Att/3 lvls (5), +4 flanked
Mind Fog	5	x	x	x	x	5	5	PHB	253	Enc	1 a	Medium	20-ft radius	30 min + 2d6 rnds	Will negs	Y	Fog target's minds, -10 Wis/Will save
Mind Poison	x	x	x	x	x	3	3	SC	141	Nec		Touch	Target				
Mindless Rage	2	x	x	x	x	2	2	SC	142	Enc		Medium (100 ft. + 10 ft./level)	Target				
Mindraper	x	x	x	x	x	9	9	BoVD	99	Enc	1 a	Medium	One creature	Instantaneous	Will neg	Y	Alters target's memories, knows all
Minor Creation	x	x	x	x	x	4	4	PHB	253	Con	1 min	0-ft	Item, 1 cu ft/lvl	1 hr/lvl (D)	-	-	Creates one cloth or wood item
Minor Disguise	0	x	x	x	x	x	x	SC	142	Tra		Personal	Target				
Minor Image	2	x	x	x	x	2	2	PHB	254	Ill	1 a	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will dsblf	-	Minor illusion with some sound
Miracle	x	9	x	x	x	x	x	PHB	254	Evo	1 a	Special	Special	Special	Special	Y	Requests miracle from diety
Mirage Arcana	5	x	x	x	x	5	5	PHB	254	Ill	1 a	Long	One 20-ft cube/lvl	Conc +1 hr/lvl (D)	Will dsblf	-	Changes natural terrain's appearance
Mirror Image	2	x	x	x	x	2	2	PHB	254	Ill	1 a	Self	Caster	1 min/lvl (D)	-	-	1d4 + 1/3 lvls caster images (8)
Mirror Sending	x	x	x	x	x	4	4	BoVD	99	Evo	see text	Special	One living creature	Instantaneous	-	Y	Convey message through mirrors
Misdirection	2	x	x	x	x	2	2	PHB	254	Ill	1 a	Close	Item, 10-ft cube	1 hr/lvl	Will negs	-	Misdirect information from divinations
Miser's Envy	2	x	x	x	x	3	3	SC	142	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Mislead	5	x	x	x	x	6	6	PHB	255	Ill	1 a	Close	Caster / illusory double	1 rnd/lvl Conc +3 rnds	Will dsblf	-	Improved invisiblty and creates illusion
Modify Memory	4	x	x	x	x	x	x	PHB	255	Enc	1 rnd	Close	One living creature	Permanent	Will negs	Y	Changes 5 minutes of memories
Moment of Clarity	x	x	x	1	x	x	x	SC	142	Abj		Touch	Target				
Moment of Prescience	x	x	x	x	x	8	8	PHB	255	Div	1 a	Self	Caster	1 hr/lvl	-	-	Reroll or AC check with +lvl as bonus
Monstrous Regeneration	x	5	x	x	x	x	x	Maof	109	Con	1 a	Touch	Creature touched	1 rnd / 2 lvls	Will negs	Y	Grants the Regeneration ability.
Monstrous Thrall	x	x	x	x	x	x	x	SC	142	Enc		Medium (100 ft. + 10 ft./level)	Target				
Moon Blade	x	x	x	x	x	x	x	SC	143	Evo		0 ft.	Effect				
Moon Bolt	x	4	4	x	x	x	x	SC	143	Evo		Long (400 ft. + 40 ft./level)	Target				
Moon Lust	x	1	x	x	x	x	x	SC	143	Ill		Medium (100 ft. + 10 ft./level)	Target				
Moon Path	x	x	x	x	x	x	x	SC	143	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Moonbeam	x	x	x	x	x	x	x	SC	144	Evo		30 ft.	Area				
Moonbow	x	x	x	x	x	5	5	SC	144	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Moonfire	x	x	x	x	x	x	x	SC	144	Evo		60 ft.	Area				
Morality Undone	5	5	x	x	x	x	x	BoVD	99	Enc	1 a	Close	One non-evil creature	10 min/lvl	Will neg	Y	Target becomes evil
Mordenkainen's Disjunction	x	x	x	x	x	9	9	PHB	255	Abj	1 a	Close	40-ft radius	Instantaneous	Will negs	-	Dispels magic, disenchant's items
Mordenkainen's Faithful Hound	x	x	x	x	x	5	5	PHB	255	Con	1 a	Close	Phantom watchdog	1 hr/lvl and 1 rnd/lvl	-	-	Guards 30-ft bark, 5-ft att, +10 att, 2d6+3 dmg
Mordenkainen's Lucubration	x	x	x	x	x	6	6	PHB	256	Tra	1 a	Self	Caster	Instantaneous	-	-	Recalls one 1-5th level spell
Mordenkainen's Magnificent Mansion	x	x	x	x	x	7	7	PHB	256	Con	1 a	Close	3 10-ft cubes/lvl	2 hr/lvl (D)	-	-	Extradimensional dwelling
Mordenkainen's Private Sanctum	x	x	x	x	x	5	5	PHB	256	Abj	10 min	Close	30-ft cube/lvl	1 day (D)	-	-	Those outside see impenetrable fog
Mordenkainen's Sword	x	x	x	x	x	7	7	PHB	256	Evo	1 a	Close	One sword	1 rnd/lvl (D)	-	Y	Magic blade, 4d6+3 dmg, 19-20/x2
Mount	x	x	x	x	x	1	1	PHB	256	Con	1 rnd	Close	One mount	2 hr/lvl (D)	-	-	Summons riding horse or pony
Mountain Stance	x	x	2	x	x	2	2	SC	144	Tra		Touch	Target				
Move Earth	x	x	6	x	x	6	6	PHB	257	Tra	see text	Long	750-ft sq, 10-ft deep	Instantaneous	-	-	Digs trenches and builds hills
Murderous Mist	x	x	4	x	x	x	x	SC	145	Con		Close (25 ft. + 5 ft./2 levels)	Effect				

Mystic Lash	x	3	x	x	x	x	x	MaoF	109	Evo	1 a	0-ft	Electric whip	1 rnd/lvl	Fort neg	Y	Ranged touch deal 1d8 +1/2 lvl electrical, and stunning.
Nature's Avatar	x	x	9	x	x	x	x	SC	145	Tra		Touch	Target				
Nature's Balance	x	x	3	x	x	x	x	SC	145	Tra		Touch	Target				
Nature's Favor	x	x	2	2	x	x	x	SC	146	Evo		Touch	Target				
Nature's Rampart	x	x	3	x	3	x	x	SC	146	Tra		Medium (100 ft. + 10 ft./level)	Area				
Naturewatch	x	x	0	x	1	x	x	SC	146	Nec		30 ft.	Area				
Nauseating Breath	x	3	x	x	x	3	3	SC	146	Con		30 ft.	Area				
Negative Energy Aura	x	4	x	x	x	x	x	SC	146	Nec		Personal	Area				
Negative Energy Burst	x	x	x	x	x	3	3	T&B	93	Nec	1 a	Close	20-ft radius	Instantaneous	Will (half)	Y	1d8 +1/lvl (max +10) neg energy dam in 20-ft radius.
Negative Energy Ray	x	x	x	x	x	1	1	T&B	93	Nec	1 a	Close	Ray	Instantaneous	Will (half)	Y	Ranged touch; 1d6+1d6/2 levels neg energy dam (max 5).
Negative Energy Wave	x	x	x	x	x	4	4	T&B	94	Nec	1 a	50-ft	50-ft radius centered on caster	Instantaneous	Will negs	Y	Rebukes/bolster 1d6 HD/lvl (max 15d6) of undead.
Nerveskitter	x	x	x	x	x	1	1	SC	146	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Net of Shadows	x	x	x	x	x	1	1	SC	147	Ill		Close (25 ft. + 5 ft./2 levels)	Target				
Nether Trail	x	x	x	x	x	1	1	BoVD	99	Con	1 a	Touch	Trail 20-ft/lvl	10 min/lvl	Will neg	-	Compelled to follow trail to trail's end
Neutralize Poison	4	4	3	4	3	x	x	PHB	257	Con	1 a	Touch	Creat / obj 1 cu ft/lvl	10 min/lvl	Will negs	Y	Detoxifies venom in or on target
Nightmare	5	x	x	x	x	5	5	PHB	257	Ill	10 min	Unlimited	One living creature	Instantaneous	Will negs	Y	Restless sleep dealing 1d10 damage
Nightmare Lullaby	2	x	x	x	x	x	x	SC	147	Enc		Medium (100 ft. + 10 ft./level)	Target				
Night's Caress	x	x	x	x	x	5	5	SC	147	Nec		Touch	Target				
Nightshield	x	1	x	x	x	1	1	SC	148	Abj		Personal	Target				
Nightstalker's Transformation	x	x	x	x	x	5	5	SC	148	Tra		Personal	Target				
Nimbus of Light	x	1	x	x	x	x	x	SC	148	Evo		Personal	Target				
Nixie's Grace	6	x	x	x	x	x	x	SC	148	Tra		Personal	Target				
No Light	1	0	x	x	x	0	0	BoVD	100	Tra	1 a	Close	20-ft radius	1 min/lvl	-	-	Creates an area of darkness
Nondetection	x	x	x	x	4	3	3	PHB	257	Abj	1 a	Touch	Creature or item	1 hr/lvl	Will negs	Y	Masks target to scrying and divination
Nybor's Gentle Reminder	x	x	x	x	x	1	1	MaoF	110	Enc	1 a	Close	One creature	2 rounds	Fort neg	Y	Target is dazed for 1 rnd, -1 on attk, saves, and checks.
Nybor's Mild Admonishment	x	x	x	x	x	3	3	MaoF	111	Enc	1 a	Close	One creature	1 rnd/lvl (D)	Fort neg	Y	Target dazed 1d4 rnds, then -1 on attk/saves/checks, +2 Str.
Nybor's Stern Reproof	x	x	x	x	x	7	7	MaoF	111	Enc	1 a	Close	One creature	1 rnd/lvl (D)	see text	Y	As Mild, but target must save or die.
Nybor's Wrathful Castigation	x	x	x	x	x	8	8	MaoF	111	Enc	1 a	Close	One creature	1 rnd/lvl (D)	see text	Y	Target dies or is dazed and -4 on saves for 1 round/level.
Nystul's Magic Aura	1	x	x	x	x	1	1	PHB	257	Ill	1 a	Touch	Item to 5 lb/lvl	1 day/lvl (D)	-	-	Grants false magical aura
Obedient Avalanche	x	x	x	x	x	9	9	SC	148	Con		Medium (100 ft. + 10 ft./level)	Effect				
Obscure Object	1	3	x	x	x	2	2	PHB	258	Abj	1 a	Touch	Item to 100 lb/lvl	8 hours	Will negs	Y	Masks item to scrying and divination
Obscuring Mist	x	1	1	x	x	1	1	PHB	258	Con	1 a	20-ft	20-ft radius	1 min/lvl	-	-	Fog surrounds you, visibility 5-ft
Omen of Peril	x	1	1	x	1	x	x	SC	149	Div		Personal	Target				
One Mind	x	x	x	2	x	x	x	SC	149	Div		Personal	Target				
One Mind, Greater	x	x	x	3	x	x	x	SC	149	Div		Personal	Target				
One Mind, Lesser	x	x	x	1	x	x	x	SC	149	Div		Personal	Target				
One With the Land	x	x	2	2	x	x	x	SC	149	Tra		Personal	Target				
Ooze Puppet	x	x	x	x	x	6	6	SC	150	Tra		Medium (100 ft. + 10 ft./level)	Target				
Opalescent Glare	x	6	x	x	x	6	6	SC	150	Nec		Personal	Target				
Open/Close	0	x	x	x	x	0	0	PHB	258	Tra	1 a	Close	Item to 30 lbs	Instantaneous	Will negs	Y	Opens/closes small or light things
Orb of Acid	x	x	x	x	x	4	4	SC	150	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Orb of Acid, Lesser	x	x	x	x	x	1	1	SC	150	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Orb of Cold	x	x	x	x	x	4	4	SC	151	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Orb of Cold, Lesser	x	x	x	x	x	1	1	SC	151	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Orb of Electricity	x	x	x	x	x	4	4	SC	151	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Orb of Electricity, Lesser	x	x	x	x	x	1	1	SC	151	Con		Close (25 ft. + 5 ft./2 levels)	Effect				

Orb of Fire	x	x	x	x	x	4	4	SC	151	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Orb of Fire, Lesser	x	x	x	x	x	1	1	SC	151	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Orb of Force	x	x	x	x	x	4	4	SC	151	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Orb of Sound	x	x	x	x	x	4	4	SC	151	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Orb of Sound, Lesser	x	x	x	x	x	1	1	SC	151	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Order's Wraith	x	x	x	x	x	x	x	PHB	258	Evo	1 a	Medium	30-ft cube	Instantaneous	Will part	Y	Deals 1d8/2lvl to evil, half to neutral
Otiluke's Dispelling Screen	x	x	x	x	x	4	4	T&B	94	Abj	1 a	Close	10-ft square/lvl or 1-ft/lvl radius	1 min/lvl (D)	-	-	Creates a barrier that dispels magic on contact.
Otiluke's Freezing Sphere	x	x	x	x	x	6	6	PHB	258	Evo	1 a	Long	Special	Special	Ref half	Y	10-ft radius, 1d8/lvl dmg (15)
Otiluke's Greater Dispelling Screen	x	x	x	x	x	7	7	T&B	94	Abj	1 a	Close	10-ft square/lvl or 1-ft/lvl radius	1 min/lvl (D)	-	-	Creates a barrier that dispels magic on contact.
Otiluke's Resilient Sphere	x	x	x	x	x	4	4	PHB	258	Evo	1 a	Close	1-ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Y	Sphere protects but traps target
Otiluke's Telekinetic Sphere	x	x	x	x	x	8	8	PHB	259	Evo	1 a	Close	1-ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Y	Movable sphere protects but traps target
Otto's Irresistible Dance	6	x	x	x	x	8	8	PHB	259	Enc	1 a	Touch	One living creature	1d4+1 rnds	-	Y	Forces target to dance
Otto's Resistible Dance	5	x	x	x	x	x	x	S&S	94	Enc	1 rnd	Close	One creature/lvl	Concen.	Will negs	Y	Target is -2 AC/Will saves/Conc. & Spellcraft checks.
Otyugh Swarm	x	x	x	x	x	x	x	SC	151	Con		Medium (100 ft. + 10 ft./level)	Effect				
Overland Flight	x	x	x	x	x	5	5	PHB	259	Tra	1 a	Self	Caster	1 hr/lvl	Will negs	Y	Target flies at 40-ft/round
Owl's Insight	x	x	5	x	x	x	x	SC	152	Tra		Touch	Target				
Owl's Wisdom	2	2	2	2	2	2	2	PHB	259	Tra	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Wis
Owl's Wisdom, Mass	x	6	6	x	x	6	6	PHB	259	Tra	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Wis to 1 creature/lvl
Panacea	x	4	5	x	x	x	x	SC	152	Con		Touch	Target				
Pass without Trace	x	x	1	x	1	x	x	PHB	259	Tra	1 a	Touch	One creature/lvl	1 hr/lvl (D)	Will negs	Y	Leave no tracks, trail or scent
Passwall	x	x	x	x	x	5	5	PHB	259	Tra	1 a	Touch	5x8-ft, 10-ft+5-ft/3lvl deep	1 hr/lvl (D)	-	-	Passage appears in wooden, stone wall
Path of the Exalted	x	x	x	x	x	x	x	BoED	103	Div	1 a	Self	Caster	Till used	-	-	Deity helps caster make a decision
Pavilion of Grandeur	x	x	x	x	x	x	x	SC	153	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Percussion	0	x	x	x	x	x	x	S&S	94	Ill	1 a	Close	Illusory sounds	5 min/lvl (D)	Will (disbelief)	-	Creates illusory drum accompaniment.
Perfect Summons	x	x	x	x	x	4	4	BoED	103	Tra	1 a	Medium	40-ft radius	1 hr/lvl	-	-	Summoned creatures are good only
Perinarch	x	x	4	x	x	4	4	SC	153	Tra		Close (25 ft. + 5 ft./2 levels)	N/A				
Perinarch, Planar	x	x	9	x	x	9	9	SC	154	Tra		Close (25 ft. + 5 ft./2 levels)	N/A				
Permanency	x	x	x	x	x	5	5	PHB	259	Uni	2 rnds	Special	Special	-	-	-	Make permanent certain spells
Permanent Image	6	x	x	x	x	6	6	PHB	260	Ill	1 a	Long	20-ft cube+10-ft cube/lvl	Permanent (D)	Will dsblf	-	Creates static illusionary scene
Persistence of the Waves	x	x	2	x	x	x	x	MotW	92	Tra	1 a	Touch	Creature touched	10 min/lvl	Will negs	Y	Grants +4 Constitution, -2 Strength.
Persistent Blade	x	x	x	x	x	1	1	SC	154	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Persistent Image	5	x	x	x	x	5	5	PHB	260	Ill	1 a	Long	4 10-ft cubes+1/lvl	1 min/lvl (D)	Will dsblf	-	Creates repeating illusionary scene
Pestilence	x	8	7	x	x	x	x	BoVD	100	Nec	1 a	Touch	One living creature	Instantaneous	Fort neg	Y	Target takes 1d4 Con/day
Phantasmal Assailants	x	x	x	x	x	2	2	SC	154	Ill		Close (25 ft. + 5 ft./2 levels)	Target				
Phantasmal Decoy	x	x	x	x	3	x	x	SC	155	Ill		Medium (100 ft. + 10 ft./level)	Target				
Phantasmal Disorientation	x	x	6	x	x	x	x	SC	155	Ill		Medium (100 ft. + 10 ft./level)	Target				
Phantasmal Killer	x	x	x	x	x	4	4	PHB	260	Ill	1 a	Medium	One living creature	Instantaneous	Will dsblf, Fort part	Y	Illusion kills else does 3d6 dmg
Phantasmal Thief	x	x	x	x	x	5	5	SC	155	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Phantom Bear	x	x	9	x	x	x	x	SC	155	Con		Medium (100 ft. + 10 ft./level)	Effect				
Phantom Foe	x	x	x	x	x	2	2	SC	156	Ill		Touch	Target				
Phantom Stag	x	x	5	x	x	x	x	SC	157	Con		0 ft.	Effect				
Phantom Steed	3	x	x	x	x	3	3	PHB	260	Con	10 min	0-ft	One creature	1 hr/lvl (D)	-	-	Horselike creature, AC18, HP 7+1/lvl
Phantom Threat	1	x	x	x	x	x	x	SC	157	Ill		Close (25 ft. + 5 ft./2 levels)	Target				
Phantom Wolf	x	x	8	x	x	x	x	SC	157	Con		Medium (100 ft. + 10 ft./level)	Effect				
Phase Door	x	x	x	x	x	7	7	PHB	261	Con	1 a	0-ft	5x8 ft, 10-ft+5-ft/3lvl deep	1 usage/2 lvls	-	-	Passage appears in wooden, stone wall
Phieran's Resolve	x	x	x	x	x	x	x	BoED	103	Abj	1 a	20-ft	One good creature/lvl	1 min/lvl	Will neg	Y	+4 spell save vs evil spells

Phoenix Fire	x	x	x	x	x	x	x	BoED	103	Nec	1 a	15-ft	15-ft radius	Instantaneous	Ref neg	Y	Evil creatures take 2d6/lvl (40), die
Plague of Nightmares	x	x	x	x	x	x	x	BoVD	100	Enc	1 a	Touch	One living creature	Instantaneous	Fort neg	Y	No natural healing, 1d4 Cha dmg/night
Plague of Rats	x	x	x	x	x	x	x	SC	157	Con		Medium (100 ft. + 10 ft./level)	Effect				
Plague of Undead	x	9	x	x	x	9	9	SC	158	Nec		Close (25 ft. + 5 ft./2 levels)	Target				
Planar Ally	x	6	x	x	x	x	x	PHB	261	Con	10 min	Close	1-2 creatures	Instantaneous	-	-	Outsider (12 HD) exchanges services
Planar Ally, Greater	x	8	x	x	x	x	x	PHB	261	Con	10 min	Close	1-3 creatures	Instantaneous	-	-	Outsider (18 HD) exchanges services
Planar Ally, Lesser	x	4	x	x	x	x	x	PHB	261	Con	10 min	Close	One creature	Instantaneous	-	-	Outsider (6 HD) exchanges services
Planar Binding	x	x	x	x	x	6	6	PHB	261	Con	10 min	Close	1-3 creatures	Instantaneous	Will negs	Y	Traps outsider for task (12 HD)
Planar Binding, Greater	x	x	x	x	x	8	8	PHB	261	Con	10 min	Close	1-3 creature	Instantaneous	Will negs	Y	Traps outsider for task (18 HD)
Planar Binding, Lesser	x	x	x	x	x	5	5	PHB	261	Con	10 min	Close	One creature	Instantaneous	Will negs	Y	Traps outsider for task (6 HD)
Planar Bubble	x	7	x	x	x	7	7	SC	158	Abj		Touch	Area				
Planar Exchange	x	6	x	x	x	x	x	SC	159	Con		0 ft.	Effect				
Planar Exchange, Greater	x	8	x	x	x	x	x	SC	159	Con		0 ft.	Effect				
Planar Exchange, Lesser	x	4	x	x	x	x	x	SC	159	Con		0 ft.	Effect				
Planar Tolerance	x	4	4	x	4	5	5	SC	159	Con		Touch	Target				
Plane Shift	x	5	x	x	x	7	7	PHB	262	Con	1 a	Touch	1-8 willing creatures	Instantaneous	Will negs	Y	Targets travel to another plane
Plane Shift, Greater	x	7	x	x	x	8	8	SC	159	Con		Touch	Target				
Plant Body	x	x	5	x	x	x	x	SC	159	Tra		Personal	Target				
Plant Growth	x	x	3	x	3	x	x	PHB	262	Tra	1 a	Special	Special	Instantaneous	-	-	Grows vegetation, improves crops
Poison	x	4	3	x	x	x	x	PHB	262	Nec	1 a	Touch	One living creature	Instantaneous	Fort negs	Y	Touch 1d10 Con dmg, repeats 1min
Poison Thorns	x	x	5	x	x	x	x	SC	159	Tra		Personal	Target				
Poison Vines	x	x	4	x	x	x	x	SC	160	Con							
Polar Ray	x	x	x	x	x	8	8	PHB	262	Evo	1 a	Close	Ray	Instantaneous	-	Y	1d6 cold dmg/lvl
Polymorph	x	x	x	x	x	4	4	PHB	263	Tra	1 a	Touch	One living creature	1 min/lvl (D)	-	-	Transform willing target to new form
Polymorph Any Object	x	x	x	x	x	8	8	PHB	263	Tra	1 a	Close	Creat/obj 100 cu.ft/lvl	Special	-	Y	Transform target into new form
Polymorph Other	x	x	x	x	x	4	4	T&B	94	Tra	1 a	Medium	One creature	Permanent	Fort neg	Y	You assume a new form. (Official Version)
Polymorph Self	x	x	x	x	4	4	4	T&B	95	Tra	1 a	Personal	Caster	1 hr/lvl (D)	-	-	Gives subject a new form.
Portal Alarm	2	x	x	x	x	2	2	SC	160	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Portal Alarm, Improved	4	x	x	x	x	4	4	SC	160	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Portal Beacon	x	1	x	x	x	1	1	SC	161	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Positive Energy Aura	x	4	x	x	x	x	x	SC	161	Con		Personal	Area				
Positive Energy Protection	x	3	x	x	x	x	x	MotP	37	Abj	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Y	Gains partial protection from positive energy effects.
Power Leech	x	x	x	x	x	x	x	BoVD	101	Nec	1 a	Medium	One living creature	1 rnd/lvl	Will neg	Y	Target loses 1 stat/rnd, caster gains
Power Sight	x	x	1	x	x	x	x	MotW	92	Div	1 a	Close	One creature	Instantaneous	-	-	Determines a creature's HD or level.
Power Word, Blind	x	x	x	x	x	7	7	PHB	263	Enc	1 a	Close	One creature	Special	-	Y	Blinds one target less than 200 hps
Power Word, Kill	x	x	x	x	x	9	9	PHB	263	Enc	1 a	Close	One living creature	Instantaneous	-	Y	Kills one target less than 100 hps
Power Word, Stun	x	x	x	x	x	8	8	PHB	263	Enc	1 a	Close	One creature	Special	-	Y	Stuns one target less than 150 hps
Pox	x	x	6	x	x	x	x	BoVD	101	Nec	1 a	Close	One living creature/lvl	Instantaneous	Fort neg	Y	1d4 Con dmg
Prayer	x	3	x	3	x	x	x	PHB	264	Enc	1 a	40-ft	40-ft radius	1 rnd/lvl	-	Y	Allies+1 att,dmg,save,skill, Enemies -1
Preserve Organ	x	0	0	x	x	0	0	BoVD	101	Nec	10 min	Touch	One organ	24 hours	Fort neg	Y	Preserves an organ in its current state
Prestidigation	0	x	x	x	x	0	0	PHB	264	Uni	1 a	10-ft	1 lb, 1 cu. Ft	1 hr	-	-	Performs minor tricks
Primal Form	x	x	3	x	x	3	3	SC	161	Tra		Personal	Target				
Prismatic Eye	x	x	x	x	x	7	7	SC	161	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Prismatic Ray	x	x	x	x	x	5	5	SC	162	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Prismatic Sphere	x	x	x	x	x	9	9	PHB	264	Abj	1 a	10-ft	10-ft radius	10 min/lvl	Special	Sp	Surrounds on all sides with effects
Prismatic Spray	x	x	x	x	x	9	9	PHB	264	Evo	1 a	Close	Cone	Instantaneous	Special	Y	Rays hit with random effects

Prismatic Wall	x	x	x	x	x	8	8	PHB	264	Abj	1 a	Close	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Sp	Wall's colours have array of effects
Probe Thoughts	x	x	x	x	x	6	6	SC	162	Div		Close (25 ft. + 5 ft./2 levels)	Target				
Produce Flame	x	x	1	x	x	x	x	PHB	265	Evo	1 a	0-ft	Flame in hand	1 rnd/lvl (D)	-	Y	1d6+1/lvl damage (5)
Programmed Amnesia	x	x	x	x	x	9	9	SC	162	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Programmed Image	6	x	x	x	x	6	6	PHB	265	Ill	1 a	Long	20-ft cube+1 10-ft cube/lvl	Till used	Will dsblf	-	Event triggered illusionary scene
Project Image	6	x	x	x	x	7	7	PHB	265	Ill	1 a	Medium	Shadow duplicate	1 rnd/lvl (D)	Will dsblf	-	Illusory double can talk, cast spells
Protection from All Elements	x	x	6	x	x	x	x	MotW	92	Abj	1 a	Touch	Creature touched	10 min/lvl (D)	-	Y	Reduces the effects of all elemental spells.
Protection from Arrows	x	x	x	x	x	2	2	PHB	266	Abj	1 a	Touch	One creature	1 hr/lvl or till used	Will negs	Y	Ranged damage reduction 10/magic absorbes 10/lvl (100)
Protection from Chaos	x	1	x	1	x	1	1	PHB	266	Abj	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	+2 AC and saves vs chaotic creatures
Protection from Energy	x	3	3	x	2	3	3	PHB	266	Abj	1 a	Touch	One creature	10 min/lvl or till used	Fort negs	Y	Absorbs 12 energy dmg/lvl (120)
Protection from Evil	x	1	x	1	x	1	1	PHB	266	Abj	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	+2 AC and saves vs evil creatures
Protection from Good	x	1	x	x	x	1	1	PHB	266	Abj	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	+2 AC and saves vs good creatures
Protection from Law	x	1	x	x	x	1	1	PHB	266	Abj	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	+2 AC and saves vs lawful creatures
Protection From Negative Energy	x	2	x	x	x	x	x	SC	163	Abj		Touch	Target				
Protection From Positive Energy	x	2	x	x	x	x	x	SC	163	Abj		Touch	Target				
Protection from Spells	x	x	x	x	x	8	8	PHB	266	Abj	1 a	Touch	One creature/4lvls	10 min/lvl	Will negs	Y	+8 resistance bonus to saves
Protege	4	x	x	x	x	x	x	SC	163	Tra		Touch	Target				
Prying Eyes	x	x	x	x	x	5	5	PHB	266	Div	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	Sensors sees 120-ft all around
Prying Eyes, Greater	x	x	x	x	x	8	8	PHB	267	Div	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	Sensors true seeing 120-ft all around
Psychic Poison	x	4	x	x	x	4	4	BoVD	101	Abj	10 min	Close	50-ft radius	1 hr/lvl	-	-	Div, mind affecting spellcaster poisoned
Puppeteer	3	x	x	x	x	x	x	SC	163	Enc		Medium (100 ft. + 10 ft./level)	Target				
Purify Food and Drink	x	0	0	x	x	x	x	PHB	267	Tra	1 a	10-ft	1 cu ft/lvl	Instantaneous	Will negs	Y	Purifies 1 cu ft/lvl of food or water
Pyrotechnics	2	x	x	x	x	2	2	PHB	267	Tra	1 a	Long	Up to 20-ft cube	1d4+1 rnds	Special	Sp	Fire into blinding light or smoke
Quench	x	x	3	x	x	x	x	PHB	267	Tra	1 a	Medium	Up to 20-ft cube/lvl	Instantaneous	Will negs	Y	Extinguishes fire
Quick March	x	2	x	2	x	x	x	SC	164	Tra		Medium (100 ft. + 10 ft./level)	Target				
Quick Potion	x	x	x	x	x	2	2	SC	164	Tra		Touch	Target				
Quickshift	x	6	x	x	x	6	6	BoED	104	Tra	1 rnd	Self	Caster	1 rnd/lvl	-	-	Caster's teleport spells are quickened
Quill Blast	x	x	5	x	x	x	x	SC	164	Con		20 ft.	Area				
Quillfire	x	x	3	x	x	x	x	SC	164	Tra		Personal	Target				
Radiant Assault	x	7	x	x	x	7	7	SC	164	Evo		Long (400 ft. + 40 ft./level)	Area				
Radiant Fog	x	x	x	x	x	4	4	BoED	104	Con	1 a	Medium	Fog 20-ft radius	1 min/lvl	Fort part	Y	As solid fog, -1 Att
Radiant Shield	x	x	x	x	x	4	4	BoED	104	Evo	1 a	Self	Caster	1 rnd/lvl (D)	-	-	Striking caster receives 1d6+1/lvl dmg
Rage	2	x	x	x	x	3	3	PHB	268	Enc	1 a	Medium	One living creature/3lvls	Conc +1 rnd/lvl	-	Y	+2 Str, Con, +1 Will, -2 AC
Raging Flame	x	x	1	x	x	1	1	SC	164	Tra		Medium (100 ft. + 10 ft./level)	Area				
Rain of Black Tulips	x	x	9	x	x	x	x	BoED	104	Evo	1 a	Long	80-ft radius, high	1 rnd/lvl (D)	Fort neg	Y	5d6 electricity dmg to evil, nauseated
Rain of Embers	x	x	x	x	x	x	x	BoED	104	Evo	1 a	Medium	40-ft radius, high	1 rnd/lvl (D)	Ref half	Y	5d6 fire, 5d6 divine dmg/rnd to evil
Rain of Roses	x	x	7	x	x	x	x	BoED	105	Evo	1 a	Long	80-ft radius, high	1 rnd/lvl (D)	Fort neg	Y	1d4 Wis dmg/rnd to evil
Rainbow Beam	x	x	x	x	x	2	2	SC	165	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Rainbow Blast	x	x	x	x	x	3	3	SC	165	Evo		120 ft.	Area				
Rainbow Pattern	4	x	x	x	x	4	4	PHB	268	Ill	1 a	Medium	20-ft radius	Conc +1 rnd/lvl	Will negs	Y	Prevent 24 HD creatures attacking
Raise Dead	x	5	x	x	x	x	x	PHB	268	Con	1 min	Touch	One dead creature	Instantaneous	-	Y	Restores life to target within 1 day/lvl
Raise From the Deep	x	x	x	x	x	4	4	SC	165	Tra		Long (400 ft. + 40 ft./level)	Target				
Ram's Might	x	x	1	x	1	x	x	SC	165	Tra		Personal	Target				
Rapid Burrowing	x	x	1	x	1	x	x	SC	165	Tra		Touch	Target				
Rapture of Rupture	x	x	x	x	x	x	x	BoVD	101	Tra	1 a	Touch	One living creature/lvl	Instantaneous	Fort half	Y	6d6 dmg, 1 rnd stun, 1d6/rnd till heal
Rary's Mnemonic Enhancer	x	x	x	x	x	x	4	PHB	268	Tra	10 min	Self	Caster	Instantaneous	-	-	Store 1-3 1-3 lvl spells or retain cast

Rary's Telepathic Bond	x	x	x	x	x	5	5	PHB	268	Div	1 a	Close	Caster + One creature/3lvls	10 min/lvl (D)	-	-	Link lets allies communicate
Ray Deflection	4	x	x	x	x	4	4	SC	166	Abj		Personal	Target				
Ray of Clumsiness	x	x	x	x	x	1	1	SC	166	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Ray of Dizziness	3	x	x	x	x	3	3	SC	167	Enc		Medium (100 ft. + 10 ft./level)	Effect				
Ray of Enfeeblement	x	x	x	x	x	1	1	PHB	269	Nec	1 a	Close	Ray	1 min/lvl	-	Y	Reduces Str by 1d6+1/2lvls (+5)
Ray of Entropy	x	x	x	x	x	6	6	SC	167	Nec		Close (25 ft. + 5 ft./2 levels)	Effect				
Ray of Exhaustion	x	x	x	x	x	3	3	PHB	269	Nec	1 a	Close	Ray	1 min/lvl	Fort part	Y	Target becomes exhausted
Ray of Flame	x	x	x	x	x	1	1	SC	167	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Ray of Frost	x	x	x	x	x	0	0	PHB	269	Evo	1 a	Close	Ray	Instantaneous	-	Y	1d3 cold damage
Ray of Hope	1	1	x	x	x	x	x	BoED	105	Enc	1 a	Close	One living creature	1 rnd/lvl	Will neg	Y	+2 attack, save, ability and skills
Ray of Ice	x	x	x	x	x	2	2	SC	167	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Ray of Light	6	x	x	x	x	6	6	SC	167	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Ray of Sickness	x	x	x	x	x	2	2	SC	167	Nec		Close (25 ft. + 5 ft./2 levels)	Effect				
Ray of Stupidity	x	x	x	x	x	2	2	SC	167	Enc		Close (25 ft. + 5 ft./2 levels)	Effect				
Ray of Weakness	x	x	x	x	x	2	2	SC	168	Nec		Close (25 ft. + 5 ft./2 levels)	Effect				
Razorfangs	x	x	x	x	x	2	2	SC	168	Tra		Personal	Target				
Read Magic	0	0	0	1	1	0	0	PHB	269	Div	1 a	Self	250 words/min	10 min/lvl	-	-	Read scrolls and spellbooks
Reality Blind	x	x	x	x	x	3	3	BoVD	101	Ill	1 a	Close	One creature	Concentration	Will neg	Y	Blinded and stunned, nightmares
Reality Maelstrom	x	x	x	x	x	9	9	SC	168	Evo		Medium (100 ft. + 10 ft./level)	Area				
Reaving Dispel	x	x	x	x	x	9	9	SC	169	Abj		Medium (100 ft. + 10 ft./level)	Area Or Target				
Rebuke	x	x	x	x	x	2	2	SC	170	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Rebuke, Final	x	x	x	x	x	7	7	SC	170	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Rebuke, Greater	x	x	x	x	x	4	4	SC	170	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Rebuking Breath	x	x	x	x	x	4	4	SC	170	Nec		Personal	Target				
Reciprocal Gyre	x	x	x	x	x	5	5	SC	170	Abj		Medium (100 ft. + 10 ft./level)	Target				
Recitation	x	4	x	x	x	x	x	SC	170	Con		60 ft.	Area				
Red Fester	x	x	x	x	x	x	x	BoVD	102	Nec	1 a	Touch	One creature	Instantaneous	Fort neg	Y	Target takes 1d6 Str, 1d4 Cha dmg
Red Tide	x	x	8	x	x	x	x	SC	170	Evo		Medium (100 ft. + 10 ft./level)	Area				
Reduce Animal	x	x	2	x	3	x	x	PHB	269	Tra	1 a	Touch	One willing animal	1 hr/lvl (D)	Fort negs	Y	Animal decreases one size category
Reduce Person	x	x	x	x	x	1	1	PHB	269	Tra	1 rnd	Close	One humanoid	1 min/lvl	Fort negs	Y	-2 Str, +2 Dex, +1 Att, +1 AC
Reduce Person, Greater	x	x	x	x	x	5	5	SC	171	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Reduce Person, Mass	x	x	x	x	x	4	4	PHB	269	Tra	1 rnd	Close	Humaniod/lvl in 30-ft	1 min/lvl	Fort negs	Y	-2 Str, +2 Dex, +1 Att, +1 AC
Reflective Disguise	2	x	x	x	x	2	2	SC	171	Ill		Personal	Target				
Reflective Disguise, Mass	5	x	x	x	x	6	6	SC	171	Ill		Close (25 ft. + 5 ft./2 levels)	Target				
Refreshment	3	3	x	x	x	x	x	BoED	105	Con	1 a	20-ft	20-ft radius	Instantaneous	Will neg	Y	Removes all non-lethal damage
Refuge	x	7	x	x	x	9	9	PHB	269	Con	1 a	Touch	Item	Till used	-	-	Transport item's possessor to you
Refusal	x	x	x	x	x	5	5	SC	171	Abj		Medium (100 ft. + 10 ft./level)	Effect And Area				
Regal Procession	x	x	x	3	x	3	3	SC	172	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Regenerate	x	7	9	x	x	x	x	PHB	270	Con	3 rnds	Touch	One living creature	Instantaneous	Fort negs	Y	Target's severed limbs grow back
Regenerate Circle	x	x	6	x	x	x	x	MotW	92	Con	1 a	20-ft	One creature/2 lvls 30-ft apart	10 rnds +1/2 lvls	Will negs	Y	One creature/2 levels heals 3hp per round.
Regenerate Critical Wounds	x	6	5	x	x	x	x	MotW	92	Con	1 a	Touch	Creature touched	10 rnds +1/lvls	Will negs	Y	Target heals 4 hp/round.
Regenerate Light Wounds	x	1	1	x	x	x	x	MotW	92	Con	1 a	Touch	Creature touched	10 rnds +1/lvls	Will negs	Y	Target heals 1 hp/round.
Regenerate Moderate Wounds	x	3	2	x	x	x	x	MotW	93	Con	1 a	Touch	Creature touched	10 rnds +1/lvls	Will negs	Y	Target heals 2 hp/round.
Regenerate Ring	x	x	3	x	x	x	x	MotW	93	Con	1 a	20-ft	One creature/2 lvls 30-ft apart	10 rnds +1/2 lvls	Will negs	Y	One creature/two levels heals 1 hp/round.
Regenerate Serious Wounds	x	5	4	x	x	x	x	MotW	93	Con	1 a	Touch	Creature touched	10 rnds +1/lvls	Will negs	Y	Target heals 3 hp/round.
Reincarnate	x	x	4	x	x	x	x	PHB	270	Tra	10 min	Touch	Dead willing creature	Instantaneous	-	-	Dead subject back in random body

Rejection	x	6	x	x	x	x	SC	172	Abj		60 ft.	Area				
Rejuvenation Cocoon	x	x	5	x	x	x	SC	172	Con		Touch	Target				
Rejuvenative Corpse	x	3	x	x	x	x	SC	172	Nec		Touch	Target				
Remedy Moderate Wounds	x	3	2	x	x	x	MaoF	113	Con	1 a	Touch	Creature touched	10rnd +2rnd/2CL	Will negs	Y	Gains Fast Healing for 10 rnds +1 rnd/2 lvls.
Remove Addiction	x	2	2	x	x	x	BoED	105	Con	1 a	Touch	One creature	Instantaneous	Fort neg	Y	Removes all addictions from creature
Remove Blindness / Deafness	x	3	x	3	x	x	PHB	270	Con	1 a	Touch	One creature	Instantaneous	Fort negs	Y	Cure normal or magical conditions
Remove Curse	3	3	x	3	x	4	PHB	270	Abj	1 a	Touch	Creature or item	Instantaneous	Will negs	Y	Frees item or person from curse
Remove Disease	x	3	3	x	3	x	PHB	271	Con	1 a	Touch	One creature	Instantaneous	Fort negs	Y	Cures all diseases affecting target
Remove Fatigue	x	4	x	x	x	x	BoED	105	Tra	10 min	Touch	One living creat/2 lvls	Instantaneous	Fort neg	Y	Gain the benefit of 8 hours sleep
Remove Fear	1	1	x	x	x	x	PHB	271	Abj	1 a	Close	One creature +1/4lvls	10 min	Will negs	Y	+4 on fear saves
Remove Nausea	x	3	x	x	x	x	BoED	105	Con	1 a	Touch	One creature	Instantaneous	Will neg	Y	Removes nausea
Remove Paralysis	x	2	x	2	x	x	PHB	271	Con	1 a	Close	4 creatures in 30-ft	Instantaneous	Will negs	Y	Frees creats from parlyls/hold/slow
Remove Scent	1	x	1	x	1	1	SC	173	Tra		Touch	Target				
Renewal Pact	x	7	x	x	x	x	SC	173	Con		Touch	Target				
Repair Critical Damage	x	x	x	x	x	4	SC	173	Tra		Touch	Target				
Repair Light Damage	x	x	x	x	x	1	SC	173	Tra		Touch	Target				
Repair Minor Damage	x	x	x	x	x	0	SC	173	Tra		Touch	Target				
Repair Moderate Damage	x	x	x	x	x	2	SC	173	Tra		Touch	Target				
Repair Serious Damage	x	x	x	x	x	3	SC	173	Tra		Touch	Target				
Repel Metal or Stone	x	x	8	x	x	x	PHB	271	Abj	1 a	60-ft	60-ft line	1 rnd/lvl (D)	-	-	Repel metal or stone at 40-ft/round
Repel Vermin	4	4	4	x	3	x	PHB	271	Abj	1 a	10-ft	10-ft radius	10 min/lvl (D)	Will negs	Y	Insects with HD<lvl/3 cannot enter
Repel Wood	x	x	6	x	x	x	PHB	271	Tra	1 a	60-ft	60-ft line	1 min/lvl (D)	-	-	Pushes away wooden items
Replicate Casting	x	x	x	x	x	9	SC	173	Tra		See Text	Effect				
Repulsion	x	7	x	x	x	6	PHB	271	Abj	1 a	10-ft/lvl	10-ft radius/lvl	1 rnd/lvl (D)	Will negs	Y	Creatures cannot approach you
Resist Energy	x	2	2	2	1	2	PHB	272	Abj	1 a	Touch	One creature	10 min/lvl	Fort negs	Y	Ignores 10 energy dmg/rnd
Resist Energy, Mass	x	3	3	x	x	4	SC	174	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Resist Planar Alignment	x	1	1	1	1	1	SC	174	Abj		Touch	Target				
Resistance	0	0	0	1	x	0	PHB	272	Abj	1 a	Touch	One creature	1 min	Will negs	Y	Target gains +1 on saves
Resistance, Greater	4	4	4	x	x	4	SC	174	Abj		Touch	Target				
Resistance, Superior	6	6	6	x	x	6	SC	174	Abj		Touch	Target				
Resonating Bolt	4	x	x	x	x	3	SC	174	Evo		60 ft.	Area				
Resonating Resistance	x	5	x	x	x	5	BoVD	102	Tra	1 a	Self	Caster	1 min/lvl	-	-	Reroll spell resistance
Restoration	x	4	x	4	x	x	PHB	272	Con	3 rnds	Touch	One creature	Instantaneous	Will negs	Y	Restores ability, neg lvls, one exp lvl
Restoration, Greater	x	7	x	x	x	x	PHB	272	Con	10 min	Touch	One creature	Instantaneous	Will negs	Y	Restores ability, neg lvls, all exp lvls
Restoration, Lesser	x	2	2	1	x	x	PHB	272	Con	3 rnds	Touch	One creature	Instantaneous	Will negs	Y	Restores 1d4 ability score loss
Restoration, Mass	x	7	x	x	x	x	SC	174	Con		Close (25 ft. + 5 ft./2 levels)	Target				
Restore Soul's Treasure	x	x	x	x	x	x	BoED	105	Tra	1 rnd	Close	Disintegrated item	Instantaneous	-	-	Restores item to original condition
Resurgence	x	1	x	1	x	x	SC	174	Abj		Touch	Target				
Resurgence, Mass	x	3	x	3	x	x	SC	175	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Resurrection	x	7	x	x	x	x	PHB	272	Con	10 min	Touch	One dead creature	Instantaneous	-	Y	Restores life to target
Reveille	2	x	x	x	x	x	SC	175	Nec		Touch	Target				
Revenance	6	4	x	4	x	x	SC	175	Con		Touch	Target				
Reverse Arrows	x	x	x	x	x	3	SC	175	Abj		Personal	Target				
Reverse Gravity	x	x	8	x	x	7	PHB	273	Tra	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	Items and creatures fall upward
Revive Outsider	x	6	x	x	x	x	SC	175	Con		Touch	Target				
Revive Undead	x	x	x	x	x	6	SC	175	Nec		Touch	Target				

Revivify	x	5	x	x	x	x	x	SC	176	Con		Touch	Target				
Rhino's Rush	x	x	x	1	1	x	x	SC	176	Tra		Personal	Target				
Righteous Aura	x	x	x	4	x	x	x	SC	176	Abj		Personal	Target				
Righteous Fury	x	x	x	3	x	x	x	SC	177	Tra		Personal	Target				
Righteous Glare	x	7	x	x	x	7	7	BoED	105	Nec	1 a	Self	Caster	1 rnd/lvl	-	-	Gaze attack, <5HD die, fear 1d10 rnds
Righteous Might	x	5	x	x	x	x	x	PHB	273	Tra	1 a	Self	Caster	1 rnd/lvl (D)	-	-	Your size increases, Str +4 etc.
Righteous Smite	x	7	x	x	x	x	x	BoED	106	Evo	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	1d6/lvl (20) evil, blind 1d4 rnd, half ntrl
Righteous Wrath of the Faithful	x	5	x	x	x	x	x	SC	177	Enc		30 ft.	Target				
Ring of Blades	x	3	x	x	x	x	x	SC	177	Con		Personal	Target				
Rope Trick	x	x	x	x	x	2	2	PHB	273	Tra	1 a	Touch	Rope	1 hr/lvl (D)	-	-	Extradimensional space for 8 creatures
Rosemantle	x	1	x	x	x	x	x	MaoF	114	Abj	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Y	Immune to poison, gains +1 against pain, nausea and fear.
Rotting Curse of Urfestra	x	x	x	x	x	x	x	BoVD	102	Tra	1 a	Touch	One living creature	Instantaneous	Fort neg	Y	1d6 Con dmg/hour
Ruby Ray of Reversal	x	x	x	x	x	6	6	SC	177	Abj		Medium (100 ft. + 10 ft./level)	Target				
Ruin Delver's Fortune	4	x	x	x	x	4	4	SC	178	Tra		Personal	Target				
Rushing Waters	x	x	4	x	x	x	x	SC	178	Con		Medium (100 ft. + 10 ft./level)	Area				
Rust Ray	x	x	x	x	x	3	3	SC	178	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Rusting Grasp	x	x	4	x	x	x	x	PHB	273	Tra	1 a	Touch	Ferrous obj/creat	1 rnd/lvl	-	-	Your touch corrodes iron and alloys
Sacred Guardian	x	5	x	x	x	x	x	BoED	106	Div	1 a	Touch	Willing creature/item	1 day/lvl	-	Y	Monitor location and condition of item
Sacred Haven	x	x	x	4	x	x	x	SC	178	Abj		30 ft.	Target				
Sacrificial Skill	x	1	x	x	x	1	1	BoVD	103	Enc	1 a	Self	Caster	1 min/lvl	-	-	+5 Knowledge religion
Sadism	x	3	x	x	x	2	2	BoVD	103	Enc	1 a	Self	Caster	1 rnd/lvl	-	-	+1/10 dmg inflicted to Att, saves, skills
Safe Clearing	x	x	x	x	3	x	x	SC	179	Abj		30 ft.	Area				
Safety	x	3	x	x	x	x	x	SC	179	Abj		Touch	Target				
Saltray	x	x	2	x	x	x	x	SC	179	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Sanctify the Wicked	x	x	x	x	x	x	x	BoED	106	Nec	1 a	Close	One evil creature	1 year	Will neg	Y	Traps soul and changes alignment
Sanctuary	x	1	x	x	x	x	x	PHB	274	Abj	1 a	Touch	One creature	1 rnd/lvl	Will negs	-	Opponents cannot attack you
Sanctuary, Mass	x	5	x	x	x	x	x	SC	179	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Sandblast	x	x	1	x	x	x	x	SC	180	Evo		10 ft.	Area				
Sap Strength	x	2	x	x	x	2	2	BoVD	103	Enc	1 a	Touch	One living creature	Instantaneous	Fort neg	Y	Target becomes exhausted
Sarcophagus of Stone	x	6	x	x	x	x	x	SC	180	Con		N/A	N/A				
Scale Weakening	x	x	x	x	x	2	2	SC	180	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Scare	2	x	x	x	x	2	2	PHB	274	Nec	1 a	Medium	One living creature/3lvs in 30-ft	1 rnd/lvl	Will part	Y	Panics creatures up to 5 HD
Scarecrow	x	x	0	x	x	x	x	MotW	93	Nec	1 a	Close	One animal	1 rnd/lvl	Will negs	Y	Animal becomes shaken.
Scatterspray	x	x	x	x	x	1	1	SC	180	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Scent	x	x	2	1	x	x	x	SC	180	Tra		Touch	Target				
Scintillating Pattern	x	x	x	x	x	8	8	PHB	274	Ill	1 a	Close	20-ft radius	Conc +2 rounds	-	Y	Stun, confuse lvl in HD of creatures
Scintillating Scales	x	x	x	x	x	2	2	SC	181	Abj		Personal	Target				
Scintillating Sphere	x	x	x	x	x	3	3	SC	181	Evo		Long (400 ft. + 40 ft./level)	Area				
Scorch	x	x	x	x	x	2	2	SC	181	Evo		30 ft.	Area				
Scorching Ray	x	x	x	x	x	2	2	PHB	274	Evo	1 a	Close	Rays	Instantaneous	-	Y	Ray +1/4lvs, 4d6 fire damage
Scourge	x	x	x	x	x	x	x	SC	181	Nec		Long (400 ft. + 40 ft./level)	Target				
Scramble Portal	x	x	x	x	x	4	4	SC	181	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Screen	x	x	x	x	x	8	8	PHB	274	Ill	10 min	Close	30-ft cube/lvl	1 day	Will dsblf	-	Hides area from vision, scrying
Scrying	3	5	4	x	x	4	4	PHB	274	Div	1 hr	Special	Magical sensor	1 min/lvl	Will negs	Y	Spies on target from a distance
Scrying, Greater	6	7	7	x	x	7	7	PHB	275	Div	1 a	Special	Magical sensor	1 hr/lvl	Will negs	Y	Spies on target from a distance
Sculpt Sound	3	x	x	x	x	x	x	PHB	275	Tra	1 a	Close	One creat or obj/lvl	1 hr/lvl (D)	Will negs	Y	Creates new or masking sounds

Seal Portal	x	x	x	x	x	6	6	SC	181	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Searing Light	x	3	x	x	x	x	x	PHB	275	Evo	1 a	Medium	Ray	Instantaneous	-	Y	Dmg 1d8/2 lvls, undead 1d6/1d8/lvl
Second Wind	x	x	x	1	x	x	x	SC	182	Tra			Touch	Target			
Secret Page	3	x	x	x	x	3	3	PHB	275	Tra	10 min	Touch	Up to 3 sq ft	Permanent	-	-	Changes page to hide real content
Secure Corpse	x	6	x	x	x	x	x	BoED	106	Nec	1 a	Close	Corpse	1 day/lvl (D)	-	-	Holy symbol holds corpse in stasis
See Invisibility	3	x	x	x	x	2	2	PHB	275	Div	1 a	Self	Caster	10 min/lvl (D)	-	-	See invisible creatures or items
Seek Eternal Rest	x	x	x	3	x	x	x	SC	182	Con		Personal	Target				
Seeming	5	x	x	x	x	5	5	PHB	275	III	1 a	Close	One creature/2 lvls	12 hr	Special	Sp	Change appearance of creatures
Seething Eyebane	x	x	x	x	x	x	x	BoVD	103	Tra	1 a	Touch	One creature	Instantaneous	Fort neg	Y	Target blinded, 1d6 acid dmg 5-ft spray
Sending	x	4	x	x	x	5	5	PHB	275	Evo	10 min	Special	One creature	1 round	-	-	Delivers short message anywhere
Sense Heretic	x	x	x	1	x	x	x	SC	182	Div		Touch	Target				
Sensory Deprivation	x	x	x	x	x	4	4	SC	182	III		Medium (100 ft. + 10 ft./level)	Target				
Sepia Snake Sigil	3	x	x	x	x	3	3	PHB	276	Con	10 min	Touch	Book or written work	Till used	Ref negs	-	Immobilizes reader for 1d4+1day/lvl
Sequester	x	x	x	x	x	7	7	PHB	276	Abj	1 a	Touch	Willing creature or item	1 day/lvl (D)	Will negs	Y	Target invisible to sight & scrying
Serene Visage	1	x	x	x	x	1	1	SC	182	III		Personal	Target				
Serpents of Theggeron	x	x	x	x	x	x	x	BoVD	103	Tra	1 a	Self	Caster	1 min/lvl	-	-	Serpent arms, 10-ft reach, +10 Att, 1d8 bite dmg, poison dmg 1d6 Str
Servant Horde	x	x	x	x	x	3	3	SC	182	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Shades	x	x	x	x	x	9	9	PHB	276	III	1 a	Special	Special	Special	Special	Y	Mimics conjuring up to 8th level
Shadow Binding	x	x	x	x	x	3	3	SC	182	III		Close (25 ft. + 5 ft./2 levels)	Area				
Shadow Cache	3	x	x	x	x	3	3	SC	183	III		Touch	Area				
Shadow Conjunction	x	x	x	x	x	4	4	PHB	276	III	1 a	Special	Special	Special	Special	Y	Mimics conjuring up to 3rd level
Shadow Conjunction, Greater	x	x	x	x	x	7	7	PHB	276	III	1 a	Special	Special	Special	Special	Y	Mimics conjuring up to 6th level
Shadow Evocation	x	x	x	x	x	5	5	PHB	277	III	1 a	Special	Special	Special	Special	Y	Mimics evocation up to 4th level
Shadow Evocation, Greater	x	x	x	x	x	8	8	PHB	277	III	1 a	Special	Special	Special	Special	Y	Mimics evocation up to 7th level
Shadow Form	x	x	x	x	x	5	5	SC	183	III		Personal	Target				
Shadow Hand	x	x	x	x	x	5	5	SC	183	III		Close (25 ft. + 5 ft./2 levels)	Effect				
Shadow Landscape	x	x	9	x	x	x	x	SC	184	III		Long (400 ft. + 40 ft./level)	Area				
Shadow Mask	x	x	x	x	x	2	2	SC	185	III		Personal	Target				
Shadow Phase	x	x	x	x	x	3	3	SC	185	Tra		Touch	Target				
Shadow Radiance	x	x	x	x	x	2	2	SC	185	III		Medium (100 ft. + 10 ft./level)	Area				
Shadow Spray	x	x	x	x	x	2	2	SC	186	III		Medium (100 ft. + 10 ft./level)	Area				
Shadow Walk	5	x	x	x	x	6	6	PHB	277	III	1 a	Touch	One creature/level	1 hr/lvl (D)	Will negs	Y	Step into shadow to travel rapidly
Shadow Well	x	x	x	x	x	4	4	SC	186	III		Close (25 ft. + 5 ft./2 levels)	Target				
Shadowblast	x	4	4	x	x	x	x	SC	186	Evo		Long (400 ft. + 40 ft./level)	Area				
Shadowfade	x	x	x	x	x	5	5	SC	186	III		Close (25 ft. + 5 ft./2 levels)	Effect				
Shadowy Grappler	x	x	x	x	x	6	6	SC	186	III		Medium (100 ft. + 10 ft./level)	Target				
Shambler	x	x	9	x	x	x	x	PHB	277	Con	1 a	Medium	3+ shamblers	7 days/months	-	-	Summon 1d4+2 (11HD) shamblers
Shapechange	x	x	9	x	x	9	9	PHB	277	Tra	1 a	Self	Caster	10 min/lvl (D)	-	-	Transform into new form
Shard Storm	x	x	x	x	x	5	5	SC	187	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Share Husk	x	x	2	x	x	x	x	SC	187	Div		Touch	Target				
Sharptooth	x	x	x	x	x	4	4	SC	187	Tra		Personal	Target				
Shatter	2	2	x	x	x	2	2	PHB	278	Evo	1 a	Close	5-ft radius, 1 lb/lvl	Instantaneous	Special	Y	Sonic vibration damages items
Shatterfloor	x	x	x	x	x	3	3	SC	187	Evo		Medium (100 ft. + 10 ft./level)	Area				
Shelgarn's Persistent Blade	x	x	x	x	x	1	1	MaoF	117	Evo	1 a	Close	One small blade	1 rnd / 2 lvls	-	Y	Blade of force attacks target, automatically flanks.
Sheltered Vitality	x	4	4	x	x	x	x	SC	188	Abj		Touch	Target				
Shield	x	x	x	x	x	1	1	PHB	278	Abj	1 a	Self	Caster	1 min/lvl (D)	-	-	Negates magic missiles, +4 AC

Shield of Faith	x	1	x	x	x	x	x	PHB	278	Abj	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+2 AC +1/6lvls
Shield of Faith, Mass	x	4	x	x	x	x	x	SC	188	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Shield of Law	x	8	x	x	x	x	x	PHB	278	Abj	1 a	20-ft	One creature/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Y	+4 AC, +4 res, SR 25 vs chaotic
Shield of the Archons	x	7	x	x	x	x	x	BoED	107	Abj	1 a	Self	Caster	1 rnd/lvl	-	-	Blocks harmful spells, +4 vs area spells
Shield of Warding	x	3	x	2	x	x	x	SC	188	Abj		Touch	Target				
Shield Other	x	2	x	2	x	x	x	PHB	278	Abj	1 a	Close	One creature	1 hr/lvl (D)	Will negs	Y	Target +1 AC, save, half dmg to caster
Shieldbearer	x	x	x	x	x	1	1	SC	188	Tra		Touch	Target				
Shifting Paths	x	x	7	x	x	8	8	SC	188	Ill		Medium (100 ft. + 10 ft./level)	Area				
Shillelagh	x	x	1	x	x	x	x	PHB	278	Tra	1 a	Touch	Oak club/quarterstaff	1 min/lvl	Will negs	Y	Weapon +1 att, damage 1d10+1
Shock and Awe	1	x	x	x	x	1	1	SC	189	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Shocking Grasp	x	x	x	x	x	1	1	PHB	279	Evo	1 a	Touch	One creature or item	Instantaneous	-	Y	1d6 dmg/lvl electricity (5d6)
Shout	4	x	x	x	x	4	4	PHB	279	Evo	1 a	30-ft	Cone	Instantaneous	Fort part Ref negs	Y	5d6 sonic dmg, deaf 2d6 rounds
Shout, Greater	6	x	x	x	x	8	8	PHB	279	Evo	1 a	60-ft	Cone	Instantaneous	Fort part Ref negs	Y	10d6 sonic dmg, deaf 4d6 rounds, stunned 1 round
Shrink Item	x	x	x	x	x	3	3	PHB	279	Tra	1 a	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will negs	Y	Item shrinks to 1/16th normal size
Shriveling	x	3	x	x	x	2	2	BoVD	103	Nec	1 a	Close	One living creature	Instantaneous	Ref half	Y	Target takes 1d4/lvl (10)
Shroud of Flame	x	x	x	x	x	5	5	SC	189	Evo		Medium (100 ft. + 10 ft./level)	Target				
Shroud of Undeath	x	2	x	x	x	2	2	SC	189	Nec		Personal	Target				
Sicken Evil	x	x	x	x	x	x	x	BoED	107	Nec	1 a	Self	20-ft radius	1 min/lvl (D)	-	Y	Sickens evils creatures
Sign	x	1	x	x	x	x	x	SC	189	Enc		Personal	Target				
Sign of Sealing	x	x	x	x	x	3	3	SC	189	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Sign of Sealing, Greater	x	x	x	x	x	6	6	SC	190	Abj		N/A	Target				
Silence	2	2	x	x	x	x	x	PHB	279	Ill	1 a	Long	20-ft radius	1 min/lvl (D)	Will negs	Y	All sound is stopped
Silent Image	1	x	x	x	x	1	1	PHB	279	Ill	1 a	Long	4 10-ft cubes+1 10-ft cube/lvl	Concentrate	Will dsblf	-	Creates minor illusion of item
Silent Portal	x	x	x	x	x	0	0	SC	190	Ill		Close (25 ft. + 5 ft./2 levels)	Target				
Silverbeard	x	x	x	1	x	x	x	SC	190	Tra		Personal	Target				
Silvered Claws	x	x	1	x	1	x	x	BoED	107	Tra	1 a	Touch	One living creature	1 min/lvl	Will neg	Y	All natural attacks are silvered attacks
Silvered Weapon	x	x	x	1	2	x	x	BoED	107	Tra	1 a	Touch	One weapon	1 rnd/lvl	Fort neg	Y	Weapon becomes silvered
Simbul's Skeletal Deliquescence	x	x	x	x	x	8	8	MaoF	118	Tra	1 a	Touch	Creature touched	1 day/lvl	Fort neg	Y	Target becomes a soft-bodied oozelike creature.
Simbul's Spell Matrix	x	x	x	x	x	5	5	MaoF	118	Tra	1 a	Personal	Four of casters spells	10 min/lvl (D)	-	-	Magical storage of spells to be caster last as quickened.
Simbul's Spell Sequencer	x	x	x	x	x	7	7	MaoF	118	Tra	1 a	Personal	Four of casters spells	10 min/lvl (D)	-	-	Store up to 4 spells up to 4th level to use later.
Simbul's Spell Trigger	x	x	x	x	x	9	9	MaoF	118	Tra	1 a	Personal	Four of casters spells	10 min/lvl (D)	-	-	Store up to 4 spells up to 7th level to use later.
Simbul's Synostodweomer	x	x	x	x	x	7	7	MaoF	119	Tra	1 rnd	Personal	One of casters spells	1 round	-	Y	Channel a spell into positive energy to cure 1d6/spell level.
Simulacrum	x	x	x	x	x	7	7	PHB	279	Ill	12 hr	0-ft	One duplicate	Instantaneous	-	-	Partially real double of creature
Sink	x	3	3	x	x	x	x	SC	190	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Sirine's Grace	4	x	5	x	x	x	x	SC	191	Evo		Personal	Target				
Skeletal Guard	x	x	x	x	x	8	8	SC	191	Nec		Touch	Target				
Skull of Secrets	x	4	x	x	x	x	x	MaoF	119	Ill	1 rnd	Close	Intangible skull	Perman. (D)	Ref (half)	Y	Intangible skull stores message, may breathe fire.
Skull Watch	x	3	x	x	x	3	3	SC	191	Nec		Touch	Target				
Slapping Hand	x	x	x	x	x	2	2	SC	191	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Slash Tongue	x	0	x	x	x	0	0	BoVD	103	Tra	1 a	Close	One living creature	1 rnd	Fort neg	Y	-1 Att, saves, skills, abilities, 1 dmg
Slashing Darkness	x	3	x	x	x	x	x	SC	191	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Slay Living	x	5	x	x	x	x	x	PHB	280	Nec	1 a	Touch	One living creature	Instantaneous	Fort part	Y	Kills target else 3d6 + 1/lvl dmg
Sleep	1	x	x	x	x	1	1	PHB	280	Enc	1 rnd	Medium	Living in 10-ft radius	1 min/lvl	Will negs	Y	Puts 4 HD of creatures into slumber
Sleet Storm	x	x	3	x	x	3	3	PHB	280	Con	1 a	Long	40-ft radius	1 rnd/lvl	-	-	Hampers vision and movement
Slide	x	x	x	x	x	1	1	SC	191	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Slide, Greater	x	x	x	x	x	2	2	SC	192	Tra		Medium (100 ft. + 10 ft./level)	Target				

Slime Wave	x	7	7	x	x	x	x	SC	192	Con		Close (25 ft. + 5 ft./2 levels)	Area					
Slow	3	x	x	x	x	3	3	PHB	280	Tra	1 a	Close	One creature/lvl in 30-ft	1 rnd/lvl	Will negs	Y	Make only single move or standard action	
Slow Burn	x	x	1	x	x	1	1	SC	192	Tra		Medium (100 ft. + 10 ft./level)	Area					
Slow Consumption	x	1	x	x	x	2	2	BoVD	103	Nec	10 min	Touch	One living creature	Permanent	Fort neg	Y	Caster heals twice rate, tgt 1 Con dmg	
Smell of Fear	x	x	x	x	1	x	x	SC	193	Tra		Touch	Target					
Smite Heretic	x	x	x	3	x	x	x	BoED	107	Con	1 a	Self	Caster	10 min/lvl	-	-	+2 Att, +2 dmg/lvl on smite evil	
Snakebite	x	x	3	x	4	x	x	SC	193	Tra		Personal	Target					
Snake's Swiftess	x	x	1	x	x	2	2	SC	193	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Snake's Swiftess, Mass	x	x	2	x	x	3	3	SC	193	Tra		Medium (100 ft. + 10 ft./level)	Target					
Snare	x	x	3	x	2	x	x	PHB	280	Tra	3 rnds	Touch	Vine, rope or thong	Until triggered	-	-	Creates magical booby trap	
Snare Astral Traveler	x	6	x	x	x	6	6	BoVD	104	Abj	1 a	Medium	One astral creature	1 rnd/lvl	Will neg	Y	Captures creature holding it motionless	
Snilloc's Snowball Swarm	x	x	x	x	x	2	2	FRCS	74	Evo	1 a	Medium	10-ft radius	Instantaneous	Ref (half)	Y	Creates a flurry of explosive snowballs.	
Sniper's Eye	x	x	x	x	x	x	x	SC	193	Tra		Personal	Target					
Sniper's Shot	x	x	x	x	1	1	1	SC	194	Div		Personal	Target					
Snowball Swarm	x	x	x	x	x	2	2	SC	194	Evo		Medium (100 ft. + 10 ft./level)	Area					
Snowshoes	x	1	1	x	1	x	x	SC	194	Tra		Touch	Target					
Snowshoes, Mass	x	3	3	x	3	x	x	SC	194	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Soften Earth and Stone	x	x	2	x	x	x	x	PHB	280	Tra	1 a	Close	10-ft sq/lvl	Instantaneous	-	-	Stone to clay or dirt to sand/mud	
Solid Fog	x	x	x	x	x	4	4	PHB	281	Con	1 a	Medium	20-ft radius	1 min/lvl	-	-	Fog limits vision & movement to 5-ft	
Solipsism	x	x	x	x	x	7	7	SC	194	Ill		Medium (100 ft. + 10 ft./level)	Target					
Song of Discord	5	x	x	x	x	x	x	PHB	281	Enc	1 a	Medium	20-ft radius	1 rnd/lvl	Will negs	Y	50% chance of attacking nearest friend	
Song of Festering Death	2	x	x	x	x	x	x	BoVD	104	Evo	1 a	Close	One living creature	Concentration	Fort neg	Y	Perform 20, fail save, 2d6/rnd dmg	
Songbird	0	x	x	x	x	x	x	SC	195	Tra		Personal	Target					
Sonic Blast	x	x	x	x	x	1	1	SC	195	Evo		Close (25 ft. + 5 ft./2 levels)	Target					
Sonic Orb	x	x	x	x	x	4	4	T&B	96	Evo	1 a	Close	Creatures/objects 30-ft apart	Instantaneous	Fort (half)	Y	Ranged touch, 1d6/lvl (max 15d6); divided as desired.	
Sonic Rumble	x	x	x	x	x	5	5	SC	195	Evo		30 ft.	Area					
Sonic Snap	x	x	x	x	x	0	0	SC	195	Evo		Close (25 ft. + 5 ft./2 levels)	Target					
Sonic Weapon	2	x	x	x	x	2	2	SC	195	Tra		Touch	Target					
Sonic Whip	2	x	x	x	x	x	x	SC	195	Evo		0 ft.	Effect					
Sonorous Hum	2	3	x	x	x	3	3	SC	196	Evo		Personal	Target					
Sorrow	1	1	x	x	x	x	x	BoVD	104	Enc	1 a	Close	One living creature	1 rnd/lvl	Will neg	Y	-3 morale on Att, saves, ability, skills	
Soul Bind	x	9	x	x	x	9	9	PHB	281	Nec	1 a	Close	One dead creature	Permanent	Will negs	-	Traps soul to prevent resurrection	
Soul Shackles	5	x	x	x	x	5	5	BoVD	104	Nec	1 a	Close	One dead creature	Instantaneous	-	Y	Imprisons soul and can question it	
Soul's Treasure Lost	x	x	x	x	x	8	8	BoVD	104	Tra	1 a	Close	One creature	Instantaneous	Fort neg	Y	Disintegrates most valuable item	
Sound Burst	2	2	x	x	x	x	x	PHB	281	Evo	1 a	Close	10-ft radius	Instantaneous	Fort part	Y	1d8 sonic damage, may stun 1 round	
Sound Lance	x	4	x	x	x	3	3	SC	196	Evo		Medium (100 ft. + 10 ft./level)	Target					
Spark of Life	x	3	4	x	x	x	x	SC	196	Nec		Touch	Target					
Spawn Screen	x	2	x	x	x	2	2	SC	197	Nec		Touch	Target					
Speak to Allies	2	x	x	x	x	2	2	SC	197	Tra		Medium (100 ft. + 10 ft./level)	Target					
Speak with Animals	3	x	1	x	1	x	x	PHB	281	Div	1 a	Self	Caster	1 min/lvl	-	-	Communicate with animals	
Speak with Anything	x	x	8	x	x	x	x	MotW	94	Div	10 min	Personal	Caster	1 min/lvl	-	-	Allows conversation with any creature or object.	
Speak with Dead	x	3	x	x	x	x	x	PHB	281	Nec	10 min	10-ft	One dead creature	1 min/lvl	Will negs	-	Corpse answers one question/2lvs	
Speak with Plants	4	x	3	x	2	x	x	PHB	282	Div	1 a	Self	Caster	1 min/lvl	-	-	Talk to plants and plant creatures	
Spear of Valarian	x	x	5	x	4	x	x	BoED	107	Tra	1 a	Touch	Non-magic weapon	1 rnd/lvl (D)	Fort neg	Y	+1 silvered spear, +3 +2d6 vs mbeasts	
Spectral Hand	x	x	x	x	x	2	2	PHB	282	Nec	1 a	Medium	One spectral hand	1 min/lvl (D)	-	-	+2 on touch attack	
Spectral Stag	x	2	x	x	x	x	x	Maof	120	Con	1 a	0-ft	One quasi-real staglike creature	1 rnd/lvl	see text	Y	Phantom stag can bull rush opponent or be a mount.	

Spectral Touch	x	x	x	x	x	6	6	SC	197	Nec		Touch	Target					
Spectral Weapon	4	x	x	x	x	3	3	SC	197	Ill		0 ft.	Effect					
Speechlink	3	x	x	x	x	x	x	SC	198	Div		Touch	Target					
Speed of the Wind	x	x	2	x	x	x	x	MotW	94	Tra	1 a	Touch	Creature touched	10 min/lvl	Will negs	-		Grants +4 Dexterity, -2 Constitution.
Speed Swim	x	x	1	x	1	1	1	MaoF	121	Tra	1 a	Close	One creature	1 min/lvl (D)	Y	Y		Targets gains swim speed of 30.
Spell Engine	x	x	x	x	x	x	8	SC	198	Abj		Close (25 ft. + 5 ft./2 levels)	Effect					
Spell Enhancer	x	x	x	x	x	4	4	SC	198	Tra		Personal	Target					
Spell Flower	x	1	x	x	x	1	1	SC	198	Tra		Personal	Target					
Spell Immunity	x	4	x	x	x	x	x	PHB	282	Abj	1 a	Touch	One creature	10 min/lvl	Will negs	Y		Immune to a 1-4 level spell/4levels
Spell Immunity, Greater	x	8	x	x	x	x	x	PHB	282	Abj	1 a	Touch	One creature	10 min/lvl	Will negs	Y		Immune to a 1-8 level spell/4levels
Spell Immunity, Lesser	x	2	x	x	x	x	x	SC	199	Abj		Touch	Target					
Spell Matrix	x	x	x	x	x	7	7	SC	199	Tra		Personal	Effect					
Spell Matrix, Greater	x	x	x	x	x	9	9	SC	199	Tra		Personal	Effect					
Spell Matrix, Lesser	x	x	x	x	x	5	5	SC	199	Tra		Personal	Effect					
Spell Phylactery	x	5	x	x	x	x	x	MaoF	122	Tra	10 min	Touch	Scroll touched	Perm. (trigger)	-	Y		Scroll activates upon you if conditions are met.
Spell Resistance	x	5	x	x	x	x	x	PHB	282	Abj	1 a	Touch	One creature	1 min/lvl	Will negs	Y		Target gains SR 12+level
Spell Resistance, Mass	x	7	x	x	x	x	x	SC	199	Abj		Close (25 ft. + 5 ft./2 levels)	Target					
Spell Shield	x	2	x	x	x	x	x	MaoF	122	Abj	1 a	Touch	Creature touched	1 min/lvl	Will negs	Y		Target gains +3 resistance on saves vs. spell/spell-like.
Spell Turning	x	x	x	x	x	7	7	PHB	282	Abj	1 a	Self	Caster	10min/lvl or till used	-	-		Reflects 1d4+6 spell levels back
Spell Vulnerability	x	4	x	x	x	3	3	SC	200	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Spellmantle	x	6	x	x	x	x	x	MaoF	122	Abj	1 rnd	Touch	Creature touched	10 min/lvl	Will negs	Y		As Spell Immunity but more. (see text)
Spellstaff	x	x	6	x	x	x	x	PHB	282	Tra	10 min	Touch	Wooden Quarterstaff	Till used (D)	Will neg	Y		Stores one spell in quarterstaff
Sphere of Ultimate Destruction	x	x	x	x	x	9	9	SC	200	Con		Medium (100 ft. + 10 ft./level)	Effect					
Spider Climb	x	x	2	x	x	2	2	PHB	283	Tra	1 a	Touch	One creature	10 min/lvl	Will negs	Y		Walk on walls/ceiling as a spider
Spider Curse	x	x	x	x	x	x	x	SC	200	Tra		Medium (100 ft. + 10 ft./level)	Target					
Spider Form	x	x	x	x	x	x	x	FRCS	74	Tra	1 a	Personal	Caster	1 hr/lvl (D)	-	-		Polymorph into drider or monstrous spider.
Spider Hand	x	1	1	x	x	x	x	BoVD	104	Tra	1 a	Self	Caster's hand	Conc to 1 min/lvl	-	-		Hand can travel 20-ft/lvl away
Spider Legs	x	2	x	x	x	x	x	BoVD	105	Tra	1 a	Self	Caster	1 min/lvl	-	-		Tgt grow 4 spider legs, move 30-ft/rnd
Spider Plague	x	6	x	x	x	x	x	SC	201	Con		Close (25 ft. + 5 ft./2 levels)	Effect					
Spider Poison	x	x	x	x	x	3	3	SC	201	Nec		Touch	Target					
Spider Shapes	x	x	x	x	x	x	x	SC	201	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Spiderform	x	x	x	x	x	x	x	SC	201	Tra		Personal	Target					
Spiderskin	x	x	3	x	x	3	3	SC	202	Tra		Touch	Target					
Spike Growth	x	x	3	x	2	x	x	PHB	283	Tra	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Y		1d4 dmg/5-ft moved, may be slowed
Spike Stones	x	x	4	x	x	x	x	PHB	283	Tra	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Y		1d8 dmg/5-ft moved, may be slowed
Spikes	x	3	3	x	x	x	x	SC	202	Tra		Touch	Target					
Spirit Worm	x	x	x	x	x	1	1	SC	202	Nec		Touch	Target					
Spiritjaws	x	x	3	x	x	x	x	SC	202	Evo		Medium (100 ft. + 10 ft./level)	Effect					
Spiritual Chariot	x	x	x	2	x	x	x	SC	202	Con		Close (25 ft. + 5 ft./2 levels)	Target					
Spiritual Weapon	x	2	x	x	x	x	x	PHB	283	Evo	1 a	Medium	Magical weapon	1 rnd/lvl (D)	-	Y		1d8 +1/3lvls damage, attacks by itself
Spiritwall	x	x	x	x	x	5	5	SC	203	Nec		Medium (100 ft. + 10 ft./level)	Effect					
Splinterbolt	x	x	2	x	x	x	x	SC	203	Con		Close (25 ft. + 5 ft./2 levels)	Effect					
Spontaneous Search	x	x	x	x	x	1	1	SC	204	Div		Touch	Target					
Spores of the Vrock	x	2	x	x	x	x	x	BoVD	105	Con	1 rnd	Self	5-ft radius	Instantaneous	Fort neg	Y		1d8 dmg, 1d2/rnd for 10 rnds after 1st
Spread of Contentment	x	8	x	x	x	x	x	BoED	107	Enc	1 hr	Long	10-ft/lvl radius	1 hr/lvl (D)	-	Y		Hostile creatures become indifferent
Spread of Savagery	x	9	x	x	x	x	x	BoVD	105	Enc	1 hr	Long	10-ft radius	1 hr/lvl	Will neg	Y		Living creatures hostile to unaffected

Spring Sheath	x	x	x	x	x	x	x	S&S	95	Tra	1 a	Touch	One sheath, buckle, or strap	10 min/lvl	Will negs	Y	Automatically draws weapon.
Stabilize	x	2	x	2	x	x	x	SC	204	Con		N/A	Area				
Stalking Brand	x	x	x	x	1	x	x	SC	204	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Stalwart Pact	x	5	x	x	x	x	x	SC	204	Evo		Touch	Target				
Standing Wave	x	x	3	x	x	x	x	MotW	94	Tra	1 a	Close	Waves under creature within	10 min/lvl	Ref neg	Y	Transports across water.
Standing Wave	x	x	3	x	x	x	x	SC	204	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Starmantle	x	x	x	x	x	6	6	BoED	108	Abj	1 a	Touch	One living creature	1 min/lvl (D)	-	Y	Immune to & destroys non-magical weapons, magical attacks DC15 ref half
Stars of Arvandor	x	4	4	x	4	3	3	BoED	108	Evo	1 a	Close	One creature/rnd	1 min/lvl (D)	-	Y	One star/lvl (10) does 1d8 dmg
Starvation	x	x	4	x	x	x	x	SC	206	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Statue	x	x	x	x	x	7	7	PHB	284	Tra	1 rnd	Touch	One creature	1 hr/lvl (D)	Will negs	Y	Target can become statue at will
Status	x	2	x	x	x	x	x	PHB	284	Div	1 a	Touch	Living creature/3 lvls	1 hr/lvl	Will negs	Y	Monitors condition, position of allies
Steal Life	x	x	x	x	x	8	8	BoVD	106	Nec	1 a	Close	One living humanoid	Concentration	Fort neg	Y	Lose 1 stat/rnd becoming 1 wk younger
Steeldance	x	x	x	x	x	3	3	SC	206	Tra		Medium (100 ft. + 10 ft./level)	Target				
Stick	0	x	x	x	x	0	0	SC	206	Tra		Touch	Target				
Sticky Fingers	1	x	x	x	x	x	x	SC	206	Tra		Personal	Target				
Sticky Saddle	x	x	x	1	x	x	x	SC	206	Tra		Personal	Target				
Sting Ray	2	x	x	x	x	2	2	SC	206	Enc		Close (25 ft. + 5 ft./2 levels)	Effect				
Stinking Cloud	x	x	x	x	x	3	3	PHB	284	Con	1 a	Medium	20-ft radius	1 rnd/lvl	Fort negs	Y	Living creatures become nauseated
Stolen Breath	x	x	x	x	x	2	2	SC	207	Nec		Medium (100 ft. + 10 ft./level)	Target				
Stone Body	x	6	x	x	x	6	6	SC	207	Tra		Personal	Target				
Stone Bones	x	2	x	x	x	2	2	SC	208	Tra		Touch	Target				
Stone Shape	x	3	3	x	x	4	4	PHB	284	Tra	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	Sculpts stone into any form
Stone Shape, Greater	x	5	5	x	x	7	7	SC	208	Tra		Touch	Target				
Stone Shatter	4	x	x	x	x	x	x	SC	208	Evo		Close (25 ft. + 5 ft./2 levels)	Target				
Stone Sphere	x	x	x	x	x	4	4	SC	209	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Stone Spiders	x	x	x	x	x	x	x	SC	209	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Stone Tell	x	x	6	x	x	x	x	PHB	284	Div	10 min	Self	Caster	1 min/lvl	-	-	Talk to natural or worked stone
Stone to Flesh	x	x	x	x	x	6	6	PHB	285	Tra	1 a	Medium	1-3 ft diam,10-ft long	Instantaneous	Fort negs	Y	Restores petrified creature
Stone Walk	x	6	x	x	x	x	x	MaoF	124	Tra	10 min	Touch	Stone touched	Perm. (D)	Will negs	Y	Linked areas allow multiple teleportations.
Stonehold	x	x	6	x	x	x	x	SC	209	Con		Medium (100 ft. + 10 ft./level)	Area				
Stoneskin	x	x	5	x	x	4	4	PHB	284	Abj	1 a	Touch	One creature	10 min/lvl or till used	Will negs	Y	Damage reduction 10/adamantine
Stony Grasp	x	x	x	x	x	3	3	SC	209	Tra		Close (25 ft. + 5 ft./2 levels)	Effect				
Stop Heart	x	4	x	x	x	5	5	BoVD	106	Nec	1 a	Touch	One living humanoid/animal	Instantaneous	Fort neg	Y	Heart Attack, Target drops to -8 hps and loses 1 hp/rnd
Storm of Elemental Fury	x	x	7	x	x	x	x	SC	209	Con		Long (400 ft. + 40 ft./level)	Effect				
Storm of Shards	x	x	x	x	x	x	x	BoED	108	Evo	1 a	0-ft	80-ft radius	Instantaneous	Fort neg / Ref half	Y	Evil creatures blinded (fort), and take 1d6/lvl (20) divine dmg (ref half)
Storm of Vengeance	x	9	9	x	x	x	x	PHB	285	Con	1 rnd	Long	360-ft radius	Conc, 10 rnds	Special	Y	Storm rains acid, lightning, hail
Storm Tower	x	x	7	x	x	x	x	SC	210	Abj		Long (400 ft. + 40 ft./level)	Area				
Stormrage	x	8	8	x	x	x	x	SC	210	Tra		Personal	Target				
Strategic Charge	x	x	x	1	x	x	x	SC	210	Abj		Personal	Target				
Strength of Stone	x	x	x	2	x	x	x	SC	211	Tra		Personal	Target				
Stun Ray	x	x	x	x	x	7	7	SC	211	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Stunning Breath	x	x	x	x	x	5	5	SC	211	Tra		Personal	Target				
Stunning Breath, Greater	x	x	x	x	x	8	8	SC	211	Tra		Personal	Target				
Stunning Screech	3	x	x	x	x	x	x	BoVD	106	Evo	1 a	30-ft	All creatures	1 rnd	Fort neg	Y	Stunned for 1 round
Stupor	x	1	x	x	x	1	1	BoVD	106	Enc	1 min	Touch	One helpless creature	1 hr/lvl	Fort neg	Y	Target enters a stupor
Sublime Revelry	x	9	x	x	x	x	x	BoED	109	Abj	1 rnd	Close	One creature/lvl	1 min/lvl (D)	Ref half	-	Removes pain, immunity to mind affecting, half dmg from melee/missiles

Submerge Ship	x	x	x	x	x	7	7	SC	211	Evo		Touch	Target				
Subvert Planar Essence	x	5	x	x	x	6	6	SC	211	Tra		Medium (100 ft. + 10 ft./level)	Area				
Sudden Stalagmite	x	x	4	x	x	x	x	SC	213	Con		Medium (100 ft. + 10 ft./level)	Target				
Suggestion	2	x	x	x	x	3	3	PHB	285	Enc	1 a	Close	One living creature	1 hr/lvl	Will negs	Y	Influences targets actions
Suggestion, Mass	5	x	x	x	x	6	6	PHB	285	Enc	1 a	Medium	One creature/lvl in 30-ft	1 hr/lvl	Will negs	Y	Influences targets actions
Summon Babau Demon	x	6	x	x	x	x	x	SC	213	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Bearded Devil	x	5	x	x	x	x	x	SC	213	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Bralani Eladrin	x	5	x	x	x	x	x	SC	213	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Elemental Monolith	x	9	9	x	x	9	9	SC	214	Con		Medium (100 ft. + 10 ft./level)	Effect				
Summon Elementite Swarm	x	x	4	x	x	x	x	SC	214	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Elysian Thrush	2	2	x	x	x	x	x	SC	214	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Greater Elemental	x	x	6	x	x	x	x	SC	214	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Hound Archon	x	4	x	x	x	x	x	SC	214	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Instrument	0	x	x	x	x	x	x	PHB	285	Con	1 rnd	0-ft	One instrument	1 min/lvl (D)	-	-	Calls a handheld instrument for you
Summon Monster I	1	1	x	x	x	1	1	PHB	285	Con	1 rnd	Close	One creature	1 rnd/lvl	-	-	Calls outsider to fight for you
Summon Monster II	2	2	x	x	x	2	2	PHB	286	Con	1 rnd	Close	2:1 1:1d3	1 rnd/lvl	-	-	Calls outsider to fight for you
Summon Monster III	3	3	x	x	x	3	3	PHB	286	Con	1 rnd	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl	-	-	Calls outsider to fight for you
Summon Monster IV	4	4	x	x	x	4	4	PHB	286	Con	1 rnd	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl	-	-	Calls outsider to fight for you
Summon Monster IX	x	9	x	x	x	9	9	PHB	287	Con	1 rnd	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl	-	-	Calls outsider to fight for you
Summon Monster V	5	5	x	x	x	5	5	PHB	286	Con	1 rnd	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl	-	-	Calls outsider to fight for you
Summon Monster VI	6	6	x	x	x	6	6	PHB	286	Con	1 rnd	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl	-	-	Calls outsider to fight for you
Summon Monster VII	x	7	x	x	x	7	7	PHB	286	Con	1 rnd	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl	-	-	Calls outsider to fight for you
Summon Monster VIII	x	8	x	x	x	8	8	PHB	286	Con	1 rnd	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl	-	-	Calls outsider to fight for you
Summon Nature's Ally I	x	x	1	x	1	x	x	PHB	288	Con	1 rnd	Close	One creature	1 rnd/lvl	-	-	Calls creature to fight for you
Summon Nature's Ally II	x	x	2	x	2	x	x	PHB	288	Con	1 rnd	Close	2:1 1:1d3	1 rnd/lvl	-	-	Calls creature to fight for you
Summon Nature's Ally III	x	x	3	x	3	x	x	PHB	288	Con	1 rnd	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl	-	-	Calls creature to fight for you
Summon Nature's Ally IV	x	x	4	x	4	x	x	PHB	288	Con	1 rnd	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl	-	-	Calls creature to fight for you
Summon Nature's Ally IX	x	x	9	x	x	x	x	PHB	289	Con	1 rnd	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl	-	-	Calls creature to fight for you
Summon Nature's Ally V	x	x	5	x	x	x	x	PHB	289	Con	1 rnd	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl	-	-	Calls creature to fight for you
Summon Nature's Ally VI	x	x	6	x	x	x	x	PHB	289	Con	1 rnd	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl	-	-	Calls creature to fight for you
Summon Nature's Ally VII	x	x	7	x	x	x	x	PHB	289	Con	1 rnd	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl	-	-	Calls creature to fight for you
Summon Nature's Ally VIII	x	x	8	x	x	x	x	PHB	289	Con	1 rnd	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl	-	-	Calls creature to fight for you
Summon Swarm	2	x	2	x	x	2	2	PHB	289	Con	1 rnd	Close	See MM for effect	Conc + 2 rnds	-	-	Swarm of small creatures
Summon Undead I	x	1	x	x	x	1	1	SC	215	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Undead III	x	2	x	x	x	2	2	SC	215	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Undead III	x	3	x	x	x	3	3	SC	215	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Undead IV	x	4	x	x	x	4	4	SC	215	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Summon Undead V	x	5	x	x	x	5	5	SC	215	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Sunbeam	x	x	7	x	x	x	x	PHB	289	Evo	1 a	60-ft	Line from hand	1 rnd/lvl or till used	Ref part	Y	Blinds, 4d6 dmg, 1 beam/3 lvls (6)
Sunburst	x	x	8	x	x	8	8	PHB	289	Evo	1 a	Long	80-ft radius	Instantaneous	Ref part	Y	Blinds all within, 6d6 damage
Sunmantle	x	x	x	x	x	x	x	BoED	109	Abj	1 a	Touch	One creature	1 rnd/lvl	-	Y	Daylight, DR 5/-, Attackers take 5 dmg
Suppress Breath Weapon	3	x	x	x	x	3	3	SC	216	Enc		Close (25 ft. + 5 ft./2 levels)	Target				
Suppress Glyph	x	3	x	x	x	x	x	SC	216	Abj		100 ft.	Area				
Surefoot	x	x	x	x	1	x	x	SC	216	Abj		Personal	Target				
Surefooted Stride	2	x	1	x	1	2	2	SC	216	Tra		Personal	Target				
Surefooted Stride, Mass	5	x	4	x	4	5	5	SC	216	Tra		Close (25 ft. + 5 ft./2 levels)	Target				

Suspend Disease	x	1	1	x	x	1	1	BoVD	106	Abj	1 a	Touch	One creature	24 hours	Fort neg	Y	Halts effect of disease in target
Suspended Silence	x	x	x	x	x	3	3	SC	216	Ill		Touch	Target				
Sustain	x	4	x	x	x	x	x	BoED	109	Tra	1 rnd	Touch	One living creat/2lvl	6 hrs/lvl	-	Y	Do not need food or drink
Swamp Lung	x	x	7	x	x	x	x	SC	216	Con		Medium (100 ft. + 10 ft./level)	Target				
Swamp Stride	x	x	5	x	4	x	x	SC	217	Con		Personal	Target				
Sweet Water	x	3	2	x	x	x	x	DotF	90	Div	1 a	Long	Well shaft 10ft diam. 100ft deep	Instantaneous	-	-	Creates a well to fresh water up to 100-ft down.
Swim	x	x	2	x	x	2	2	SC	217	Tra		Medium (100 ft. + 10 ft./level)	Target				
Swim, Mass	x	x	4	x	x	x	x	SC	217	Tra		Medium (100 ft. + 10 ft./level)	Target				
Sword of Conscience	x	4	x	4	x	x	x	BoED	109	Enc	1 a	Close	One evil creature	Instantaneous	Will neg	Y	Take Cha and Wis dmg
Sword of Darkness	x	x	x	x	x	7	7	SC	217	Nec		Medium (100 ft. + 10 ft./level)	Effect				
Sword of Deception	x	x	x	x	x	4	4	SC	217	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Sword Stream	x	3	x	x	x	x	x	DotF	90	Evo	1 a	Close	5-ft wide out to limit of range	Instantaneous	Ref (half)	Y	As Knife Spray, but 1d8 dam +1/lvl (max +10).
Symbol of Death	x	8	x	x	x	8	8	PHB	289	Nec	10 min	0-ft	60-ft radius	Special	Fort negs	Y	Slays all, combined hps <150
Symbol of Fear	x	6	x	x	x	6	6	PHB	290	Nec	10 min	0-ft	60-ft radius	Special	Will negs	Y	Panics all for 1 rnd/lvl
Symbol of Insanity	x	8	x	x	x	8	8	PHB	290	Nec	10 min	0-ft	60-ft radius	Special	Will negs	Y	All become insane
Symbol of Pain	x	5	x	x	x	5	5	PHB	290	Nec	10 min	0-ft	60-ft radius	Special	Fort negs	Y	Suffer -4 att, skill & ability checks
Symbol of Persuasion	x	6	x	x	x	6	6	PHB	290	Nec	10 min	0-ft	60-ft radius	Special	Will negs	Y	All become charmed
Symbol of Sleep	x	5	x	x	x	5	5	PHB	291	Nec	10 min	0-ft	60-ft radius	Special	Will negs	Y	All <10HD sleep for 3d6x10 minutes
Symbol of Spell Loss	x	5	x	x	x	5	5	SC	218	Abj		0 ft.; See Text	Effect				
Symbol of Stunning	x	7	x	x	x	7	7	PHB	291	Nec	10 min	0-ft	60-ft radius	Special	Will negs	Y	All become stunned for 1d6 rounds
Symbol of Weakness	x	7	x	x	x	7	7	PHB	291	Nec	10 min	0-ft	60-ft radius	Special	Will negs	Y	Weakness deals 3d6 Str dmg
Sympathetic Vibration	6	x	x	x	x	x	x	PHB	291	Evo	10 min	Touch	Structure	1 rnd/lvl	-	Y	2d10/rnd dmg to freestanding structure
Sympathy	x	x	9	x	x	8	8	PHB	292	Enc	1 hr	Close	Location or item	2 hr/lvl (D)	Will negs	Y	Attracts certain type of creatures
Symphonic Nightmare	6	7	x	x	x	7	7	SC	218	Enc		Touch; See Text	Target				
Synostodweomer	x	x	x	x	x	7	7	SC	218	Tra		Personal	Target				
Tactical Precision	2	x	x	x	x	x	x	SC	218	Div		Close (25 ft. + 5 ft./2 levels)	Target				
Targeting Ray	1	x	x	x	x	1	1	SC	219	Div		Medium (100 ft. + 10 ft./level)	Effect				
Tasha's Hideous Laughter	1	x	x	x	x	2	2	PHB	292	Enc	1 a	Close	One creature	1 rnd/lvl	Will negs	Y	Target loses actions and falls prone
Telekinesis	x	x	x	x	x	5	5	PHB	292	Tra	1 a	Long	Special	Conc (spec) or Inst	Will negs	Y	Lifts or moves 25 lb/lvl, long range
Telepathic Aura	x	x	x	4	x	x	x	SC	219	Div		100 ft.	Area				
Telepathic Bond, Lesser	x	x	x	x	x	3	3	SC	219	Div		30 ft.	Target				
Telepathy Block	5	5	x	x	x	5	5	BoED	109	Abj	1 a	Close	80-ft radius	1 rnd/lvl (D)	-	-	Blocks all telepathic communication
Telepathy Tap	x	x	x	x	x	x	x	BoED	110	Div	1 a	Self	10-ft radius	1 rnd/lvl (D)	-	-	Overhear telepathic conversations
Teleport	x	x	x	x	x	5	5	PHB	292	Con	1 a	Prsl,touch	100 miles/lvl	Instantaneous	Will negs	Y	Instantly teleport one creature/lvl
Teleport Object	x	x	x	x	x	7	7	PHB	293	Con	1 a	Touch	100 miles/lvl	Instantaneous	Will negs	Y	Instantly teleport 50 lbs/lvl
Teleport, Greater	x	x	x	x	x	7	7	PHB	293	Con	1 a	Prsl,touch	Unlimited	Instantaneous	Will negs	Y	Instantly teleport one creature/lvl
Teleportation Circle	x	x	x	x	x	9	9	PHB	293	Con	10 min	0-ft	Circle 5-ft radius	10 min/lvl (D)	-	Y	Teleports all to designated spot
Temporal Stasis	x	x	x	x	x	8	8	PHB	293	Tra	1 a	Touch	One creature	Permanent	Fort negs	Y	Target placed in suspended animation
Tenser's Floating Disk	x	x	x	x	x	1	1	PHB	294	Evo	1 a	Close	3-ft diameter disc	1 hr/lvl	-	-	Carries 100 lbs/lvl
Tenser's Transformation	x	x	x	x	x	6	6	PHB	294	Tra	1 a	Self	Caster	1 rnd/lvl	-	-	+4 Str, Con, Dex, AC, +5 Fort save
Thornskin	x	x	3	x	x	x	x	SC	219	Tra		Personal	Target				
Thousand Needles	x	6	x	x	x	x	x	BoVD	106	Con	1 a	Medium	One living creature	1 min/lvl	Fort part	Y	2d6 dmg, -4 Att, saves, skills, abilities
Thunderhead	x	x	1	x	x	1	1	SC	219	Evo		Close (25 ft. + 5 ft./2 levels)	Target				
Thunderlance	x	x	x	x	x	4	4	SC	220	Evo		0 ft.	Effect				
Thunderous Roar	x	x	3	x	x	x	x	SC	220	Evo		Long (400 ft. + 40 ft./level)	Area				
Thunderswarm	x	x	9	x	x	x	x	MotW	94	Evo	1 a	Long	Four 2-ft diam or eight 1-ft diam	Instantaneous	see text	Y	Deals 16d8 points of electrical damage, plus burst.

Tidal Surge	x	x	6	x	x	x	x	SC	220	Evo		Medium (100 ft. + 10 ft./level)	Target				
Tiger's Tooth	x	x	2	x	x	x	x	SC	221	Tra		Touch	Target				
Time Stop	x	x	x	x	x	9	9	PHB	294	Tra	1 a	Self	Caster	1d4+1 rounds	-	-	You act freely for 1d4+1 rounds
Tirumael's Energy Spheres	x	x	x	x	x	4	4	MaoF	127	Evo	1 a	Close	Five floating spheres	1 rnd/lvl (D)	Ref (half)	Y	Spheres attack with or negate 5 energy types.
Tomb of Light	x	7	x	x	x	7	7	BoED	110	Tra	1 rnd	Touch	Evil extraplanar creat	Concentration	Fort part	Y	Hold creature, 1d6 Con/rnd, save/rnd
Tongue of Baalzebul	x	1	x	x	x	x	x	BoVD	107	Tra	1 rnd	Self	Caster	1 hr/lvl	-	-	+2 Bluff, diplomacy, gather information
Tongue Serpents	x	x	x	x	x	3	3	BoVD	107	Tra	1 a	Self	Caster	1 hr/lvl or till used	-	-	Tongue becomes one small viper/4lvls
Tongue Tendrils	x	x	x	x	x	1	1	BoVD	107	Tra	1 a	Self	Caster	1 hr/lvl or till used	-	-	Tongue becomes one tendril/4lvls
Tongues	2	4	x	x	x	3	3	PHB	294	Div	1 a	Touch	One creature	10 min/lvl	Will negs	-	Speak and understand any language
Tortoise Shell	x	x	6	x	x	x	x	SC	221	Tra		Touch	Target				
Touch of Adamantine	x	6	6	x	x	5	5	BoED	110	Tra	1 a	Touch	Weapon	1 min/lvl	Will neg	Y	+1 Att, ignore hardness less than 20
Touch of Fatigue	x	x	x	x	x	0	0	PHB	294	Nec	1 a	Touch	One creature	1 rnd/lvl	Fort negs	Y	Target becomes fatigued
Touch of Idiocy	x	x	x	x	x	2	2	PHB	294	Enc	1 a	Touch	One living creature	10 min/lvl	-	Y	1d6 dmg to Int, Wis, Cha
Touch of Juiblex	x	x	x	x	x	x	x	BoVD	107	Tra	1 a	Touch	One creature	Instantaneous	Fort neg	Y	Target turns into green slime in 4 rnds
Touch of Madness	x	x	x	x	x	x	x	SC	221	Enc		Touch	Target				
Towering Oak	x	x	x	x	1	x	x	SC	221	Ill		Personal	Target				
Train Animal	x	x	2	2	x	x	x	SC	221	Enc		Touch	Target				
Transcribe Symbol	x	x	x	x	x	6	6	SC	221	Abj		Touch	Target				
Transfix	x	x	x	x	x	7	7	SC	222	Enc		Medium (100 ft. + 10 ft./level)	Area				
Translocation Trick	x	x	x	x	x	4	4	SC	222	Con		Medium (100 ft. + 10 ft./level)	Target				
Transmute Metal to Wood	x	x	7	x	x	x	x	PHB	294	Tra	1 a	Long	40-ft radius	Instantaneous	-	Y	All metal becomes wood
Transmute Mud to Rock	x	x	5	x	x	5	5	PHB	295	Tra	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	Transforms sand or mud to soft stone
Transmute Rock to Lava	x	x	9	x	x	9	9	SC	222	Tra		Medium (100 ft. + 10 ft./level)	Area				
Transmute Rock to Mud	x	x	5	x	x	5	5	PHB	295	Tra	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	Transforms unworked stone to mud
Transport via Plants	x	x	6	x	x	x	x	PHB	295	Tra	1 a	Unlimited	Willing creatures	1 round	-	-	Move instantly from plant to plant
Trap the Soul	x	x	x	x	x	8	8	PHB	295	Con	1 a	Close	One creature	Permanent	Special	Y	Imprisons target within gem
Traveler's Mount	x	x	1	1	1	x	x	SC	223	Tra		Touch	Target				
Treasure Scent	3	x	3	x	x	4	4	SC	223	Div		Personal	Target				
Tree Shape	x	x	2	x	3	x	x	PHB	296	Tra	1 a	Self	Caster	1 hr/lvl (D)	-	-	You look exactly like tree
Tree Stride	x	x	5	x	4	x	x	PHB	296	Tra	1 a	Self	Caster	1 hr/lvl	-	-	Step from tree to another tree
Tremor	x	3	3	x	x	x	x	SC	223	Evo		Medium (100 ft. + 10 ft./level)	Area				
Tremorsense	x	x	x	x	2	3	3	SC	224	Tra		Personal	Target				
Triadspell	x	5	x	x	x	x	x	SC	224	Tra		Personal	Target				
True Creation	x	x	x	x	x	x	x	SC	224	Con		0 ft.	Effect				
True Domination	x	x	x	x	x	x	x	SC	224	Enc		Medium (100 ft. + 10 ft./level)	Target				
True Reincarnate	x	x	9	x	x	x	x	MotW	96	Tra	10 min	Touch	Dead creature touched	Instantaneous	-	Y	As Reincarnate, no remains needed, some choice.
True Resurrection	x	9	x	x	x	x	x	PHB	296	Con	10 min	Touch	Dead creature	Instantaneous	-	Y	Resurrect target within 10 years/lvl
True Seeing	x	5	7	x	x	6	6	PHB	296	Div	1 a	Touch	One creature	1 min/lvl	Will negs	Y	See all things as they really are
True Strike	x	x	x	x	x	1	1	PHB	296	Div	1a	Self	Caster	1 rnd	-	-	Adds +20 to your next attack
Tsunami	x	x	9	x	x	x	x	SC	224	Con		Long (400 ft. + 40 ft./level)	Effect				
Tunnel Swallow	x	x	x	x	x	6	6	SC	225	Con		Medium (100 ft. + 10 ft./level)	Target				
Twilight Luck	x	x	x	x	x	x	x	BoED	110	Abj	1 a	Touch	One non-evil creature	1 min/lvl	-	Y	+1 luck bonus on saves
Unbinding	x	x	x	x	x	9	9	SC	225	Abj		180 ft.	Area				
Undead Bane Weapon	x	4	x	3	x	x	x	SC	226	Tra		Touch	Target				
Undead Lieutenant	x	x	x	x	x	3	3	SC	226	Nec		Close (25 ft. + 5 ft./2 levels)	Target				
Undead Torch	x	x	x	x	x	3	3	SC	226	Nec		Close (25 ft. + 5 ft./2 levels)	Target				

Undeath after Death	x	7	x	x	x	x	x	MaoF	129	Nec	10 min	Touch	Creature touched	Perm. (D)	-	-	-2 on Con, gains Crypt Spawn template upon death.
Undeath to Death	x	6	x	x	x	6	6	PHB	297	Nec	1 a	Medium	40-ft radius	Instantaneous	Will negs	Y	Destroys 1d4 HD/level undead
Undeath's Eternal Foe	x	9	x	x	x	x	x	SC	226	Abj		Close (25 ft. + 5 ft./2 levels)	Target				
Undermaster	x	x	9	x	x	9	9	SC	227	Tra		Personal	Target				
Undersong	1	x	x	x	x	x	x	SC	227	Tra		Personal	Target				
Understand Device	x	3	x	x	x	x	x	MaoF	130	Div	1 a	Close	Caster	1 min/lvl	-	-	Gives the skill Disable Device or +10 on the skill.
Undetectable Alignment	1	2	x	2	x	x	x	PHB	297	Abj	1 a	Close	One creat or item	24 hours	Will negs	Y	Conceals alignment for 24 hours
Unearthly Beauty	x	8	x	x	x	x	x	BoED	110	Tra	1 a	Self	Caster	1 rnd/lvl	-	-	Creatures in 30-ft will save or die, Humanoids in 60-ft fort save or blinded
Unfailing Endurance	x	4	x	x	x	x	x	DotF	91	Tra	1 rnd	Touch	One creature/lvl	1 day/lvl	-	Y	+4 against weakness/fatigue, endurance bonuses.
Unhallow	x	5	5	x	x	x	x	PHB	297	Evo	1 day	Touch	40-ft/lvl radius	Instantaneous	Special	Sp	Unholy local, magic circle, -4 turning
Unheavened	x	x	x	x	x	2	2	BoVD	107	Abj	1 a	Touch	One creature	10 min/lvl	Will neg	Y	+4 spell saves vs good outsiders
Unholy Aura	x	8	x	x	x	x	x	PHB	297	Abj	1 a	20-ft	One creature/lvl	1 rnd/lvl (D)	Special	Y	+4 AC, +4 resistance, SR 25 vs good
Unholy Blight	x	x	x	x	x	x	x	PHB	297	Evo	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	Deals 1d8/2lvl to good half to neutral
Unholy Storm	x	3	x	x	x	x	x	SC	227	Con		N/A	Area				
Unliving Weapon	x	3	x	x	x	x	x	BoVD	108	Nec	1 rnd	Touch	One undead creature	1 hr/lvl	Will neg	Y	Undead explodes for 1d6/lvl (10)
Unluck	3	x	x	x	x	3	3	SC	227	Div		Close (25 ft. + 5 ft./2 levels)	Target				
Unnering Gaze	x	x	x	x	x	0	0	BoVD	108	Ill	1 a	Close	One humanoid	1 rnd/lvl	Will neg	Y	-1 morale on Att
Unseen Servant	1	x	x	x	x	1	1	PHB	297	Con	1 a	Close	Invisible servant	1 hr/lvl	-	-	Str 2, 15-ft move
Unyielding Roots	x	x	8	x	x	x	x	SC	228	Tra		Touch	Target				
Updraft	x	1	1	x	x	x	x	SC	228	Con		Personal	Target				
Utterdark	x	x	x	x	x	9	9	BoVD	108	Con	1 hr	Close	100-ft/lvl radius	1 hr/lvl	-	-	As deeper darkness, evil can see within
Valiant Fury	x	x	x	x	x	x	x	SC	228	Tra		Close (25 ft. + 5 ft./2 levels)	Target				
Valiant Steed	x	x	x	x	x	x	x	BoED	110	Con	1 hr	Close	Pegasus or Unicorn	Instantaneous	-	-	Creature serves for one year
Vampiric Touch	x	x	x	x	x	3	3	PHB	298	Nec	1 a	Touch	One living creature	Inst / 1 hr	-	Y	Deals 1d6/2 lvls (10), caster gains hps
Vanishing Weapon	x	x	x	x	x	5	5	BoED	111	Abj	1 a	Touch	Weapon	1 min/lvl	-	-	Dispels summoned creature DC11+lvl
Veil	6	x	x	x	x	6	6	PHB	298	Ill	1 a	Long	Creatures in 30-ft	Conc +1 hr/lvl	Will negs	Y	Change appearance of creatures
Veil of Shadow	x	2	x	x	x	2	2	SC	228	Evo		Personal	Target				
Veil of Undeath	x	8	x	x	x	8	8	SC	229	Nec		Personal	Target				
Vengeance Halo	x	6	x	x	x	x	x	BoED	111	Abj	1 a	Close	One good creature	1 min/lvl	Ref half	-	Slain creature 1d6/lvl (20) to slayer
Ventriloquism	1	x	x	x	x	1	1	PHB	298	Ill	1 a	Close	Usually speech	1 min/lvl (D)	Will dsblf	-	Throw voice
Vigor	x	3	3	x	x	x	x	SC	229	Con		Touch	Target				
Vigor, Greater	x	5	5	x	x	x	x	SC	229	Con		Touch	Target				
Vigor, Lesser	x	1	1	x	x	x	x	SC	229	Con		Touch	Target				
Vigor, Mass Lesser	x	3	3	x	x	x	x	SC	229	Con		20 ft.	Target				
Vigorous Circle	x	6	6	x	x	x	x	SC	229	Con		20 ft.	Target				
Vile Death	x	9	x	x	x	9	9	SC	229	Con		Touch	Target				
Vile Lance	x	3	x	x	x	3	3	BoVD	108	Evo	1 a	Touch	One shortspear	10 min/lvl	-	-	+2 Shortspear doing vile dmg
Vine Mine	x	x	3	x	x	x	x	SC	230	Con		Medium (100 ft. + 10 ft./level)	Area				
Vine Strike	x	x	1	x	1	x	x	SC	230	Div		Personal	Target				
Vipergout	x	x	x	x	x	3	3	SC	230	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Virtue	x	0	0	1	x	x	x	PHB	298	Tra	1 a	Touch	One creature	1 min	Fort negs	Y	Target gains 1 temporary hp
Visage of the Deity	x	6	x	x	x	x	x	SC	230	Tra		Personal	Target				
Visage of the Deity, Greater	x	9	x	x	x	x	x	SC	231	Tra		Personal	Target				
Visage of the Deity, Lesser	x	3	x	4	x	x	x	SC	231	Tra		Personal	Target				
Viscid Glob	x	x	x	x	x	5	5	SC	231	Con		Medium (100 ft. + 10 ft./level)	Target				
Vision	x	x	x	x	x	7	7	PHB	298	Div	1 a	Self	Caster	Special	-	-	Learn tales about person or place

Vision of Glory	x	1	x	1	x	x	x	SC	231	Div		Touch	Target				
Vision of Heaven	x	1	x	x	x	x	x	BoED	111	Enc	1 a	Close	One evil creature	1 round	Will neg	Y	Target becomes dazed
Vitriolic Sphere	x	x	x	x	x	5	5	SC	231	Con		Long (400 ft. + 40 ft./level)	Area				
Voice of the Dragon	4	x	x	x	x	4	4	SC	232	Tra		Personal	Target				
Vortex of Teeth	x	x	4	x	x	4	4	SC	232	Evo		Medium (100 ft. + 10 ft./level)	Area				
Vulnerability	x	5	x	x	x	5	5	SC	232	Tra		Touch	Target				
Wages of Sin	x	x	x	x	x	6	6	BoED	111	Enc	1 a	Medium	One evil creature/lvl	1 rnd/lvl	Will neg	Y	Attacks nearest evil creature
Wail of Doom	5	x	x	x	x	x	x	SC	233	Nec		30 ft.	Area				
Wail of the Banshee	x	x	x	x	x	9	9	PHB	298	Nec	1 a	Close	Living in 40-ft radius	Instantaneous	Fort negs	Y	Kills one living creature/level
Wall of Chains	x	x	x	x	x	3	3	BoVD	108	Con	1 a	Medium	Wall 5x5-ft/lvl	1 min/lvl	-	-	20 hps/inch, hardness 10
Wall of Chaos	x	4	x	x	x	4	4	SC	233	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Wall of Deadly Chains	x	x	x	x	x	4	4	BoVD	108	Con	1 a	Medium	Wall 5x5-ft/lvl	1 min/lvl	Ref half	-	Wall of Chains, strikes 5-ft, 3d6 dmg
Wall of Dispel Magic	x	5	x	x	x	5	5	SC	233	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Wall of Evil	x	4	x	x	x	4	4	SC	233	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Wall of Eyes	x	x	x	x	x	7	7	BoVD	108	Con	1 a	Medium	Wall 5x5-ft/lvl	Instantaneous	Will neg	-	10 hps/inch, hardness 5, hold monster
Wall of Fire	x	x	5	x	x	4	4	PHB	298	Evo	1 a	Medium	20-ft/lvl or 5-ft/2 lvls	Conc + 1 rnd/lvl	-	Y	2d4 dmg within 10-ft, 1d4 within 20-ft
Wall of Force	x	x	x	x	x	5	5	PHB	298	Evo	1 a	Close	10-ft sq/lvl	1 min/lvl (D)	-	-	Immovable wall immune to all dmg
Wall of Gears	x	x	x	x	x	6	6	SC	233	Con		Medium (100 ft. + 10 ft./level)	Effect				
Wall of Gloom	x	x	x	x	x	2	2	SC	233	Ill		Medium (100 ft. + 10 ft./level)	Effect				
Wall of Good	x	4	x	x	x	4	4	SC	233	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Wall of Greater Dispel Magic	x	8	x	x	x	8	8	SC	234	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Wall of Ice	x	x	x	x	x	4	4	PHB	299	Evo	1 a	Medium	10-ft sq/lvl or 3+1/lvl	1 min/lvl	Ref negs	Y	Ice wall with 3 HP/lvl
Wall of Iron	x	x	x	x	x	6	6	PHB	299	Con	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	Iron wall with 30 hp/4 levels
Wall of Law	x	4	x	x	x	4	4	SC	234	Abj		Close (25 ft. + 5 ft./2 levels)	Effect				
Wall of Light	x	3	x	x	x	3	3	SC	234	Evo		Close (25 ft. + 5 ft./2 levels)	Effect				
Wall of Limbs	x	x	x	x	x	5	5	SC	234	Evo		Medium (100 ft. + 10 ft./level)	Effect				
Wall of Ooze	x	5	x	x	x	5	5	BoVD	109	Con	1 a	Medium	Wall 5x5-ft/lvl	Conc +1 rnd/lvl	Fort part	-	50 hps/inch, hardness 0, 2d6 acid
Wall of Sand	x	4	5	x	x	4	4	SC	235	Con		Medium (100 ft. + 10 ft./level)	Effect				
Wall of Smoke	x	x	1	x	x	1	1	SC	235	Con		Close (25 ft. + 5 ft./2 levels)	Effect				
Wall of Stone	x	5	6	x	x	5	5	PHB	299	Con	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	Stone wall with 15 hp/4 levels
Wall of Thorns	x	x	5	x	x	x	x	PHB	300	Con	1 a	Medium	10-ft cube/lvl	10 min/lvl (D)	-	-	Thorns dmg moving creatures 25-AC
Wall of Water	x	x	4	x	x	4	4	SC	235	Con		Medium (100 ft. + 10 ft./level)	Effect				
War Cry	2	x	x	x	x	x	x	SC	236	Enc		Personal	Target				
Warcry	3	x	x	x	x	3	3	BoED	111	Enc	1 a	30-ft	Cone	Instantaneous	Fort neg	Y	Creatures cower 1d4 rnds, lose dex AC
Warding Gems	x	5	x	x	x	x	x	BoED	111	Con	1 a	Close	Gem/3lvls	1 hr/lvl	-	-	Gem hold 10 hps healing energy
Warning Shout	x	x	x	1	x	x	x	SC	236	Tra		30 ft.	Target				
Warp Wood	x	x	2	x	x	x	x	PHB	300	Tra	1 a	Close	Small item/lvl	Instantaneous	Will negs	Y	Bends wooden item within 20-ft
Water Breathing	x	3	3	x	x	3	3	PHB	300	Tra	1 a	Touch	Living creatures	2 hr/lvl	Will negs	Y	Targets can breath underwater
Water Walk	x	3	x	x	3	x	x	PHB	300	Tra	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Y	Target treads on water as if solid
Waterball	x	x	4	x	x	x	x	MotW	96	Evo	1 a	Long	20-ft radius	Instantaneous	Ref (half)	Y	Spurts do subdual damage.
Waterspout	x	x	7	x	x	x	x	SC	236	Con		Long (400 ft. + 40 ft./level)	Effect				
Wave of Grief	2	2	x	x	x	x	x	SC	236	Enc		30 ft.	Area				
Wave of Pain	6	x	x	x	x	x	x	BoVD	109	Nec	1 a	Close	Cone	1 rnd/2lvls	Fort neg	Y	All living creatures are stunned
Waves of Exhaustion	x	x	x	x	x	7	7	PHB	301	Nec	1 a	60-ft	Cone	Instantaneous	-	Y	All living creatures become exhausted
Waves of Fatigue	x	x	x	x	x	5	5	PHB	301	Nec	1 a	30-ft	Cone	Instantaneous	-	Y	All living creatures become fatigued
Weapon of Energy	x	3	x	x	x	3	3	SC	236	Tra		Touch	Target				

Weapon of Impact	3	3	x	x	x	3	3	SC	237	Tra		Touch	Target					
Weapon of the Deity	x	3	x	3	x	x	x	SC	237	Tra		Touch	Target					
Weapon Shift	2	x	x	x	x	1	1	SC	237	Tra		Touch	Target					
Weather Eye	x	x	3	x	x	x	x	SC	238	Div		1 Mile + 1 Mile/level	Area					
Web	x	x	x	x	x	2	2	PHB	301	Con	1 a	Medium	20-ft radius	10 min/lvl (D)	Ref negs	-	Sticky webs trap creatures	
Weighed In the Balance	x	x	x	x	x	x	x	SC	238	Nec		30 ft.	Area					
Weird	x	x	x	x	x	9	9	PHB	301	Ill	1 a	Medium	Creatures in 30-ft	Instantaneous	Will dis, Fort part	Y	Illusion kills else does 3d6 dmg 1d4 Str	
Were-Doom	x	9	9	x	x	x	x	BoVD	109	Evo	1 min	Long	50-ft/lvl radius	24 hours	Fort neg	Y	1d4 humanoids become lycanthropes	
Whirling Blade	2	x	x	x	x	2	2	SC	238	Tra		60 ft.	Effect					
Whirlwind	x	x	8	x	x	x	x	PHB	301	Evo	1 a	Long	10-30-ft wide, 30 tall	1 rnd/lvl (D)	Ref negs	Y	Cyclone 1d8 dmg, picks up creatures	
Whirlwind of Teeth	x	x	x	x	x	7	7	BoVD	110	Evo	1 a	Medium	5-ft/lvl radius, 10-ft/lvl high	1 rnd/lvl	Ref half	Y	1d8/2lvls damage to all in area	
Whirlwind, Greater	x	x	9	x	x	x	x	SC	239	Evo		Medium (100 ft. + 10 ft./level)	Effect					
Whispering Wind	2	x	x	x	x	2	2	PHB	301	Tra	1 a	1 mile/lvl	10-ft radius	1 hr/lvl or till used	-	-	Sends a spoken message	
Wieldskill	x	1	x	x	x	x	x	MaoF	134	Div	1 a	Touch	Creature touched	1 min/lvl	-	Y	Gain +10 Competence bonus to one skill / use it untrained.	
Wild Runner	x	x	4	x	4	x	x	SC	239	Tra		Personal	Target					
Wind at Back	x	x	4	x	x	x	x	SC	239	Evo		Medium (100 ft. + 10 ft./level)	Target					
Wind Tunnel	x	x	5	x	x	x	x	SC	239	Evo		Close (25 ft. + 5 ft./2 levels)	Target					
Wind Walk	x	6	7	x	x	x	x	PHB	301	Tra	1 a	Touch	You +1 creat/3 lvls	1 hr/lvl (D)	Will negs	Y	Become vapours and move at 60 mph	
Wind Wall	x	3	3	x	2	3	3	PHB	302	Evo	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Y	Deflects arrows, small creatures, gases	
Wingbind	x	x	x	x	x	4	4	SC	240	Evo		Medium (100 ft. + 10 ft./level)	Target					
Winged Mount	x	x	x	4	x	x	x	SC	240	Tra		Touch	Target					
Wings of Air	x	x	2	x	x	2	2	SC	240	Tra		Touch	Target					
Wings of Air, Greater	x	x	4	x	x	4	4	SC	240	Tra		Touch	Target					
Wings of the Sea	x	1	1	x	1	1	1	SC	240	Tra		Touch	Target					
Winter Chill	x	x	1	x	x	x	x	SC	241	Tra		Close (25 ft. + 5 ft./2 levels)	Target					
Winter's Embrace	x	x	2	x	x	x	x	SC	241	Evo		Close (25 ft. + 5 ft./2 levels)	Target					
Wish	x	x	x	x	x	9	9	PHB	302	Uni	1 a	Special	Special	Special	Special	Y	Alters reality	
Wither Limb	x	x	x	x	x	x	x	SC	241	Nec		Close (25 ft. + 5 ft./2 levels)	Target					
Withering Palm	x	7	x	x	x	x	x	SC	241	Nec		Touch	Target					
Wood Rot	x	x	4	x	x	x	x	SC	241	Tra		Touch	Target					
Wood Shape	x	x	2	x	x	x	x	PHB	303	Tra	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	Will negs	Y	Shape wooden items	
Wood Wose	x	x	1	x	x	x	x	SC	242	Con		Close (25 ft. + 5 ft./2 levels)	Effect					
Word of Balance	x	x	7	x	x	x	x	SC	242	Evo		30 ft.	Target					
Word of Binding	x	x	x	3	x	x	x	SC	242	Con		Close (25 ft. + 5 ft./2 levels)	Target					
Word of Chaos	x	7	x	x	x	x	x	PHB	303	Evo	1 a	40-ft	40-ft radius	Instantaneous	Will negs	Y	Kills, confuses, stuns nonchaotic	
Word of Recall	x	6	8	x	x	x	x	PHB	303	Tra	1 a	Unlimited	Willing creatures	Instantaneous	Will negs	Y	Teleports you to designated place	
Wounding Whispers	3	x	x	x	x	x	x	SC	242	Abj		Personal	Target					
Wrack	x	4	x	x	x	5	5	SC	243	Nec		Close (25 ft. + 5 ft./2 levels)	Target					
Wracking Touch	x	x	2	x	x	2	2	SC	243	Nec		Touch	Target					
Wraithstrike	x	x	x	x	x	2	2	SC	243	Tra		Personal	Target					
Wrathful Castigation	x	x	x	x	x	8	8	SC	243	Enc		Close (25 ft. + 5 ft./2 levels)	Target					
Wretched Blight	x	7	x	x	x	x	x	BoVD	110	Evo	1 a	Medium	20-ft radius	Instantaneous	Fort part	Y	1d8/lvl (15) to non-evil, stun 1d4 rnds	
Xorn Movement	x	x	x	x	x	5	5	SC	244	Tra		Touch	Target					
Yoke of Mercy	x	x	x	x	x	2	2	BoED	112	Enc	1 a	Close	One creature	1 rnd/lvl	Will neg	-	Target deals non-lethal dmg	
Zajimarn's Avalanche	x	x	x	x	x	9	9	MaoF	135	Con	1 a	Long	One 10-ft square/lvl	Instantaneous	Ref (partial)	Y	Wave of slush deals 1d4 cold/level and moves target.	
Zajimarn's Field of Icy Razors	x	x	x	x	x	8	8	MaoF	135	Evo	1 a	M	One 10-ft square/lvl	1 min/lvl	Ref (partial)	Y	Targets dies or may be dazed and -4 on saves for 1 rnd/lvl.	

Zajimarn's Ice Claw Prison	x	x	x	x	x	7	7	MaoF	135	Evo	1 a	M	10-ft ice claw	1 rnd/lvl (D)	-	Y	Ice claw grapples and deals both normal and cold damage.
Zeal	x	x	x	2	x	x	x	SC	244	Abj		Personal	Target				
Zealot Pact	x	6	x	x	x	x	x	SC	244	Evo		Touch	Target				
Zone of Respite	x	5	x	x	x	5	5	SC	244	Abj		20 ft.	Area				
Zone of Revelation	x	5	x	x	x	x	x	SC	244	Div		Close (25 ft. + 5 ft./2 levels)	Area				
Zone of Silence	4	x	x	x	x	x	x	PHB	303	Ill	1 rnd	Self	5-ft radius	1 hr/lvl (D)	-	-	Silence isolates internal and external
Zone of Truth	x	2	x	2	x	x	x	PHB	303	Enc	1 a	Close	20-ft radius	1 min/lvl	Will negs	Y	Targets within area cannot lie